PROJECT

A ROLE PLAYING GAME

PROJECT

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PROJECT is written for the OpenD6 system.

Whitt wishes to thank:

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for driving me mad and keeping me sane.

Max, Glenn, Megan and the Shadow Warriors
for popping my convention cherry, and many years of corruption since.

The original PROJECT London, Project DC & PROJECT Tokyo
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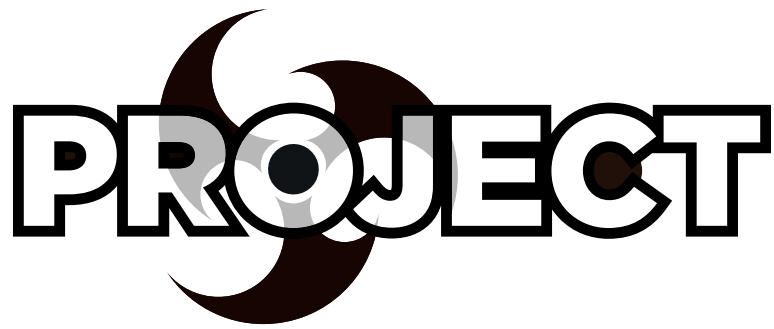
Employee Manual

PROJECT is Saviour
432 AE Edition

Preface

PROJECT was founded over a century ago as humanity began to recover from the disastrous effects of the Mindquake and began to understand our former power and knowledge. PROJECT was at the lead of the fight back to education, technological understanding and capability and also amongst the first groups to truly grasp the importance - and danger - of the Entities.

PROJECT is now a truly global organisation, operating out of PROJECT Central and with regional offices in London, Washington and Tokyo and many more offices and bases scattered around the world. We are humanity's best and only true line of defence against the Entities and reality leakage into our dimension.

As an employee of PROJECT you have been trained and adapted to fight the Entities and to respond to leakage events, to restore normality and to protect the public. This is an important job and PROJECT values its employees just as it values the future of the human species. Your training and enhancement represents a considerable investment of credits, a debt owed to PROJECT and to humanity which can best be paid off by executing your duty.

PROJECT is saviour.

Welcome to PROJECT

You are now part of PROJECT. The most important and powerful endeavour in human history - so far as it can be remembered. As a member of PROJECT you are a valued part of an international team with an opportunity to make real change and to improve the lot of humanity as a whole. It is a weighty responsibility and also a great privilege. Please read and absorb this information as you start your service.

How to use this book

This book is an introductory manual for PROJECT employees commencing their active service. It is by no means comprehensive but does cover all of the most important basics. If you have any more detailed concerns please refer to the TRB or send a formal request to Central for clarification. Keep this book on hand for day to day reference and to settle low-level disputes internally, if at all possible.

Training

You have completed nine months of training and adjustment and fine tuning of your implants. This is a long and difficult process and simply by clearing training you have shown yourself to be in the top one percent of humanity. Do not allow yourself to become arrogant however. Training is one thing, field operations is another.

New employees are grouped together in operating units so that there are no problems of seniority and to minimise internal strife. In the event of casualties, replacements from other operating units of comparable experience will be assigned in order to minimise disruption and issues caused by seniority.

Ongoing training is available and your unit housing should have basic facilities for you to engage in physical fitness optimisation and firearms training. More opportunities for training are available at your local base.

PROJECT Guidelines

In your dealing with and as a member of PROJECT please try to keep the following in mind:

- **Be courteous in your dealings.**

- **You are always in the public eye.**

- **Individual actions reflect upon PROJECT as a whole.**

- **Safeguarding reality is your top goal, all else is secondary.**

- **Remain humble.**

Your First Week

Leaving the training facilities and being assigned can be difficult for a new team. You all have one thing in common though, you are all new. There is no embarrassment in being unsure as everyone will be unsure. Take the time you have to settle in, to familiarise yourself with your home, your team and to engage in team building exercises such as shared recreation, games, training and friendly competition. You are guaranteed (barring emergencies) two days of free time before your first assignment, so make the most of them.

Shared Housing

PROJECT employees on operational service are housed in modular buildings suited to the make-up of their team, easily expandable to accommodate larger teams. Living together forges a strong bond between team members and has been shown to increase team loyalty and empathy by a considerable degree. Shared housing consists of a personal and private room for each member and typically includes the following common areas:

- Gym
- Kitchen/Dining Room
- Group Lounge/Briefing Room
- Cellar Firing Range
- Garden (where possible)

Operative groups are expected to take personal charge of the appearance and cleanliness of their home, though Assisting Staff may be used in minor janitorial roles.

Your Personal Space

Your room is your personal space. Being an operational PROJECT employee is stressful and your room is your sanctuary. You may decorate it as you wish but we suggest you keep it a restful and meditative space that will help you unwind.

Your First Mission

Your first mission will likely be a small, low level intervention. PROJECT strives not to over-tax its agents until they have settled in and bonded. It is perfectly natural to make mistakes, to be unsure and to have no clear chain of command or expertise in this first mission and its immediate successors. This is expected, the first few missions are shakedowns which will allow your team to settle into a mode of operation that suits you before facing greater challenges.

Your PROJECT Coordinator

Every PROJECT unit is assigned a PROJECT Coordinator who is their first port of call and organises their missions as well as dealing with any issues that do not need to go to higher authorities within PROJECT. Your coordinator will help you deal with company paperwork, internal and external relations, mission briefings and will act as a point of interface between you and the rest of the PROJECT hierarchy.

Your coordinator is a vital and essential member of your team and while not on the front lines should be accorded the respect that their membership of PROJECT commands. PROJECT coordinators and other administration staff are key to using PROJECT's resources effectively and efficiently to safeguard civilisation.

PROJECT Central
|
Regional Office
|
Local Office
|
PROJECT Coordinator
|
PROJECT Unit

Your Team Mates

Operational PROJECT employees come from a huge variety of backgrounds and have a wide array of different implants, adaptations and needs. It behoves a responsible PROJECT operative to understand his compatriots and to accommodate their eccentricities.

Borg

Your Borg compatriots have had their bodies fully replaced with machinery derived from PROJECT's advanced research in prosthetics and robotics, much of it gleaned from re-covered Entity technology. These changes can have a dehumanising effect upon a Borg and while they receive therapy to compensate for these issues close friendships are very important for keeping them stable. Each Borg also has a variety of masks to help them express and describe their emotions. Interfering with a Borg's masks is punishable by reprimand and fine.

Empath

Empaths have implants that enable them to feel the thoughts and emotions of others. Their emotions and feelings can also 'leak' through the implant and affect those around them. While they are essential and powerful investigators this can make them hard to deal with on a personal basis. Openness and honesty are important to Empaths and they are also very sensitive to the atmosphere around them. Respect an Empath's privacy and the sanctity of their personal space. Try to take arguments and problems outside, away from them and to treat them gently, make them feel valued.

Golem

The Golem is a mountain of armoured flesh with supreme strength. They are invaluable in holding the line against powerful entities but the process leaves them with a mentality close to that of a child. A Golem is not stupid, but they are simple and trusting and can easily be taken advantage of. Do not do this. The unity and survival of a team often depends on the loyalty of a Golem and this is best maintained by loving friendship and mutual play. Golem are stabilised by the presence of an 'object of desire', sometimes colloquially called a 'binky'. Interference with a Golem's object of desire is punishable by reprimand and fine.

Grunt

The Grunt is the most human, normal and stable of PROJECT enhancements and should provide few problems and act as a point of stability for the unit as a whole. Many Grunts come from law enforcement or military backgrounds and can carry some baggage and trauma from their previous experience. Each case is different and there can be no general guidelines for getting on with the Grunts in your team. The best advice possible is to give them their space when they need it.

Medusa

Medusae are incorruptible, artificially intelligent, adaptive tools owned and operated by PROJECT. They are classified as equipment but will act as fully independent members of your squad. Medusae enter a unit 'factory fresh' with basic intelligence and capabilities but they are adaptive and should be able to quickly learn and fit into your unit. Medusae that are fully self-actualised, as certified by Central, can purchase their own housing and operate as fully independent and legally recognised individuals. Aid your Medusa to learn and fit in with your group, the more information you give it, the better able it will be to adapt.

Psyker

Psykers have implants, like Empaths, but their psi abilities express themselves in the ability to affect and influence the physical world, move objects, hurl bolts of flame and other, similar abilities. Psychic abilities are strongly influenced by emotions and so helping to keep Psykers emotionally ground-

ed and relatively stress free is the key to an harmonious home. Psyker's have a tendency to the egotistical and megalomaniacal which should be tempered by constant grounding in the day to day.

Wytch

Wytch implants are more simple and less intrusive than many other implant procedures but grant and enhanced understanding of Psyho-Magnetic-Energy and the ability to manipulate and channel it using devices and set patterns. Wytches tend to be at least as stable as Grunts but are usually accompanied by a 'familiar' or 'homunculus' which can be unusual, even distressing, to look at and is often far less restrained. Wytches need their space, their peace and quiet to study and deepen their talents and should not be interrupted unless absolutely necessary.

Uniform & Dress

PROJECT agents are expected to be well dressed at all times. Uniforms are provided for on-duty actions and public appearances. Private dress and appearance is down to the operative but they should keep the company image and message in mind at all times. Frivolous or 'slutty' dress is frowned upon and while agent autonomy is respected such dress can have a negative effect on public relations.

Agents should try to project an air of authority and glamour in how they dress.

Men

The Men's uniform consists of a PROJECT trenchcoat, suit trousers, suit jacket, white, button shirt and black shoes. A waistcoat is optional. A bootlace or standard tie - also in black - is standard for all male employees.

Hair, where present, should preferably be kept above the collar, purely for matters of safety and combat efficiency.

Informal uniform for harder or less formal duties consists of the trenchcoat, heavy-tread boots and a T-shirt with the PROJECT logo upon it.

Guidelines for civilian dress are 'smart casual'. Jeans are acceptable as are t-shirts and alternative coats and shoes. It is essential that you keep your ID and badge on hand at all times, regardless whether you are in or out of uniform.

Women

The women's uniform consists of a PROJECT trenchcoat, black slacks, a white blouse and an optional vest top. Ties are optional for female agents and they have the choice of scarf, standard or bootlace tie, or cravat. Black, flat-soled shoes are recommended. Heels no higher than one inch are permitted as part of the formal uniform. A skirt is available as an alternative for the slacks, but should be knee-length and loose fitting. Hair of any length is permitted, but on active duty should be braided or otherwise put 'up' to minimise safety and combat concerns.

Informal uniform for female agents is identical to that of male agents though they have the option of shorts or a skirt in place of jeans.

Guidelines for civilian dress are 'smart casual'. Jeans and short skirts are acceptable, as are shorts. T-shirts, vest-tops and others are allowed provided they are reasonably modest. It is essential that you keep your ID and badge on hand at all times, regardless whether you are in or out of uniform.

Transsexuals

PROJECT recognises the value of its agents whatever their proclivity and asks that agents choose a gender preference for uniform code if at all possible. Individual cases and exceptions can be negotiated with Central.

Neuters

Some Borg, most Medusae and some other operatives consider themselves gender-neutral. It is asked that these operative choose a gender upon which to base their uniform. If there is no stated preference research indicates that the public find a female presence more reassuring and less threatening.

Comportment

PROJECT employees are asked to be polite and respectful at all times. It is recognised that with the stresses and strains of the job this may not always be possible but agents should do their best regardless of the stresses and strains that they face. A polite and professional working environment aids the organisation as a whole and ensures maximum efficiency.

Internal Relations

Team relations are the most important aspect of your comportment within PROJECT; all PROJECT organisation starts at the team basis. Please try to keep your relationships with your fellow agents cordial and friendly, professional in the field, personal at home.

Central may not have field operatives but is vital to processing and understanding the threat posed by the Entities. Be mindful of the value of desk operatives and try not to undermine them.

Conflicts within the team should be dealt with internally if possible. Central can intervene if necessary but this reflects poorly on the problem solving ability of the team as a whole.

If truly serious infractions, infiltrations or issues arise Central may assign an Internal Affairs team to get to the bottom of the problem. Your compliance with their orders is mandatory.

Pinning notes, dartboards, fridge magnets and other paraphernalia to Assisting Staff is considered unprofessional and disrespectful.

External Relations

PROJECT is a private organisation, albeit with quasi-judicial and legal powers in the world nations. We rely on the goodwill of many governments, organisations and of the general public in order to operate effectively and get the job done. It is important that external law enforcement and military authorities be allowed to feel useful and using local resources also saves strain on PROJECT budgetary resources.

Please treat external agencies, even rivals, with respect and make them feel valued and useful. This guarantees future cooperation and assistance and improves the flow of information to Central.

Public Relations

Public goodwill is essential to PROJECTs continued operations. Without public consent and cooperation it would be almost impossible to interdict Entity incursions or to track any and all reality breakdowns. Please try to minimise public damage and injury and take the time to interface with the public in a friendly manner. You may occasionally be called upon to take part in public relations missions and you are asked to treat these as seriously as you would any other mission.

Personal Relationships

PROJECT recognises the basic, human need for romantic relationships. Such relationships are difficult within the high-pressure atmosphere of PROJECT operations and security concerns add an additional level of difficulty. PROJECT allows for personal relationships within PROJECT's structure because of these combined issues, the best option available in the circumstances. PROJECT even offers an internal dating service, should you require assistance. Relationships outside PROJECT are problematic and any partner must be vetted and approved by PROJECT Central within a fortnight of a serious relationship commencing.

Psionic Issues

The use of psychic powers on your team-mates is prohibited save in exceptional circumstances such as suspected possession, doppelgangers, time-twins and other unforeseeable circumstances. Permission can be granted in retrospect, if justified, or granted on a personal basis by the team member themselves.

Use of telekinesis inappropriately is considered workplace bullying.

Public displays of kinetic abilities or frivolous uses of empathic or telepathic psionics are frowned upon. Do not use pyrokinetics to light cigarettes or fireworks. Do not use telekinesis to reach high shelves. Do not use telepathic abilities to 'guess the card' or to help you with your love life.

Breaches of these regulations are punishable by fine and formal reprimand.

Equal Opportunities

PROJECT is a full, equal opportunities employer and hires with regard to merit alone and without regard to race, creed, colour, biological or non-biological origin. PROJECT has a zero tolerance policy towards racism, sexism and other prejudiced judgements. Offenders will have to undergo sensitivity training and persistent offenders may be reassigned to punishment units.

PROJECT officially recognises the following orientations and all combinations and derivations thereof:

- Heterosexual Male/Female
- Homosexual Male/Female
- Transexual Male-Female/Female to Male/ Gendered to Neuter
- Neuter
- Intersex
- Hermaphrodite

Agents who do not fall into these categories may apply for formal recognition with form XG-37.

Mission Parameters

Every mission is different and almost entirely unpredictable though they are broadly about restoring normality or hunting down and neutralising rogue entities entering our reality. There is no real 'standard' practice as such but most operations should follow the IDEA pattern:

Investigate	Understand your enemy.
Defend	Defend against their actions.
Eliminate	Eliminate their operations.
Attack	Counterattack.

Financing

PROJECT is a private company but is in a public/private partnership with many nations, their security forces and their governments. As a corporate entity PROJECT is given a generous stipend from many governments as well as extensive tax breaks and other benefits. Nonetheless, in order to ensure funding PROJECT depends on a large number of patents and technological developments derived from Entity artefacts and technological research.

While the mission is always of primary importance the opportunity to retrieve things of value can pay handsome bonuses to PROJECT agents at mission completion, subject to worth-assessment by Central.

Threat/Power Parameters

Different threats have different parameters and so have limitations on the amount of justifiable collateral damage and budgetary commitment that can be related to dealing with the threat. This is clarified in more detail in the TRB but the following acts as a rough guideline.

Threat Level	Collateral Leeway	Budgetary Release
Black	0%	-
Infared	0%	-
Red	0%	-
Orange	1%	-
Yellow	2%	-
Green	5%	-
Blue	10%	Regional Day Fund
Indigo	15%	Regional Day Fund
Violet	20%	Regional Week Fund
Ultraviolet	25%	Regional Week Fund
Alpha	33%	National Day Fund
Beta	50%	National Week Fund
Gamma	75%	Global Day Fund
Delta	80%	Global Week Fund
Epsilon	90&	Global Month Fund
Zeta	95%	Global Year Fund
Omega	99%	Strategic Reserves

Equipment

In addition to basic housing and uniforms, PROJECT personnel receive access to some basic gear which can be supplemented using credit gained via their salaries and bonus schemes. In addition to your uniform you can expect to receive the following gear:

PAD

Your Personal Assistant Device is a combination personal computer, communication device, entertainment centre and organiser. It is bullet resistant, rugged, waterproof and can expand from its standard 16cm x 10cm configuration to a tablet 32cm x 20cm for easier use or appropriation as a monitor screen. Each PAD is biometrically locked to its user.

The installation of non-approved programs is strictly forbidden.

Please ensure personal data is hidden during public appearances and actions.

Excelsior Pistol

Constructed of tough plastics and ceramic the Excelsior is chambered for .32 ammunition which comes in plasticized, self-fragmenting strips. The Excelsior is specially enhanced to be able to affect non-corporeal entities, making it a useful and essential back-up weapon for a field operative.
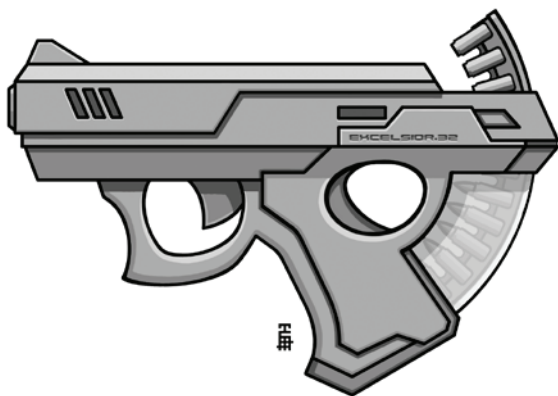
PROJECT Trenchcoat

Your PROJECT trenchcoat is fitted to your physical specifications and armoured against physical and Psycho-Magnetic-Energy attack. The PROJECT trenchcoat is the most important part of your uniform and identifies you at a distance to other agents and to the public at large.

PROJECT ID & Badge

Your PROJECT ID is completely individual and safeguarded by every means PROJECT has at its disposal. Do not lose it. The PROJECT badge is constructed from PME enhanced metals and is virtually indestructible. It operates as a mark of your authority and as an identifier, should you be lost or killed in action.

Assisting Staff

PROJECT agents may avail themselves of Assisting Staff. Assisting Staff are animated husks and while somewhat gruesome are completely hygienic and safe. Aberrant or strange-seeming behaviour in Assisting Staff is a hardware/software interface issue and should be reported immediately. You will be issued replacements with all due haste.

A-20 Grav Interceptor

The A-20 Grav Interceptor is used for rapid deployment and fire-support (where necessary). It should not be employed where it is not needed and should only be piloted by qualified staff.

Further details may be found in the A-20 pilot's manual.

X-50 Truck

The X-50 can transport up to twelve agents (two in the front and ten in the back) and their gear for long distances in reasonable comfort, at speed and over somewhat rough terrain. Any agent with a driving license is rated to operate the X50.

Special certifications in defensive and offensive driving, X-50 maintenance and so forth are available upon completion of sufficient training.
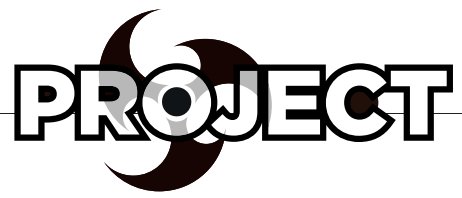
Security Concerns

PROJECT's efficacy depends on tight security. Agents are not permitted to fight or harm one another and to retain PROJECT integrity the following rules must be observed:

- Suspected possession or Entity control must be reported immediately.

- Workstations and PADs must be locked at the end of each usage period.

- Passwords and biometrics must be updated regularly in order to account for doppelgangers and temporal anomalies.

- Only approved applications and programs may be installed.

- Regular check ups and tests are required for all active duty agents to ensure they are not compromised

Compensation & Benefits

Your basic, starting PROJECT salary is 12,000 yearly (Black Salary Rating), 1,200 per month. This will rise year on year by 1,200 with service. Exemplary service can result in early salary increase in steps of 1,200 up to Omega Salary Rating - or even higher.When comparing this salary to other concerns please keep in mind the following benefits:

- All PROJECT earnings are tax exempt, globally.

- PROJECT operatives are covered by a life insurance policy paying out 100,000 to their next of kin upon event of their death.

- PROJECT operatives are covered by a full health plan and will never have to pay for medical care, medicine, dental, psychological or other health concerns.

- Retiring PROJECT operatives will continue to receive Black Salary Rating until their deaths. They may be called upon as reservists in times of great danger.

- While engaged by PROJECT, agents receive free housing and all bills are covered, including food.

WE ARE PROJECT
PROJECT IS SAVIOR

PART 2

THE WORLD

Introduction

"This is PROJECT Tokyo. We have recorded a dangerous level of PME radiation coming from this location. We therefore have jurisdiction to investigate and pacify the problem. Please allow our operatives entry."

PROJECT

PROJECT is a role-playing game about heroic guardians of reality. After a terrible, supernatural disaster the world has been rent asunder and strange things have begun to bleed in all around the edges. Humanity has recovered to an extent and continues to fight these beings and forces from beyond known as 'Entities'. The group PROJECT is at the forefront of humanity's defence, using the strange technologies and abilities of the Entities against them and reasserting reality one bloody fight at a time.

In the game you will take the role of one of the heroic agents of PROJECT, modified through barely understood technology and thrown against the strange and deadly beings and events that press in on the Earth from its neighbouring dimensions and parallels. In the process you may begin to discover things that you wish you didn't know and that the battle for reality is not as black and white as you have been indoctrinated to think.

PROJECT is saviour.

Role-Playing

Explaining to people what role-playing is has proven to be a thorn in the side of gamers for as long as gaming has existed. No description quite seems adequate and the best way to explain it to someone is to have them play.

Imagine we're sat together at a table. You've made up a character - much as you might for a computer game - with a bit of depth beyond their name and appearance. You're now going to describe this character's actions in an imaginary world that I am going to describe to you.

Me: The supermarket is dark when you come in. The lights are off and the glow from the afternoon sun outside barely penetrates ten metres from the glass-fronted entrance. It's deserted, empty, everywhere are abandoned trolleys and knocked over cans. There's a rustling sound from over near where you think the baked goods would be.

So, what do you do?

You ever have that moment watching a movie where one of the heroes does something so utterly stupid that you find yourself screaming at the screen and throwing popcorn? In a role-playing game you control what the character does and another player, the Games Master, describes what happens to everyone and acts as a guardian of the rules.

Role-playing games have rules to avoid the kind of arguments you used to have when playing together as kids:

"Bang, you're dead!"

"Nuh uh, I've got a forcefield."

Rules help decide whether that shot hits, how badly it hurts you and whether that forcefield - if it even exists - is effective or not.

So, what do you do when you hear that rustling? Draw your pistol and shoot? Creep silently towards it to get a better look? Hunt a torch and batteries from the housewares aisle? The only limits are what your character is capable of and what you can think to try.

Role-playing is a hugely rewarding hobby. It's a good reason to get together regularly with friends, face to face, to eat, drink and share stories that you create together week on week.

Who we are

Postmortem Studios is the independent publishing imprint of award-winning games author James 'Grim' Desborough. Postmortem Studios publishes primarily in PDF and PoD format but some products can also be found in distribution. Postmortem Studios likes to concentrate on fun, independent, whimsical games and useful tools for players and Games Masters alike and is diversifying into card games, board games and fiction.

We love to hear from our customers and can be reached at: grim@postmort.demon.co.uk

We can also be reached at our website: postmortemstudios.wordpress.com

Piracy note

Odds are that some of you have come across this game as a file or scan on a file-sharing network or as a torrent. Fair enough, such is the state of the world. We're not going to come after you and give you a hard time about it because this is the way the world is now. We ask only that you consider buying a legitimate copy if you enjoy this game, or something else of ours in the future. We're not a big company and we're operating on quite tight margins. Every sale genuinely does mean something and as a company we are anti-DRM and anti internet restriction.

System Glossary

The PME radiation is at yellow level. We suspect incursion by orange level entities and suggest a standard IDEA protocol in response. Throw up a cordon and wait for agents to arrive. Good luck. PROJECT is saviour.

Don't be put off, a lot of these are self-explanatory and the rest will become second nature after you play a game or two.

Action: When you do something, that's an action. It can be anything from walking across a room to hitting someone over the head with a car. Sometimes you'll need to roll to see if you succeed or to see how well you do.

Advantages: An advantage describes some particular talent, speciality or bonus your character has that falls outside the normal rules.

Attributes: An attribute describes the natural aptitudes your character has. Whether they're inherently smart, strong, quick and so on and just how good - or bad - they are.

Character Points: Character points represent your accumulated experience and learning and can be spent to make your character better.

Character: Your character is your 'avatar' in the game, the fictional person that you take control of.

Damage: If you - or anything else - gets hurt that harm is measured as 'damage'. Take too much damage and you'll die.

Dead: Death needed necessarily be permanent in PROJECT, but it mostly is. This is the worst damage that can happen to you.

Dice: When you do something difficult or where a factor of chance is involved, you roll dice. In PROJECT this is always a D6, which is a short way of saying 'A six-sided dice'.

Difficulty: Some things are easier to do than others. Performing brain surgery with a pocket knife in the middle of a storm is a lot more difficult than doing it in a fully equipped surgery with assistants. Difficulty

shows how hard something is when you need to roll dice.

Disadvantages: A disadvantage describes something outside the normal rules that has a negative effect on your character. Maybe they're shortsighted or have an allergy.

Fate Points: Fate points are what set the heroes aside from your regular, everyday folk. They are marked or touched by luck and when they spend a Fate point, they get twice as many dice to roll as normal for an action.

Free Actions: Free actions are things you can do while you're doing more complex action. It might be something like shouting 'Help!' or barging through an open door.

Games Master: The Games Master creates the stories that the characters make their way through, or at least the overall plot of how it is supposed to go. They're also the rules referee. This is an often thankless task, so be nice to your GM.

Incapacitated: If you're incapacitated you can't really do anything.

Initiative: In some critical situations it's important to know who gets to do what in what order. Initiative is a way of determining that.

KOed: If you're knocked out, you're down and out and possibly have little cartoon birds circling your head.

Mortally Wounded: You may not be dead yet but without medical assistance you almost certainly will die.

Non Player Character: A Non Player Character is a bit-part, villain, enemy or other person played by the Games Master rather than one of the players.

OpenD6: Games run on different 'systems' suitable for their genre and style. This game uses the OpenD6 system for its rules.

Pips: Skills, attributes and so on are described in terms of dice and pips in OpenD6. 'Pips' just means a +1 or +2 bonus to the roll. If something gets to +3 you just add another dice instead.

Player: The players are all the people sat around the table. Technically that includes the Games Master as he's also playing, but it usually just refers to the people who are playing characters.

Rounds: In some important situations, like when a fight breaks out, you need to get a bit more organised about who goes when, in what order and how often. That's when the action breaks down into 'rounds', which are like everyone taking a turn in Monopoly or a similar game.

Scale: Some things are big, some things are small. Scale describes how the big and the small interrelate.

Skills: Things that you've learned how to do or at least learned how to do well are called skills. That might be swimming, programming computers or shooting someone with a honking great gun.

Stunned: Even a small amount of damage can leave you dazed and confused for a moment. That's what 'stunned' means.

Templates: Characters in PROJECT are selected from a similar pool of potential candidates and trained and modified in similar ways. Your character type is defined by its template, though you can change it up a bit.

Wild Die: The wild die is a special six-sided dice that you include in all your rolls and can make things happen that are either really good, or really bad.

Wounded: If you're hurt but can still limp along, odds are that you're wounded.

World Glossary

"SpliceTech industries carries out its testing with special dispensation from the government. This is private property, and you will need permission to enter the premises, which we deny. If you enter, you will be forcibly ejected by our security forces, that are legally empowered to use extreme force against armed trespassers. You will only be allowed access with a government sanctioned warrant, that our legal department will be glad to validate, if appropriate, when it re-opens on Monday."

"By which time any illegal experimentation on entities or weaponry or whatever the hell you have in there will have been cleaned up and moved to another location, right?"

"SpliceTech is appalled by that slanderous accusation, and will be taking legal action against PROJECT for the damage incurred. You will receive a summons before the day is out."

"Your lawyers work weekends?"

Consider this an introduction to some of the key game-world concepts and ideas of PROJECT. A way to help you anticipate the later, more detailed, sections of the book.

A-Grav: Flying vehicles used by PROJECT. A-Gravs have four or more stub-wings which contain PME-active slime. When electrified this goop reverses gravity in a direct line beneath the wing, a pencil thin beam at the centre of the gel. While these vehicles are flying, to the eye, it is more like walking on impossibly tall spider legs.

Alpha Teams: The Alpha Teams were amongst the first successful experiments with the various processes that create PROJECT agents. They are the templates from which all other agents follow. The Alpha Teams have since been assigned to ODD (Other Dimensional Duty).

Angels: Angels & Demons are entities from a closely neighbouring binary dimension where good and evil are objective and absolute values. Like a virtual particle pair, there is a demon for every angel and they are mutually self-annihilating. Angels represent perfection and purity and their wings are a lens through which this can be seen.

Assisting Staff: PME irradiated bodies must be specially disposed of. PROJECT holds the rights to the bodies that die in entity related events and perform experiments on them to better understand their enemies. Those bodies that remain relatively intact are reanimated and used to provide basic support functions for PROJECT agents and facilities.

Borg: One of the agent modifications a Borg has their brain implanted within an armoured central core around which a robotic body is constructed. The precision a Borg is capable of makes it as much as stealth and reconnaissance role as much as a warrior.

BRACE: Biological Reanimation and Control Enzyme. This is a 'worst-case scenario' weapon developed by PROJECT for cases of mass possession or infection. A lethal, smart, bio-weapon this PME enhanced chemical essentially 'resets to factory defaults' organic life at a base mental and physical level.

Cannisters: PME canisters are heavily shielded 'batteries' of psionic energy which are used to power many PROJECT devices. They are all marked 'Warning: PME radiation - Do not open'.

Central: Central is a sprawling, multidimensional 'church' that is kept in a secret dimension and location. It protrudes into several neighbouring dimensions and is used as a muster point and beachhead for taking the fight back to the entities alongside. Agents are selected from amongst the Earth pool for ODD. Central also collates and transmits intelligence data and does research on entities, new equipment, new implants and other innovations derived from entity data.

CyberGoths: The idle rich, pent up in the cities of Britain are constantly finding new ways to shock, appal and to have a 'good time'. Some corporations have developed derivations of PROJECT PME tech, hyperplastics and implants and this extreme body-modification culture has sprung up around that.

Demon: The alternate half of the pairing with angels. Demons are embodiments of corruption, debauchery and evil. The vision through the lens of their wings is of a broken

down, entropic world. The worst of possible outcomes.

DOG Agents: DOG agents are PROJECT's internal affairs division. They wear a black version of the PROJECT uniform and carry gigantic revolvers, chained to their wrists so that they can never be lost. DOG agents police PROJECT for potential traitors and possession subjects, ruthlessly keeping PROJECT 'clean'.

Door: Door is a potent, hallucinogenic drug which can produce visions and predictive dreams, glimpses of other dimensions and other peculiar psionic side effects. It's unpredictable but useful intelligence has come to PROJECT from users.

Dougir: Dougir are a sort of feral 'elf' from a neighbouring dimension. Since the Mindquake they have been divided into two factions those interested in human technology from our dimension and those who see it, and us, as a corruption. Raiding parties can be surprisingly competent and make frequent expeditions to steal gear and resources.

Dragon: An entity in decline dragons are naturally multi-dimensional creatures that leave vague and contradictory lizard-like images in single-dimensional minds after their encounters. They can disguise themselves as humans with near perfection, concealing themselves within a shell.

Empath: Empaths embody the more sensitive and investigative side of psychic potential. While they can blast a mind into infantile stupidity or even death, they are also able of reading thoughts, picking up impressions and seeing into the past and future.

Flagstaff: A mysterious gang of, apparently, undead bikers who appear seemingly out of nowhere in response to entity breaches.

GOLEM: Genetic Over-Growth and Localised Endorphin Modification - PROJECT are fond of their tortured acronyms it's all part of their public relations. GOLEM candidates are modified genetically, surgically, biologically increasing their size, muscle mass and adrenal output. They are biological tanks sacrificing intelligence for raw, physical power.

GooGoo Tank: A large pod filled with a PME enhanced nanotechnological goo, the GooGoo Tank can fix most physical wounds in a relatively short amount of time through a combination of physical and psionic healing.

Gremlins: Minor entities that can infest areas in number and cause chaos, gremlins are both a particular entity and a broad category of minor entity. Typically annoying rather than out-and-out dangerous, Gremlin infestations can go ignored for some time while larger issues are dealt with.

Grunt: Grunts are hired for their experience and training from military, police and security services. Their modification, the Grunt Technical Implant (GTI) allows them to jack directly into special PME weapons and armour, powering them through background and innate PME energy.

Homunculus: A homunculus is a summoned entity shaped by the mind of a Wytch. The Wytch's subconscious often manifests itself in the form and attitude of the homunculus, something that can be revealing, disturbing and compromising.

Hurbrukker Bridge: A dimensional gate, providing access to different eras and dimensions.

Implants: The implants that enable psykers and empaths to use their abilities are slug-like patches of tissue that are surgically implanted into the brain. As they form attachments and interlink with the rest of the brain more powerful and diverse abilities manifest.

King of Crows: A powerful, deity-like entity from another dimension and common intruder into our reality.

Medusa: A true AI the Medusa is the only fully artificial agent type at PROJECT's disposal. Tightly programmed but capable of self-adaptation the Medusae are flexible, deadly and can be produced in relatively large numbers to make up for recruitment shortfalls.

Mindquake: The Mindquake goes by many names. This is the key event that disrupted the world and lead, in time, to the development of PROJECT to defend our reality. A sort of 'psionic nuke' that swept the world and wiped minds of thought, breaking down the

walls of reality, it lead to the fall of civilisation and the rise of the new and current one. The Mindquake is also referred to as The Event, and The Fall. Dates are marked as A.E. (After Event) to avoid confusion.

Movidian: Movidians are strange, invisible, ethereal insects that feed off psychic trauma, anguish and upset. When 'full' they may be briefly visible, purple and waspish, though without wings.

Natural Entities: Natural Entities are those which are particularly at home and, perhaps, even native to our dimension. Things that appear in our mythology find it easier to cross the dimensional barriers and may have done in the past, before the Mindquake.

Other Dimensional Duty: PROJECT is determined to take the fight to the entities in their own, home dimensions thus, the thought is, to protect Earth in the home dimension from attack by fighting there. ODD sucks up a lot of promising agents.

Parapsite: An enormous creature, part tick, part grub. It finds large buildings and lurks within them, picking off those with creative or psychic energy above the norm.

PME: Psycho-Magnetic Energy. The manifestation of psychic energy and power, it might also be called magical radiation or potentiality. PME underlies and can alter reality in amazing ways that defy conventional physics.

Primal: A roiling natural force manifesting as a tangle of ever-shifting organic matter, the Primal also manifests through mass animal possession. Enormous swarms of insects, packs of dogs, cats, rats or multiple species acting together as one and rabidly attacking humanity.

Processing: When PROJECT groups start acting strangely they may be called back for processing. This is an intensive check for corruption, possession, time or dimensional duplicates and a reinforcement of defensive protocols, mental barriers and so forth for the agents.

PROJECT: Saviour.

Psyker: Psykers channel psychic energy in much more showy and spectacular ways. They can hurl objects, create shields to deflect incoming harm, light fires, control electricity and otherwise manipulate the physical world through thought.

SHAMAN: The SHAMAN group are an independent PME defence force. Police for hire by those who want to be independent of PROJECT, SHAMAN agents are all women and make extensive use of technology, rather than PME developments. This is particularly notable in the SOL robotic units, nicknamed Shit Outta Luck by gallows-humoured PROJECT agents.

Splicetech: Splicetech is a large corporation dedicated to providing PME technology to the masses. They are often in legal battles with PROJECT over patents and do not take sufficient care in their research to assuage PROJECT doubts. They are a primary supplier to the CyberGoth subculture and to the SHAMAN group.

Verletzan: The Verletzan is an enormous .50 calibre revolver used exclusively by DOG agents to administer justice and to take down rogue, infected or possessed PROJECT agents. Their bullets seem to pass through psionic shields without being slowed or stopped and can crack a GOLEM open like a peanut.

Wards: Wards are networked devices of psychic potentiality, primarily used by Wytchs. They can be used to reinforce or weaken dimensional barriers and to capture or bind entities protruding into this world.

Wytch: The Wytch receives a distributed and finely-adaptable mesh implant that allows them to manipulate PME in very precise and ordered ways. This manifests through the 'science of magic', a set of rules, formulae and devices for controlling, channelling and transforming PME into a variety of refined and predictable effects.

Background

Synopsis

After it happened and we lost contact with the cities we didn't know what to do. We held out for as long as we could but the food ran out and we had to head to urban areas to find supplies. They were animals. They'd forgotten everything. Everyone was feral and learning everything again. We tried to save the kids, they could learn again. We were just lucky the adults had forgotten how to use guns.

- Elaine Green, Chronicles of the Mindquake

PROJECT is set after a global, psychic catastrophe, and the resultant rebuilding and re-shaping of civilisation in the wake of it.

In July, in the early half of the twenty-first century a terrible phenomenon that has come to be known as the 'Mindquake' started in a small town, not far from Jerusalem. A ring of blinding light scythed out of a hole in the ground that had recently been excavated. It faded as it stretched further and further from the hole, up, into the sky until it just faded away as quickly as it had appeared.

Within minutes the Mindquake began.

People began to scream. They clutched their heads in agony as their language centres, their higher cognition, their ability to think and speak and be understood were burned away. The more densely populated areas seemed to feed the phenomenon, one collapsing mind sending out a fresh wave of the terrible, burning energy that scoured away humanity and left animals.

Over the next month humanity fell into a terrible, animal, savagery.

The overwhelming majority of the population were affected by this scouring, psychic wave. Those living in isolation were left alone, the rural areas, the backwoods, the countryside. When these few who retained their senses arrived back at the cities, they found chaos. Groups of people had regressed to tribal behaviour, gathering together on vague, visual cues such as hair colour, sex, clothing. The people that could speak, that could decipher books, instructions, machines, these became the new leaders as their knowledge had become like magic. They carved out their lit-tle empires amongst the destruction and the death, fought, battled or preserved what they could until a new order could emerge.

The next generation that was born could read and write as normal, their minds were not burned out and they could learn from those whose mentality had survived. Slowly, humanity began to rebuild bit by bit, step by step. With the reclamation of humanity's advances came the old ghosts of the human race. Greed, fascism, racism, famine, war and disease all thrived. It wasn't that those with their minds hadn't learned from the past but, rather, that they had learned all too well. Religion became a power again, knowledge became important beyond words. The ability to make things, repair things, to get old machines working again were treasures without measure. Books were burnt, either in fear of the old ways or to preserve the power of knowledge amongst a small elite. Superstition ruled the simple minds of the new children as they displaced the mind-burned.

It took three centuries for humanity to crawl it's way back from the brink of destruction and primitivism. Each generation of children rediscovered old knowledge and technology, rebuilt the cities, recovered their histories – as best they could. The climb of humanity accelerated a rate far outstripping its progress before the fall. A reduced population meant a surfeit of resources, enough to power what remained into a rapid advance.

We weren't alone any more though. There were dark shadows skulking around the periphery of the new light of renewed civilisation. Something had come with us through the dark times. The new superstitions had some kind of basis, things had changed. We were being hunted by our nightmares. The Mindquake had opened cracks in reality, broken through to the nearby places and allowed things from other worlds to slip in through the gaps.

Some of these things were benevolent, or at least not harmful. Most of them, however, seemed malevolent. They saw opportunity, energy, people, resources. They saw things they could have, things they could take, things they craved. Form, heat, sensation. They crept in and insinuated themselves in our world or raided across its borders, taking what they wanted with relative impunity.

Along came PROJECT. Inheritors of the old knowledge, developers of the new. They combined advanced technology derived from the understanding of the neighbouring dimensions with a corporate work ethic and the trust of the new governments. A potent mixture. PROJECT turned the power of the entities against them, used them as a resource, combined science and superstition into a new mystic technology. PROJECT is now even able to take the fight back to the entities in their own home dimensions. With the more powerful and experienced agents busy, Earth needs to be protected by a new generation of PROJECT agents, guardians of the world and shapers of its destiny.

Four hundred years and more after the fall and humanity still needs someone to protect them.

PROJECT is saviour.

Geography

It took a long time before humanity learned to trust cities again. The Mindquake had destroyed the people who lived there. Only those from the more rural areas had escaped with their minds intact. Cities took on a dangerous mystique, superstitions rose about them, horror stories. Technology relentlessly drove us back to them, as did the need to gather to defend against the entities. The cities were reborn.

- Modern History, Hugh Langham

The world of PROJECT is familiar and different at the same time. Not enough time has really passed for geography to change and the continents remain the same. The fall wrought strange changes though. While the industrialised and more populated nations were hardest hit by the Mindquake they also retained the greatest resources and the most recoverable base.

To begin with the cities were the worst places to be, as society collapsed, as power and water, heat and light disappeared and as the food was used up they were deserts. One reading and writing began to come back that changed back again and they became the centres of power, knowledge and the seats of the new states.

So desperate were the new states for an identity that they raided the fragmentary records of the past. The identity, style and self-image of the new states are in many ways defined by the distorted views of the popular media of the pre-fall age. The styles and attitudes of different ages clash together and the fashions and designs of different ages clash violently with the new technology and throw out interesting and peculiar devices.

Britain

Britain was hit particularly hard by the fall, being a densely populated and urbanised nation. The Mindquake cracked reality along the existing mystical faultlines, the places where people were more likely to believe in the supernatural and the unknown. The dense leylines channelled the psychic potential of the blasted populace into epicentres of new, secondary Mindquakes. Neolithic sites, cathedrals, earthworks, they all exploded with PME energy and tore sizeable holes into the neighbouring dimension.

When the entities broke through they gained a strong foothold in Britain and spread across the countryside. London, Cardiff, Edinburgh, Birmingham, these are essentially fortress cities surrounded by an entity controlled wilderness which is only slowly being reclaimed. Even the cities are frequently infested or attacked and internal investigations and clean-up take up the bulk of PROJECT's time here, dealing with insidious and secretive threats.

America

America is a riven and divided nation. A combination of gang warfare, religious division, poverty and weak government has made the country into a seething cauldron of barely suppressed violence and near-revolution. Adding entities into the mix has only made things worse.

The primary division in America is between the haves and have nots. The wealthy, inheritors of the families that lead the recovery, are almost unfathomably wealthy while the overwhelming majority of the people are impoverished and fighting to live from day to day. The middle class is a tiny minority, caught between the two. All this strife makes the actions of corrupting entities easier and makes them harder to detect. Resentment in local areas to outside

authority makes PROJECT's work more difficult.

'America' now includes territory formerly known as 'Canada' and 'Mexico' and while it is largely an American monoculture there are regional variations based upon the re-interpreted tales and images from the pre-fall media. South America is separate, a reclamation and exploration effort centred around New Rio, a crowded, busy 'party' town on the edge of the renewed jungles of the interior, as wild and entity infested a place as there is.

In a peculiar quirk of fate the Native American tribes came through the fall relatively intact and were amongst the fastest to recover and rebuild. Many of the most powerful families, groups and companies in the new America have their roots in the native tribes. Now the old cultures are largely at the head of the new culture. Powerful corporate dynasties in league with benevolent entities that claim to be their spiritual guides of old.

Denver

PROJECT Denver has gone rogue, independent, splitting away from PROJECT and going to battle themselves. This is a cause of massive concern to PROJECT Central but no direct moves have been made against the rogue element as of yet. It is broadly assumed that they have been corrupted by some entity and as a result they are in quarantine.

New York

New York was the place worst hit by the Mindquake and has been one of the slowest places to recover globally. Reality is tissue paper thin here and its citizens are brave souls indeed. PROJECT's best and brightest are sent here to deal with the frequent issues and strange bleed-overs from other realities that are almost constant. So dangerous is New York that it is the only city with a permanent encampment of DOG agents to keep a close eye on their fellows. Of greatest concern is a floating black cube above Central Park. It cannot be analysed and is slowly twisting reality into knots around it.

Washington DC

At the forefront of the war between the Angelic and Demonic dimensions, DC is a battleground of faith and fear. Without intervention by outside forces this will be an eternal stalemate and PROJECT needs to pick a side. For the moment they just try to curb excesses and keep the peace but sooner or later they will have to make that terrible choice. Otherwise the city will be destroyed.

Japan

The Far East got hit extremely hard during the fall and nowhere worse than Japan where dense urbanisation left only a tiny minority of people unaffected by the Mindquake. In Japan many cultural nightmares and fears have come true, ghosts, vampires, monsters, all of them are a constant threat to the nation and its people. PROJECT use a huge amount of their resources here and experiment constantly with new tech to try and meet the outlandish threats. Even so, Japan is an important industrial and technological centre and worth fighting for, as well as being a springboard into Eurasia.

Africa

The Mindquake wrecked the more developed and populous nations in Africa but left the more impoverished nations largely alone. Used to a simple and rural life the survivors re-established themselves quickly but didn't recover their technological or industrial base as quickly as other areas of the planet. Freed from the oppressive weight of the old international system Africa was able to flourish, in its own way. Africa is now a balkanised patchwork of nations loosely held together in an alliance. Nature has reasserted itself across the continent and many strange entities have found new ecological niches in the deserts, jungles and plains.

Eurasia

A huge swathe of land from mainland Europe in the west to China in the east, Eurasia runs from established city-states in the west to entity-riddled wastelands in the east. Resettlement efforts and recovery operations slowly progress from west to east, from the established and secure city states to the borderland forts. PROJECT tends to concentrate on the

more populous areas and the east provides an opportunity for independent companies and groups to make a name for themselves and to find new entities and technologies.

India

Much like China, India's overpopulation and weak reality lines spelled disaster. India was torn to shreds by the Mindquake and its aftermath and even once the new generation had established itself different areas and groups turned upon each other. After two hundred years a new order gradually emerged as the fringe and island societies – that had better weathered the disaster – fought a war of unification, bringing India together as the Madurai Indian Empire. The Madurai family is impossibly wealthy and rules all of civilised India but the interior is increasingly wild, filled with dissidents, rebels and incarnations of ancient gods and spirits.

Middle East

The Middle East no longer has the geopolitical importance it did before the fall. Petrochemicals are no longer the be all and end all of the energy economy thanks to fusion and various PME enhanced methods of energy production. While petrochemicals are still used to make plastics and other products, they're not the great sources of boundless wealth that they once were. While not densely populated the Middle East's cities were their great centres and were all but wiped out during the fall. The deserts and oases now house many terrors and the sands have shifted and reclaimed the cities. Dubai, a fabled city of wonders from before the fall is out there somewhere, missing, perhaps out of phase or dragged into another dimension.

Psychography

You're a natural rebel which is what makes you a good agent but it's also what causes you so many problems. You can't help but buck against authority and social convention and there's just so much pressure to conform, to politeness, circumspection, good humour and self-deprecation that you're simply not a good fit here. I'll approve your transfer to an American office.

- Hubert Drax, PROJECT psychologist

The world after the fall was shattered, it forgot itself. The whole world had to be remade in the wake of the Mindquake and everywhere the overwhelming majority of people had no sense of identity, no nationality, no tribe. Nobody knew who or what they were and centuries of tradition and culture were eliminated in one gigantic catastrophe.

Whole peoples were plunged into an identity crisis and this, more than technology, more than the ability to read or write, gave the few who escaped unscathed their power. They could recover and provide that identity, give people a cultural and spiritual foundation from which to build. Once that first generation of educators had passed on it was down to the new generation and their discoveries from the ruined pre-fall cities.

Identity is important to people post-fall in a way that was started to be eroded by global culture before the Mindquake. It is also distorted. National identity has been rebuilt from pop culture, the artefacts that survived the fall. This can seem facile, shallow and stereotypical to the view of someone from before the fall, but to those living in the world of PROJECT it is patriotism and key to self identity.

The British value stoicism, dress stylishly – if conservatively – and throw together a sort of Neo-Victoriana with Mod, Punk and Saville Row quality. Politeness, reserve, deference, these have become their watchwords.

Americans have drawn deeply from their cowboy ethos. A sense of self-reliance, independence, purpose and superiority makes up the character of America as a nation and directly contributes to its conflicts and resentment of outside authorities, such as PROJECT. Stetsons, cowboy boots, bootlace ties, ruth-

less capitalism and runaway Objectivism and Social Darwinism make it a dynamic, but dangerous place.

Japan is a madhouse of runaway technology and a mish-mash of cultural artefacts. One is as likely to see advanced robotics as samurai and while a sense of honour pervades there is also a twisted eccentricity at every level of Japanese society. Styles of dress clash and explode in new directions, everything is accelerated, made wild and exaggerated.

Other nations follow a similar pattern, modelled around outdated stereotypes to be found in ancient media. Cultural purity is not mandated by the state but is fairly strongly, socially, enforced by simple peer pressure. The stereotypes aren't the be-all and end-all but they do provide a baseline to which most people conform.

Politics

If you want our protection Mister ambassador then we require that you cede the aforementioned territory for research and testing. We will, of course, deduct the market rate of the land from out normal fees and funding from Johannesburg. Really, it is a good deal. You can always go to SHAMAN if our terms are unacceptable, but they are much more expensive and not skilled at such large scale operations. It's entirely up to you though...

- Simon Wheatley, PROJECT Central

The world of PROJECT is a world of plenty but also a world of danger and struggle. Nation states have been reduced to a few city-strongholds surrounded by nebulous and ever-changing settlements outside of their protection. The battle against the entities and their influence is all consuming and ever present, even in the settled safety of the city-strongholds and there is little room, or need, for nations to war against each other.

Wealth – and thence power – is concentrated in the hands of monarchies, corporate entities and families, and it remains there. While some nations are nominally democratic the power of governments has largely waned to the point of administration and real power lies in the hands of this small, powerful elite. Inheritors of the world in the wake of the Mindquake. PROJECT

is one of the most powerful of these groups, a quasi-governmental, semi-private army, dedicated to protecting the world and reaping the rewards of popularity that goes with that.

Political rivalries are more likely to be found between these families and power groups than between nations or cities and they normally take a more subtle turn than all out war. Instead they are wars of propaganda, industrial espionage, marriage, alliance, corruption, bribery and blackmail.

The only real political question is 'are people being protected from the entities?'

PROJECT

We are the only force, the only organisation, the only power in this world capable of dealing with the entities and the threat that they represent. We're the only ones responsible, knowledgeable, powerful enough to address it. Governments have no agenda but power. Companies have no agenda but profit. Put simply, PROJECT is saviour.

- Team Leader Mal Pye, PROJECT orientation

PROJECT is a singular organisation that straddles many different sectors all at once. It is simultaneously a corporation, a government agency, a religion and a cult of celebrity. The corporate line "PROJECT is saviour" is taken seriously and the agents and bureaucracy of PROJECT do see themselves as the ultimate guardians and safeguard of Earth and its people against the breakdown of reality.

There is no question that PROJECT are effective and powerful and many of their more charismatic agents become spokesmen for the company, spending as much time shoring up their public relations as fighting entities. From top to bottom there is a belief in PROJECT's mission and the necessity of their powers and free license to do whatever is necessary to protect the world.

PROJECT's operations are worldwide and it is the only true, global power. Respected and entreated by national governments across the globe and celebrated by the majority of people, though there is always a fringe of people who accuse PROJECT of conspiracy, dangerous behaviour and inhuman practices.

PROJECT's mission statement can be summed up in four main concepts that form the acronym 'IDEA'.

Investigate

To defeat something you must first understand it. PROJECT's knowledge of entities, dimensional technology, mystech devices and psionics is unparalleled though their head start on bionics and implants is being challenged daily by the likes of Splicetech. The first step in any PROJECT operation is to understand the enemy and this can often be the last step as well, examining the bodies of the fallen, retro-engineering technology and magic and trying to find new applications and uses for it.

Defend

Once an enemy has been understood they then need to be stopped. With an enemy identified its weaknesses are also identified and their purpose in our world can be blunted or stopped. PROJECT agents on Earth spend a lot of time shoring up dimensional weak points, rooting out entity-based conspiracies and thwarting nefarious schemes.

Eliminate

Once an entity incursion has been blunted and stopped it is time to counter attack. Entities, their agents, their dupes and their facilities must be destroyed to prevent further contamination. This is the most aggressive phase of Earth operations and the most dangerous – as well as the most exciting. The other aspects are equally important but it is the elimination phase of an operation that generally gets the most attention and earns the most bonuses, barring disaster.

Attack

The attack phase takes the battle back to the entities. Other Dimensional Duty (ODD) is an attack upon persistently troublesome and dangerous dimensions responsible for the most attacks on Earth. While agents may be assigned temporary ODD duty in the course of a mission the real ODD duty is left to highly experienced and powerful agents, such as the Alpha Teams.

PROJECT Agents

PROJECT takes care of its agents from the moment of their recruitment to the moment they die, retired or otherwise. This helps command the fierce loyalty that PROJECT agents are known for along with the salary, bonuses and fringe benefits.

Recruits come from various sources though mainly from colleges and universities. PROJECT prefers to take recruits relatively young, between eighteen and twenty-one, but does also recruit exceptional individuals outside that bracket. Recruits not taken from higher education are chosen based upon assessment and testing or notable bravery and competence in military, police or similar duties. PROJECT has recruitment posters everywhere promising wealth, fame and care, a good prospect in a world that can be dangerous and unpredictable.

Once a recruit is approved the potential agent is subjected to a battery of tests to determine their personality, existing physical traits and which enhancement process is best for them. They're also psychologically counselled, especially if their change will be one of the more drastic ones, such as Borg or Golem. The implantation and enhancement procedures and healing from them take nine months and following that process the new agents are subjected to three months of intensive training in PROJECT Central. From induction to graduation takes one year and at the end of that period they are teamed up with other agents, assigned a working house and set to work.

PROJECT is constantly testing and investigating new implants and agents types but a handful are regular, reliable and form the overwhelming majority (over 99%) of all enhanced agents. PROJECT agent teams are supplemented by non-enhanced company staff and security agents who are well equipped, but ultimately no match for the enhanced operatives.

Psyker

Psykers have vast amounts of psychic power and are, potentially, the most powerful agents. Psykers have a 'slug' of cloned brain tissue attached to the front of their brain that taps into their psychic potential, channels and manipulates PME and grants them the ability to manipulate it with their thoughts.

Psyker powers usually first manifest in the manipulation of kinetic energy, bolts of force, psychic shields and the ability to move and manipulate things with one's mind. As a Psyker develops further they may gain the ability to manipulate other forms of energy raising and lowering heat, radiation, manipulating and producing light and other wild talents.

Most PROJECT agents are psykers as they are powerful, versatile and relatively easy to produce via the enhancement processes. The process and the power unleashed by the implantation does tend to lead to slight megalomaniacal, psychopathic or sociopathic tendencies in psykers and they are subject to regular observation and debrief by their coordinator.
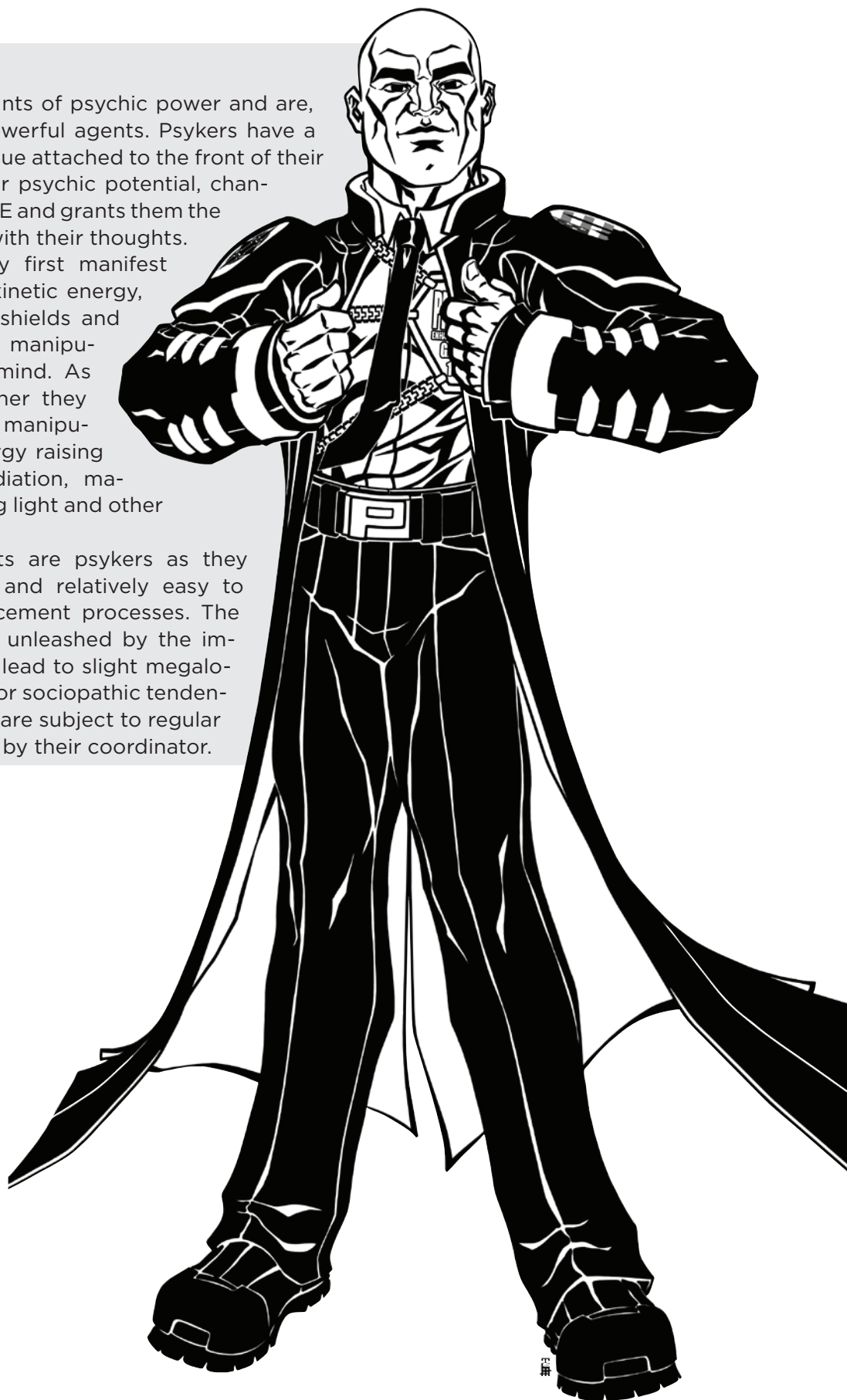
Empath

Empaths are almost identical to psykers save in the manner their powers manifest. Empathic implants are subtly different and grow into the brain in a different way. The realm of the empath is not the realm of physical energy but rather the realm of thought, feelings, dreams, cognition. Empaths make great investigators as their abilities develop from reading and projecting feels to thoughts, to being able to 'puppet' their opponents or even read the psychic spoor left by events and entities. Almost every team has one empath as a safeguard against mind control, indoctrination and other forms of mental subversion.

Empaths, like all agents, frequently suffer from some psychological problems. Unsurprisingly the problems that empaths suffer are related to their ability to read thoughts and emotions. They often over-identify with others, even entities, and this can cause them to become withdrawn and depressed. As such they are subject to the same sort of constant assessment by their coordinators as psykers.

Golem

Golem is actually an acronym: Genetic Overgrowth and Localised Endorphin Modification. The Golem is the most physically powerful of the enhancements and also one of the most traumatic and changing. A Golem is taken apart and reconstructed from the genetic level. The subject's own musculature is flayed from their body and subjected to PME enhanced steroidal treatment, enhancing the muscle tissue without the usual other side effects. Their skeleton is also enhanced, made denser, stronger, harder, heavier. At the end of the nine month period the Golem has been enhanced to something approximate to ten times the strength of an unmodified person. Their flesh and bone is dense, naturally armoured and their senses are lessened, making them virtually impervious to harm.

The final step and, perhaps the most controversial, is the implantation of a modified and supplementary adrenal gland which takes the place of much of the Golem's brain, crippling many of their higher functions. The compensation is the further enhancement of the body by an artificial gland that pumps PME enhanced adrenalin into the body, further making it capable of superhuman feats. Golems average nine feet in height, have no body hair and have an almost ape-like frame. Blood vessels and nerves are cant at the surface of their flesh and their skin is a fairly morbid, greyish colour as a result. Despite their modifications Golems tend to be friendly, gentle giants. Their lobotomised intelligence unable to understand many nuances of communication such as sarcasm. This lack of comprehension does frustrate them and can cause them to lash out uncontrollably. Because of this each Golem is given an Object of Desire, also known as a 'binky', which allows them to calm themselves and fixate on something familiar and comforting.

Golem psychological problems largely revolve around this frustration and the need for their 'binky'. Golem candidates are carefully screened to ensure that they understand how the transition will change them. Many candidates for Golem enhancement are dying, crippled or have nothing left to lose.
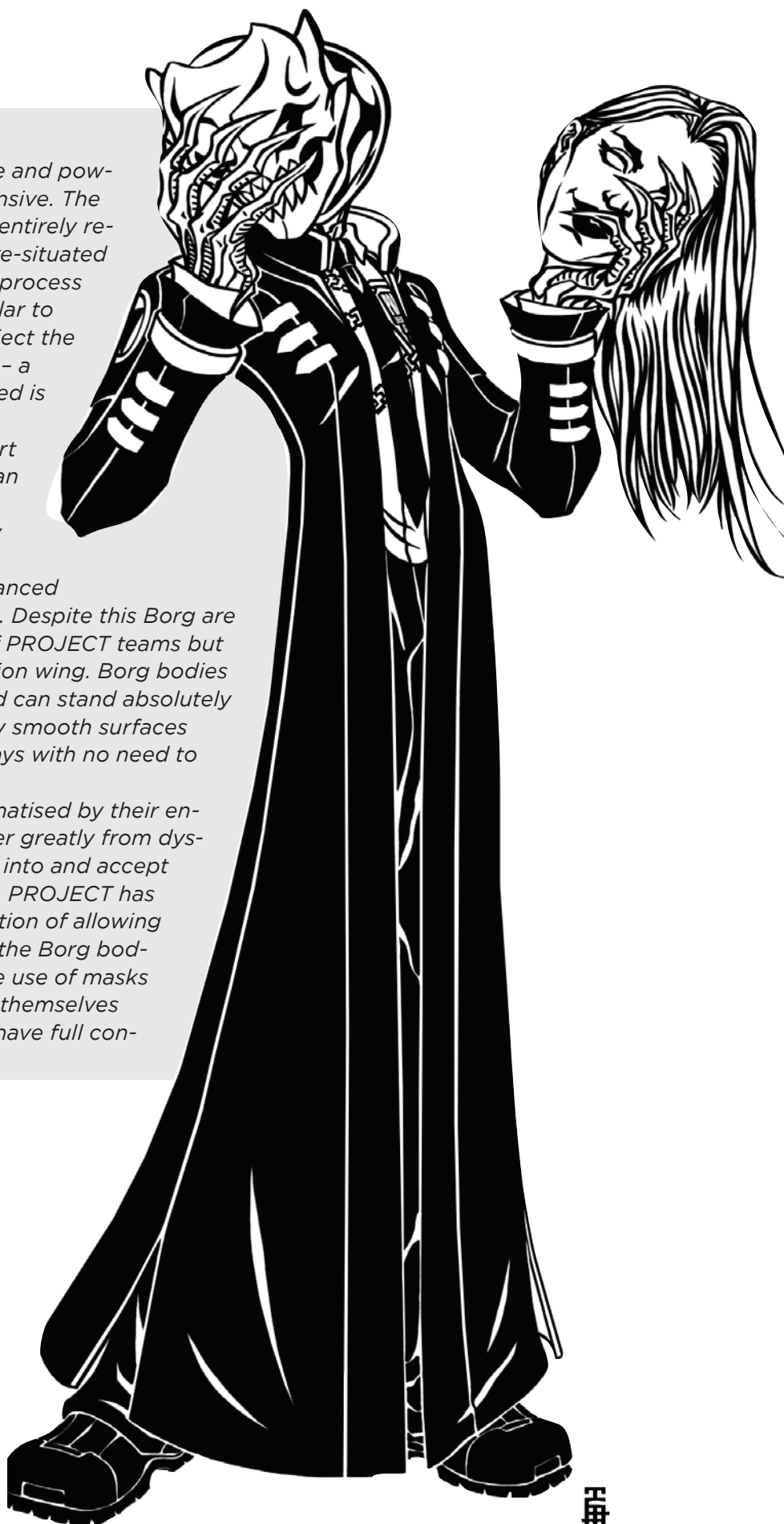
Borg

Cyborg enhancement is effective and powerful but also complex and expensive. The brain and spine of the subject is entirely removed from the body and then re-situated in an entirely artificial body. The process renders the tissue universal, similar to stem-cells, so that it does not reject the implantation points and the pod – a mirrored ball – in which it is placed is perfectly sealed and sterile.

Borg bodies are modular but start out on a standard pattern that can be modified on an individual or mission oriented basis. The body is constructed from high-tech ceramics, hyperplastics and enhanced metals making it light but strong. Despite this Borg are not so much the heavy-hitters of PROJECT teams but rather the stealth and assassination wing. Borg bodies can move unnaturally silently and can stand absolutely still. They can climb uncommonly smooth surfaces and hold position for hours or days with no need to eliminate waste or take in food.

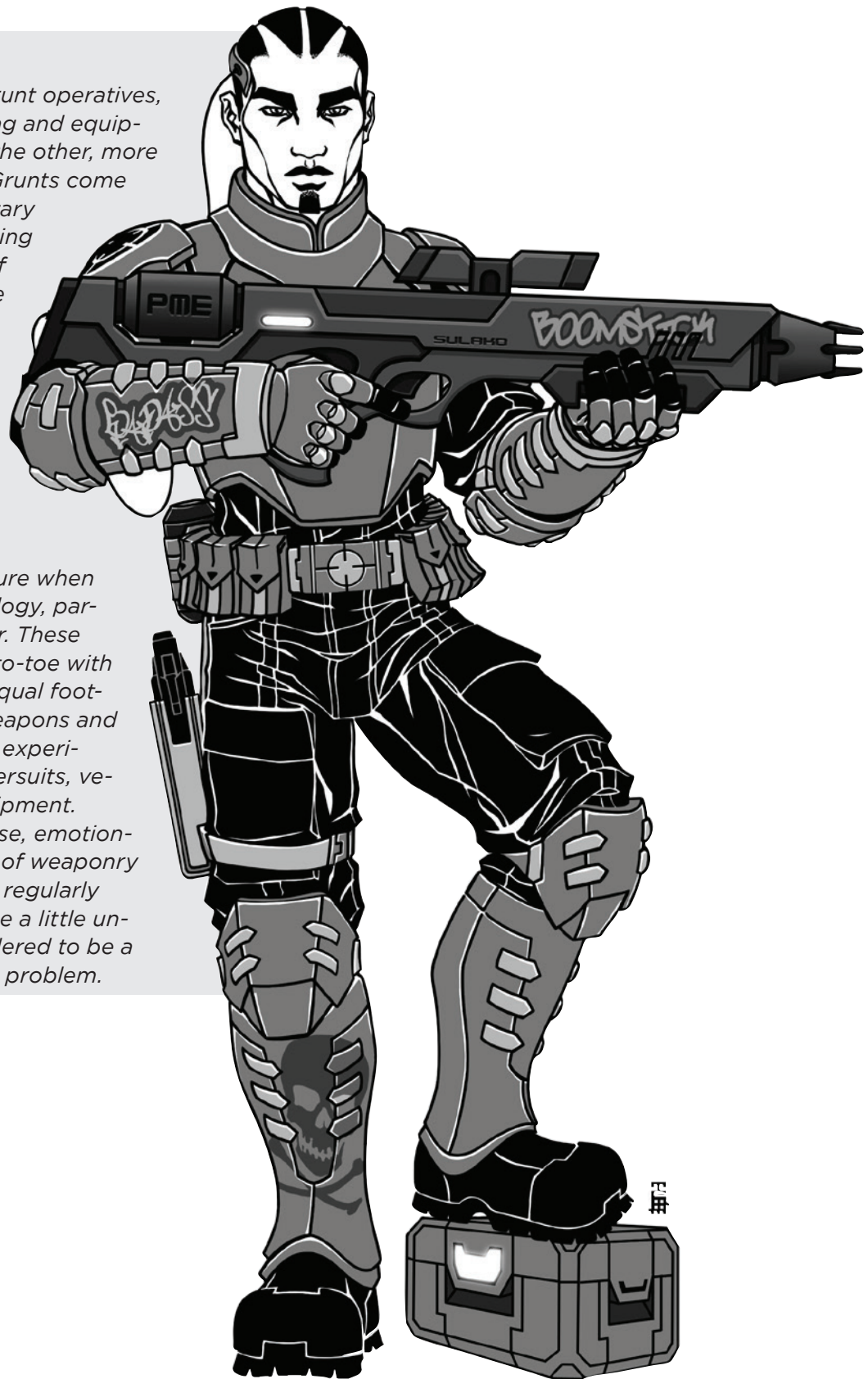*Borg are some of the most traumatised by their enhancement procedures and suffer greatly from dysmorphia, finding it hard to settle into and accept their new, expressionless bodies. PROJECT has come up with the imperfect solution of allowing a great deal of customisation to the Borg bodies and, especially, the innovative use of masks which allow the Borg to express themselves and to create a 'body' that they have full control over.*
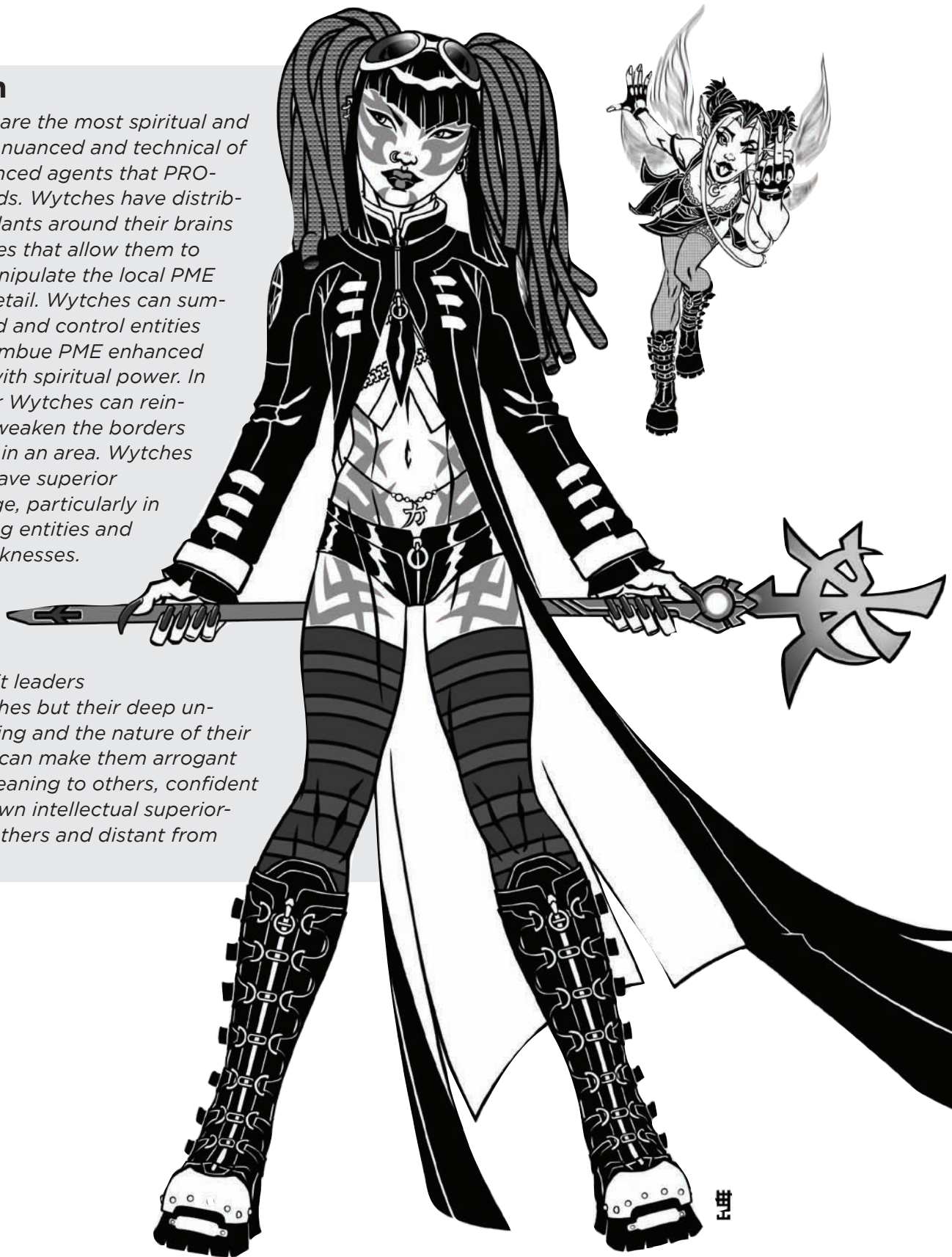
Grunt

The least enhanced of Grunt operatives, Grunts use special training and equipment to keep pace with the other, more enhanced agents. Most Grunts come from military or paramilitary backgrounds and becoming a Grunt is an extension of their existing service. The Grunt implant is simple and minor, a Grunt Technical Implant which enables them to use their own psychic potential as fuel and to directly, mentally control (via cable) weapons and other devices. Grunts are a force of nature when hooked into PME technology, particularly guns and armour. These devices let them go toe-to-toe with powerful entities on an equal footing. As well as smaller weapons and devices PROJECT is also experimenting with larger powersuits, vehicles and detection equipment. Grunts can form very close, emotional attachments to pieces of weaponry and equipment that they regularly interface with. This can be a little unsettling, but is not considered to be a dangerous psychological problem.

Wytch

Wytches are the most spiritual and the most nuanced and technical of the enhanced agents that PRO-JECT fields. Wytches have distrib-uted implants around their brains and bodies that allow them to finely manipulate the local PME field in detail. Wytches can sum-mon, bind and control entities and can imbue PME enhanced objects with spiritual power. In particular Wytches can rein-force or weaken the borders of reality in an area. Wytches train to have superior knowledge, particularly in identifying entities and their weaknesses.

Many agent unit leaders are Wytches but their deep un-derstanding and the nature of their implants can make them arrogant and demeaning to others, confident of their own intellectual superior-ity over others and distant from them.
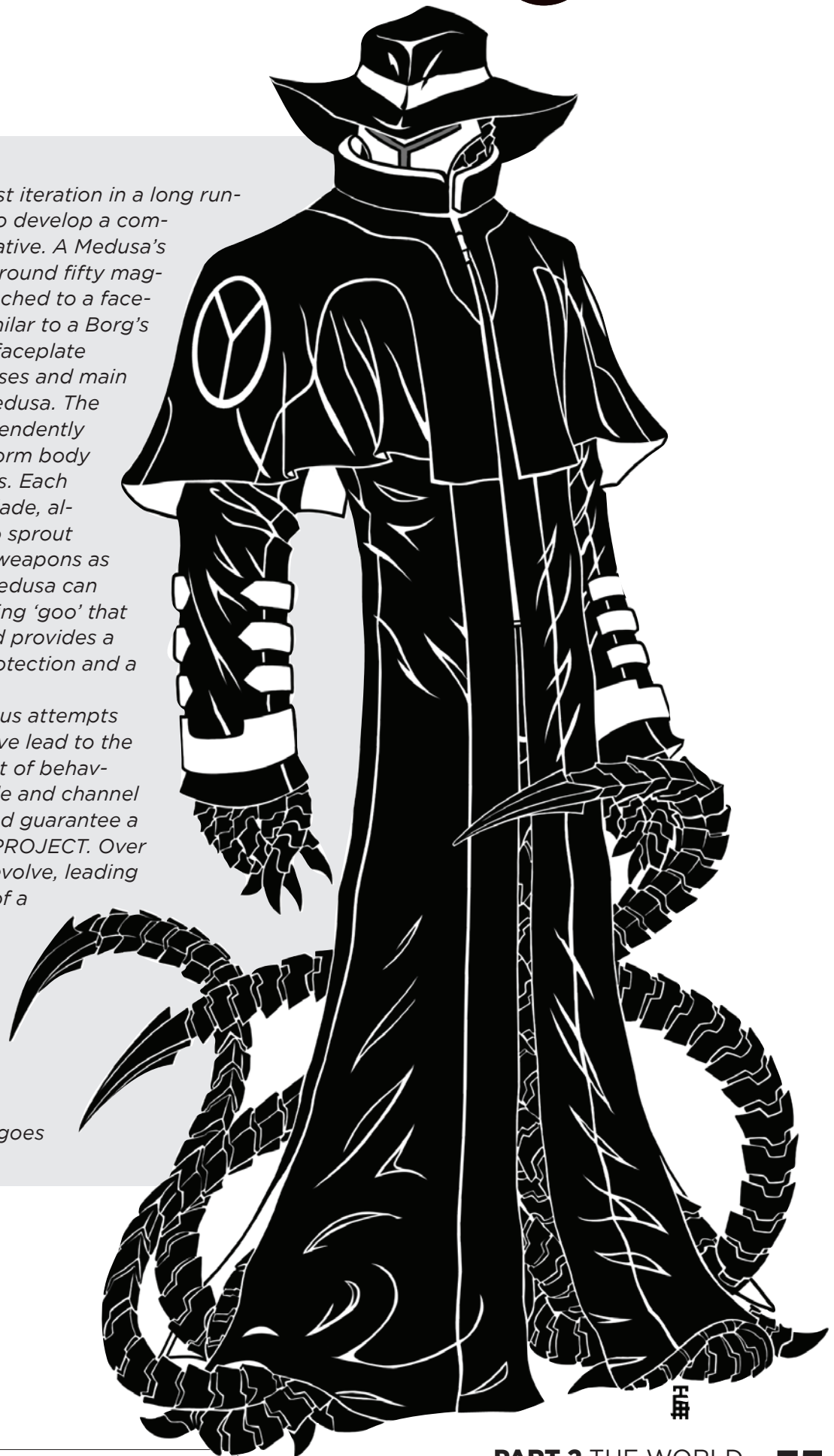
Medusa

Medusae are the latest iteration in a long running set of projects to develop a completely artificial operative. A Medusa's body is made up of around fifty magnetic, metal coils attached to a faceplate superficially similar to a Borg's head and mask. The faceplate houses the mind, senses and main power unit for the Medusa. The coils can move independently or knot together to form body structures and shapes. Each coil has an integral blade, allowing the Medusa to sprout knives and stabbing weapons as it needs them. The Medusa can also exude an insulating 'goo' that clings to the coils and provides a certain amount of protection and a silhouette.

Problems with previous attempts at artificial agents have lead to the establishment of a set of behavioural 'laws' that guide and channel Medusa behaviour and guarantee a degree of loyalty to PROJECT. Over time these laws can evolve, leading to the development of a truly individual intelligence. Unit coordinators are charged with ensuring that Medusae do not go 'Frankenstein' and suffer harsh penalties if a Medusa under their auspices goes unhinged.

PROJECT

PROJECT Central

Central can be disorienting on your first visit. It shifts and changes according to your perception, thoughts and emotions though in the larger areas it will tend to conform to the overall consensus. The Escher spaces can be particularly confusing, though they do make for efficient use of space. Concentrate on where you want to be and you should make it there.

- Rushanara Gupta, Central Orientation

The centre of PROJECT's activities across the dimensions, Central is a gigantic multidimensional escher-like church structure whose actual location is top secret. It is rumoured to be under the sea, in space, in a PME stream between the dimensions and several other harebrained theories but none have yet been

Alpha Teams

The first successful experiments with the current generation of enhancements became famous and established the reputation of PROJECT as the guardians and saviours of humanity, as champion superheroes with the world's future at heart. They have since mostly gone on to Other Dimensional Duty but remain important for recruitment and examples to new agents. Contact has been lost with some, but they remain integral to PROJECT's identity and aspirations.

Codename	Enhancement
Jason	(Classified)
Charon	Empath (TP)*
Eos	Empath (PrC)
Hecatonchires	Borg
Gaia	Golem (Titan class)
Aegyptus	Psyker (TK)
Damocles	Psyker (EK)
Prometheus	Psyker (PK)
Pallas	Psyker (TK)
Hephastus	Psyker (PK)

* Charon heads the DOG Agents and can still be seen in PROJECT Central if you are very, very unlucky.

shown to be true. It projects, here and there, into our dimension and others allowing ingress and egress of PROJECT agents and personnel.

Every year a thousand PROJECT operatives leave central to join the battle in neighbouring dimensions and they are processed and equipped through Central. Material, entities and technology are brought back to Central for processes and reverse engineering. New implants, technology and equipment are put together here before being sent out for field testing.

Central's reality is malleable to those who spend the most time within it. Areas take on a look and feeling according to the collective unconscious of the people who regularly work there. PROJECT trainees spend their three months of intensive training in Central which also acclimitises them to the weird and the strange, making them better able to cope with entities.

DOG Agents

Central also houses the offices and barracks of PROJECT's DOG agents, their internal affairs unit. DOG agents are an unpopular necessity, devoted to preventing any corruption, possession or misguided rebellion before it can break out. DOG agents wear black uniforms and have the letters DOG on their uniforms instead of location badges. DOG agents shave their heads and have a serial number tattooed on the side. They are all armed with gigantic revolvers known as 'Verletzen' which are supplied with a number of special hand-loads, designed to take out rogue or possessed PROJECT agents. These revolvers are chained to their wrists.

Summation

PROJECT is worldwide, ubiquitous, powerful and nation states doff the cap to their expertise, knowledge and power. They are an enormous private army and police force with a great deal of popularity amongst the general populace. Every agent makes great sacrifices to become part of this great fight and to safeguard Earth, their home dimension, from the horrors that lurk beyond. As an agent you are part of the thin blue line that stands against madness and chaos.

PROJECT is saviour.

PART 3

THE RULES

Rules

PROJECT has invested a considerable amount of resources in your training and augmentation. As such we do not 'fire' anyone. However, thanks to your poor conduct and harassment of other agents your pay will be docked to compensate them and further misconduct may result in you being sanctioned for dangerous extradimensional duties. I trust I'm clear?

- PROJECT Coodinator Jayne Blue

Introduction

This section provides the rules necessary to play a game of PROJECT, the dystopian, apocalyptic setting developed by Mark Whittington and Postmortem Studios. This game uses an open-source and modified version of the well-known D6 system by West End Games. This system shot to fame as the power behind the original Star Wars role-playing game and has remained a benchmark in games of high adventure and dramatic action ever since.

Odds are, if you are reading this book, that you are already familiar with the fundamentals of role-playing games. In case you are not we will give a brief overview of the concepts and ideas of a role-playing game (RPG) so that new players can start getting into the game as well.

What is an RPG?

A role-playing game is a sort of grown-up game of 'let's pretend' in which the players take on the roles of heroes in the story and one person takes the part of the narrator or author. In most games this role is referred to as the 'Games Master' and the players are referred to as Players while their characters are referred to as Player Characters or PCs.

The Games Master presents the Players with a story, a plot hook, a mystery to be investigated or a danger to be met, then the Players decide what they're going to do about it. The Games Master responds to their suggestions and moderates the action, telling them how they do, what they find, and moving them forward through the story until they reach the end.

Unlike in childhood games of 'let's pretend' RPGs have rules. These help prevent arguments and help you decide whether your character manages to do something or not. The need to roll dice to discover if you 'win' or not adds jeopardy and tension and means there's always some risk when you do something important.

Players and the Games Master work together to create an on-going story that's personal to them and a lot of fun. It's like a computer game without the limitations of graphics or storage space. It's a game that can go on forever, go anywhere, do anything.

What do I need to play?

To play this game all you need is this book, some paper and pencils (or a laptop), some six-sided dice and at least one other friend willing to play (though it's best with four or more people playing). One of the players needs to agree to be the Games Master and needs to have a plot – or adventure – ready to go. There are adventure ideas in this book and there will be more adventure ideas and full adventures published in the future.

What do I do next?

Everyone should read the rules, or at least have the basics explained to them. The Games Master, at least, should read everything. If you are going to be the Games Master you should also put a little adventure plot together and if you are going to be playing you should make up a character so that you have a role to play. You should also make yourself familiar with the background.

System Overview

This is a quick, basic introduction of how the systems for PROJECT work, what you roll to see if you succeed in your actions and how you take harm.

Making Actions

At heart any role-playing game is a set of actions and reactions. Players describe what they're doing, the Games Master describes what happens and the cycle goes around and around until the story is spun, the mission complete and a good time has been had by all.

A lot of the time this is just dealt with by dialogue. For example:

Player: "I cross the room and open the door, peering through to the next chamber."

Games Master: "The door creaks a little on its hinges as you open it; the next room is dim and quiet. There doesn't seem to be anything there."

Sometimes that's enough, but sometimes things become a bit more challenging and there might be an obstacle in your way. Sometimes dealing with those obstacles comes down to a character's skill.

Player: "I cross the room and open the door, peering through to the next chamber."

Games Master: "The door is locked and doesn't open when you try it or turn the handle."

Player: "I take a step back and then kick it down."

Games Master: "OK, make a Power skill roll, the difficulty is twelve."

The player has a Power of 3D+1, that's three dice with 1 added to the total. All statistics, skills and other rolls are rated like this, a number of dice followed by a bonus, or 'pips'. You roll the dice, tot up the total and add the pips bonus.

In this case, the player rolls 5, 3, 4 for a total of 12, plus 1 bonus, making a total of 13. That's enough to smash the door open and give access to the interior.

Sometimes you're not up against something, but you're up against someone or something with a variable level of skill just like your own, something where chance and ability plays a part for both sides.

Player: "Now the door's open I peer inside and see if I can see anything."

Games Master: "The gloom is difficult to penetrate and smashing the door in has left a ringing in your ears. Make a Perception roll."

There's a gremlin hiding in the darkness, trying to avoid being seen. It has a Hide skill of 3D while the player has a Perception skill of 2D+2. The Gremlin rolls 5, 3 and 2 for a total of 10. The player rolls 3 and 3 for a total of 6, +2 for a total of 8. Not enough to spot the gremlin crouching in the darkness.

Wild Die

Just to complicate matters and to show that things can go really well or really badly on occasion, even for the most skilled of people, the system includes a concept called the 'Wild Die'. This represents the excesses of chance and happenstance that can lead to the greatest or the worst results.

Any time you roll dice, one of those dice should be a different colour (or otherwise identifiable) compared to the others. No matter how big or small the number of dice you roll one must always be the Wild Die, even if you're only rolling one dice.

If you roll a 6 on the Wild Die you add it to the result, roll it again and add on and you keep doing this for as long as you keep rolling 6.

If you roll a 1 on the Wild Die you take it away from the result, roll it again and keep taking away for as long as you keep rolling 1.

Example 1: A player has 3D in a skill; he rolls 3, 2 and a 6 on the Wild Die. That gives him 11, but the 6 on the Wild Die means he gets to roll again, getting another 6 for a total of 17. This also means he gets another roll, this time getting a 1. There's no more rolling (even though it's a 1 on the Wild Die) and that gives him a grand total of 18.

Example 2: A player has 3D in a skill; he rolls 4, 3 and 1 on the Wild Die. That gives him 7, -1 for the Wild Die roll leaving him with a total of 6. Because he rolled a 1 on the Wild Die he rolls it again, getting another 1, reducing his total to 5. Then he rolls a 6. This doesn't continue, even though it's a 6 on the Wild Die, it just takes away, leaving the player with a total of -1, a truly, truly abysmal failure in anyone's book.

Getting Hurt

When you're struck or otherwise harmed by atacks you take dice of damage and you resist this damage with your Resistance skill and any armour or other protection that you're wearing. (psychic attacks are resisted by willpower). The difference between the damage roll and the Resistance roll determines how badly hurt you are. Wounds also reduce the number of dice you get to roll, for as long as you have those wounds, that includes your Resistance rolls.

Example 1: The player is shot with a heavy handgun that does 5D+1 damage. His resistance is 3D. The gun scores 1, 1, 4, 6 and 2 on the Wild Die for a total of 15 damage. He gets 5, 6 and 6 on the Wild Die followed by a 1 on the reroll for a total of 18. Either his armour stopped the bullet or it was a glancing blow that did him no harm.

Example 2: He's shot again, though his luck may not hold out this time. This time the gun score 3, 6, 4, 6 and 5 on the Wild Die for a total of 25. He gets 6, 4 and 3 on his Resistance roll for a total of 13. He fails by 12, which means he takes an Incapacitating Wound, reducing his dice pool by -3. If he is shot again, he won't get to make a Resistance roll at all.

Character Creation

Becoming an agent will change you. It will change you in ways that we cannot predict and in ways you cannot predict. We only know in the very broadest of possible terms what will happen when you undertake the procedure. In a very real sense you are being 'born again'. The augmentation process is akin to reincarnation. Prepare for the worst, hope for the best. We'll do all we can.

- Doctor Duncan Lord, Augmentation Facility

This chapter will tell you how to create a character for PROJECT; it will describe the statistics and skills available to characters and the various templates upon which you can base your own character. You will be guided through the character creation process and given everything you need to fill out your character sheet and get playing.

Step 1: Select a Template for your Character from those available.

Step 2: Customise your character according to its template.

Step 3: If you want Advantages & Disadvantages, pick them.

Step 4: Calculate your Wound Levels.

Step 5: Calculate your Strength Damage.

Step 6: Buy your equipment.

Step 7: You get 1 Fate point at start of play.

Step 8: You are ready to play!

Attributes

Attributes determine a character's basic capabilities. They are your 'inherent' capacities, the ones you are born with – or are engineered to have at least.

Strength (STR): Strength is a measure of your character's raw physical power. Their ability to lift things, carry things and hit things really, really hard.

Dexterity (DEX): Dexterity is a measure of reflexes, agility and accuracy. Shooting things uses Dexterity as does fine manipulation.

Endurance (END): Endurance is a measure of how tough and resilient you are. You use Endurance to determine how tough you are. Resisting poisons, torture and other painful problems are rolled using Endurance.

Wits (WIT): Wits is a measure of how fast and adaptable a thinker you are. It's a measure of cunning and intuition.

Intelligence (INT): Intelligence is a measure of your raw mental 'processing power' and acquired knowledge. A high Intelligence is useful for recalling facts or solving problems in a methodical, procedural, manner.

Technology (TEC): Technology is a measure of your grasp and understanding of mechanical and technological devices, how they fit together and how they work. It's as much instinctual as intellectual and is used for repairing or understanding mechanisms.

Psionics (PSI): Psionics are a rare talent. Psychics from PROJECT gain their abilities from implants but 'wild' psychics do, also, exist. Most people have little or no Psi talent of their own and are quite vulnerable to psychic attack.
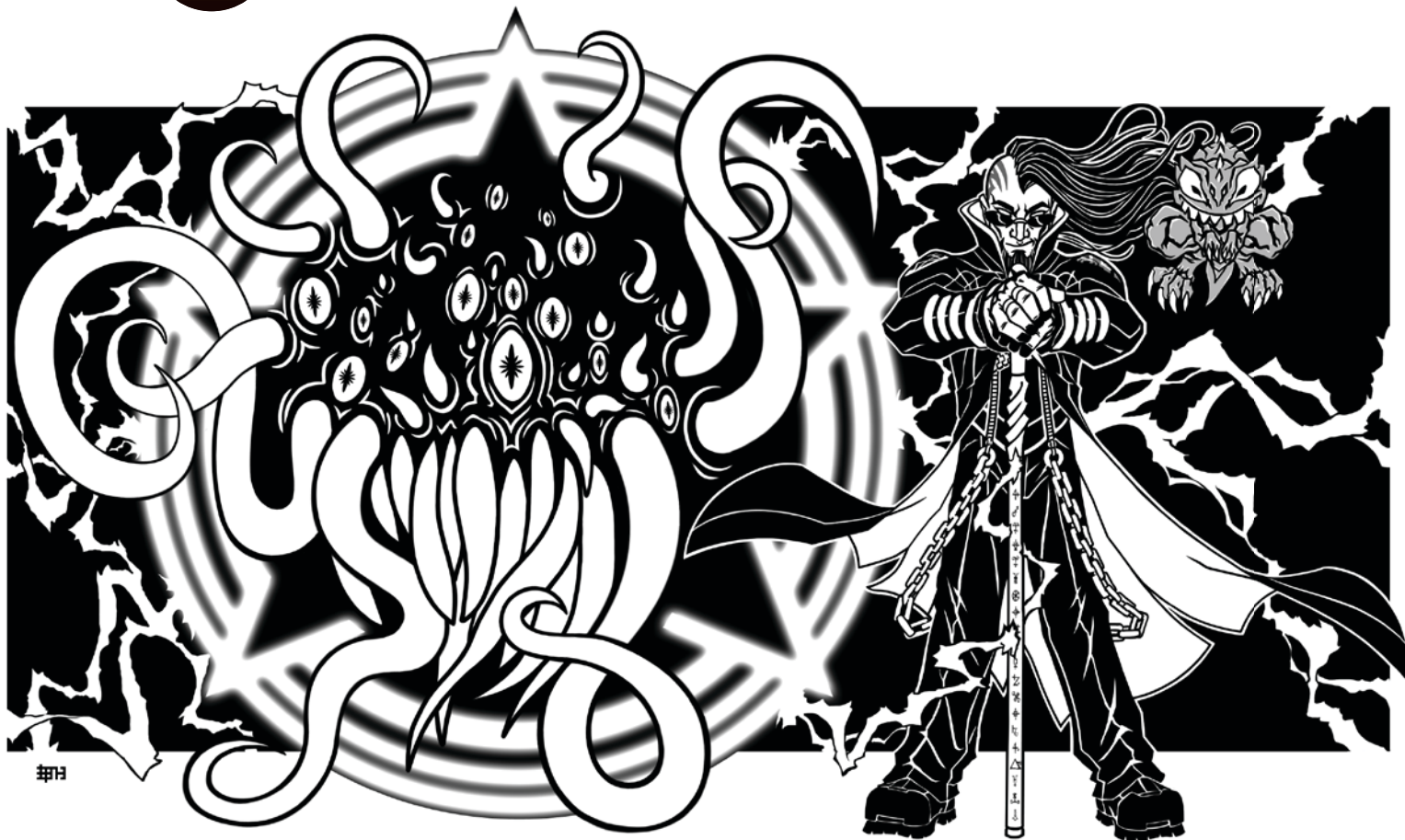
Skills

Skills are specific and trained applications of a particular attribute. Skills begin at the same level as the Attribute that they fall under but can be given bonuses in the form of 'pips' (+1, +2) or dice, which increases their value by one whole dice. Three pips are equal to one dice, so raising a skill of 4d6+2 to 4d6+3 would actually raise it to 5d6. This also happens with any other bonuses. Every +3 becomes an extra dice.

Advantages & Disadvantages

Advantages and Disadvantages are quirks and peculiarities that your character has developed. Things that make them stand out as unique or serve as role-playing tools in certain situations.

Move

Your Move is determined by your Template and is expressed as how many metres you can move at a brisk walk in a turn.

Wounds

When you are hit by an attack it rolls its Damage and you roll your Resistance. If the Damage is higher than your Resistance then you get hurt. Your Resistance is the total of your Resistance, Armour and any special abilities you might have that alter this. The amount your roll is beaten by determines how much damage you take:

Damage Difference	Wound
1-3	Stunned
4-8	Wounded / KO
9-12	Incapacitated
13-15	Mortally Wounded
16+	Dead

The effects of these wounds are as follows (Penalties are cumulative and also effect your Resistance roll):

Stunned: You are at a -1 dice penalty to all rolls until your next turn.

Wounded: You are at a -1 dice penalty to all rolls until you are healed.

KOed: You are rendered temporarily unconscious for 5d6 minutes. This result can only come from stunning attacks such as knockout blows, Tasers or psychic assaults.

Incapacitated: You may try and keep going with a difficulty 15 Stamina or Willpower skill roll. If you succeed you can continue to act but at a -3 dice penalty until healed. If you fail you are knocked unconscious for 1d6 x 10 minutes.

Mortally Wounded: You are knocked unconscious for 1d6 x 10 minutes. Roll your Endurance; the total is how long it will take before you die. Your resistance rolls against any further attacks are made at -5 dice.

Dead: You are killed outright.

Strength Damage

To determine your base Strength Damage for use with unarmed and melee attacks, take your Strength score (or Power skill), include any modifiers from Advantages & Disadvantages that are appropriate, drop the pips and halve what remains, rounding up.

Cash and Equipment

Your current savings are calculated by taking a base of 3 and modifying it according to the following modifiers:

Attribute/Skill	Modifier
Wits 1D	**-1**
Intelligence 1D	**-1**
Wits 4D+	**+1**
Intelligence 4D+	**+1**
Business dice	**+1 per D above Attribute**

The total multiplied by 175 is your starting money in credits.

Character Points, Fate & Advancement

As you complete missions and adventures you gain Character Points, which are used to advance your character and improve them as they learn and grow through the game. Characters should earn Character Points at the rate of one per session whether they succeed or fail, +1 point per hour (rounded to the nearest) that the session took to play.

If they succeed outstandingly well they should get an extra point.

Raising a Skill costs a number of Character Points equal to the dice that you would normal roll, per pip. So, to increase a skill from 3D to 3D+1 would cost three points. Raising it to 3D+2 would cost another three points. PSI based skills cost double to raise.

Raising an Attribute is much harder work and costs ten times the current number of dice in Character Points. It also raises every skill under it by the same amount. It just takes a great deal more effort and time to accomplish. Raising Strength from 2D+1 to 2D+2 would cost 20 points. The Power skill that the character has under that which was already at 2D+2 now gets raised to 2D+3, which converts it to 3D.

Fate points are awarded at one per session and allow a character to roll double their normal number of dice for a single, climactic roll when they really, really need to succeed. Fate points cannot be bought with Character Points.

Disadvantages can be bought off and advantages may be bought, at the Games Master's discretion. There should be a good role-playing based reason for it and the cost is equal to the cost or bonus of the Advantage or Disadvantage, multiplied by 5.

Skills

Dexterity (DEX):
Acrobatics
Brawling
Dodge
Firearms
Flying (Personal)
Melee
Missile
Riding
Running
Sleight of Hand
Throwing

Endurance (END):
Health
Resistance
Stamina

Intelligence (INT):
Bureaucracy
Cultures
Entities
Languages
Law
Scholar (Field)

Psionics (PSI):
Kinetic Blast
Kinetic Electrokinesis
Kinetic Pyrokinesis
Kinetic Shield
Kinetic Telekinesis
Magic Heal
Magic Summon
Magic Ward
PME Armour
PME Items
PME Tech
PME Weapons
Psychic Blast
Psychic Clairvoyance
Psychic Postcognition
Psychic Precognition
Psychic Scan
Psychic Shield
Psychic Telepathy

Strength (STR):
Power
Athletics

Technology (TEC):
Communications
Computer
Computer Operations
Demolitions
Drive
Gunnery
Medicine
Navigation
Pilot
Repair
Security
Sensors

Wits (WIT):
Artist
Bargain
Business
Command
Con
Forgery
Gambling
Hide
Initiative
Intimidation
Investigation
Perception
Persuasion
Search
Streetwise
Survival
Tactics
Willpower

Advantages & Disadvantages

Disadvantages
Achilles' Heel (3-4)
Advantage Flaw (1-3)
Age (1-2)
Bad Luck (2-4)
Burn-Out (1+)
Cultural Unfamiliarity (1-3)
Debt (1-3)
Devotion (1-3)
Enemy (1-3)
Entity Infection (2+)
Hindrance (1+)
Infamy (1-3)
Language Problems (2)
Learning Problems (1+)
Prejudice (1-2)
Price (1-2)
Quirk (1-3)
Reduced Attribute (2+)

Advantages
Ambidextrous (2)
Authority (1-3)
Combat Sense (3)
Contacts (1-4)
Equipment (1-4)
Fame (1-3)
Patron (1-3)
Size (1+)
Trademark Specialisation (1)
Wealth (1)
Templates

Psyker

All I have to do is think and things move, lift, explode. It's hard not to get drunk on the feeling of power that comes with that and harder still to pay attention to your body. I have so many alarms set on my pad to remind me to eat, sleep and exercise. You have to stay grounded, somehow.

- Sian Leary, Psyker

Psykers use an implanted slug of engineered brain tissue to tap into their psychic potential. They can channel PME energy through thought patterns to manipulate the physical world in a variety of ever-expanding ways. Psykers start by learning to create psychic shields, move objects and create blasts of pure physical force. Psykers are the footsoldiers of PROJECT teams due to their adaptability and the regular success of the implantation procedure.

Dexterity (DEX):	2D
Brawling	2D+1
Dodge	2D+1
Firearms	2D+1
Melee	2D+1
Running	2D+1
Throwing	2D+1
Endurance (END):	2D
Intelligence (INT):	2D
Cultures	2D+1
Entities	2D+1
Psionics (PSI):	5D
Kinetic Blast	5D+1
Kinetic Shield	5D+1
Kinetic Telekinesis	5D+1
Strength (STR):	2D
Technology (TEC):	2D
Communications	2D+1
Computer Operations	2D+1
Drive	2D+1
Medicine	2D+1
Sensors	2D+1
Wits (WIT):	2D
Initiative	2D+1
Investigation	2D+1
Willpower	2D+1

5 Customisation points.
Increase an Attribute by one die – 4 points.
Increase a Skill by one die – 1 point.
Increase skills by three pips – 1 point.

Empath

I can see the past and the future and the inner thoughts of other people. Everything you see day to day is a façade. Behind the pretty social masks of civility and respect people are monsters, bursting at the seams with hatred and death. It's wearing, tiring, but it motivates you to make things better.

- David Johnson, Empath

Empaths are able to project and read emotions and thoughts. They are stalwart investigators and over time learn to see backward and forward in time and to manipulate thought and perception to a staggering degree. They can also unleash a blast of PME enhanced thought that can scour a mind clean.

Dexterity (DEX):	2D
Brawling	2D+1
Dodge	2D+1
Firearms	2D+1
Melee	2D+1
Running	2D+1
Throwing	2D+1
Endurance (END):	2D
Intelligence (INT):	2D
Cultures	2D+1
Entities	2D+1
Psionics (PSI):	5D
Psychic Blast	5D+1
Psychic Scan	5D+1
Psychic Shield	5D+1
Strength (STR):	2D
Technology (TEC):	2D
Communications	2D+1
Computer Operations	2D+1
Drive	2D+1
Medicine	2D+1
Sensors	2D+1
Wits (WIT):	2D
Initiative	2D+1
Investigation	2D+1
Willpower	2D+1

5 Customisation points.
Increase an Attribute by one die – 4 points.
Increase a Skill by one die – 1 point.
Increase skills by three pips – 1 point.

Golem

It's hard... to remember. Very hard. So I do not try. Thinking is hard. Doing what I'm told is easy and I like to use my body. I am strong and it is fun to be strong. I also like bubblegum. Bubblegum and being strong.

- Kim Ong, Golem

Diplomacy can fail. Cunning plans can go wrong. High tech or magical solutions can break down. Sometimes you just have to punch things, repeatedly, very hard until they stop giving you trouble. That's where the Golem comes in. A living tank, the Golem provides close-in physical support to agent teams.

Dexterity (DEX):	2D
Brawling	3D+2
Melee	3D+1
Throwing	2D+2
Endurance (END):	4D
Health	5D
Resistance	5D+2
Stamina	5D
Intelligence (INT):	1D
Entities	1D+2
Psionics (PSI):	0 D
Strength (STR):	5D
Power	6D
Technology (TEC):	1D
Communications	1D+1
Wits (WIT):	1D
Intimidation	1D+3
Survival	1D+1
Willpower	1D+1

Disadvantages: Object of Desire (2), Stress (3). The Golem has an object of desire upon which they are fixated and which they will do anything for. Golems are easily upset when things don't conform to their black-and-white view of the world or the bad guys 'win'. They become 'stunned' in such circumstances until they can take some time to chill out and re-secure themselves with their object of desire.

Advantages: Tough: +3D to Resistance against physical attacks. Club Hands: Golems do not halve their Str (Power skill) for determining their melee damage.

5 Customisation points.
Increase an Attribute by one die – 4 points.
Increase a Skill by one die – 1 point.
Increase skills by three pips – 1 point.

Borg

This is what augmentation really means. I'm adaptable, changeable, upgradable, configurable. I can become whatever tool is needed for the job at hand. I'm a truly modular human being and that was worth everything I've lost. Just look how much I've gained.

- Dane London, Borg

Despite being tough, mechanical soldiers Borgs are more the stealth agents, infiltrators and assassins of PROJECT. Their mechanical precision makes them masters of stealth and hiding and gives them unnatural speed and re-action times.

Dexterity (DEX):	4D
Acrobatics	4D+1
Brawling	4D+1
Dodge	4D+1
Firearms	4D+1
Melee	4D+1
Endurance (END):	3D
Intelligence (INT):	2D
Psionics (PSI):	0D
Strength (STR):	4D
Technology (TEC):	3D
Communications	3D+1
Computer Operations	3D+1
Wits (WIT):	2D
Hide	2D+1
Initiative	2D+1

Disadvantages: Masks (2). A Borg can only express a personality/mood corresponding to its mask. It has three to start with; normally a business mask, a social mask and a secret, personal mask representing its core personality.

Advantages: No pain (no wound penalties to actions, only to Resistance), Hardiness +1D Resistance Vs. All attacks.

5 Customisation points.
Increase an Attribute by one die – 4 points.
Increase a Skill by one die – 1 point.
Increase skills by three pips – 1 point.

Grunt

I look at the other augments and in some ways I'm jealous and in other ways I'm relieved. All I have is some sockets in my skull and a way to interface with the weapons I was already used to using. It's not the most dramatic or wonderful of changes but it also hasn't made me... weird. I can still kind of pass for normal.

- Mario Lane, Grunt

Grunts are elite PROJECT soldiers and their GTI implants allow them to interface directly with their weapons, vehicles and devices, powering them with latent PME energy. Grunts are versatile and provide technical backup, filling in gaps in the agent team and responding to threats with customisable load outs and specialist apparatus.

Dexterity (DEX):	3D
Brawling	3D+1
Dodge	3D+1
Firearms	3D+1
Melee	3D+1
Running	3D+1
Throwing	3D+1
Endurance (END):	3D
Resistance	3D+1
Intelligence (INT):	2D
Entities	2D+1
Psionics (PSI):	1D
PME Armour	1D+1
PME Tech	1D+1
PME Weapons	1D+2
Strength (STR):	3D
Power	3D+1
Technology (TEC):	2D
Communications	2D+1
Computer Operations	2D+1
Demolitions	2D+1
Drive	2D+1
Gunnery	2D+1
Wits (WIT):	3D

Advantage: Interface: Interfaced devices are used with a +1D bonus. Interfaced PME devices draw power from the grunt and require no ammo or power sources.

5 Customisation points.
Increase an Attribute by one die – 4 points.
Increase a Skill by one die – 1 point.
Increase skills by three pips – 1 point.

Wytch

It's not really magic, it's science. The thing with PME radiation is that it is shaped by subtle and complex systems such as our implants and such as the human mind. Through action, thought, emotion, equations and boosting or dulling the power available we can shape effecs. You have to be constantly aware though and that is why we can seem eccentric to others. The only ones that can really understand are other Wytchs and our homunculi.

- Barbara Jung, Wytch

Wytches are analysts, researchers and specialists. Nobody knows entities like they do and they can summon, bind and control them as well as channelling PME radiation into a variety of structured effects, 'spells'.

Dexterity (DEX):	2D
Brawling	2D+1
Dodge	2D+1
Firearms	2D+1
Melee	2D+1
Endurance (END):	2D
Intelligence (INT):	3D
Bureaucracy	3D+1
Cultures	3D+1
Entities	3D+2
Languages	3D+1
Psionics (PSI):	3D
Magic Heal	4D
Magic Summon	4D
Magic Ward	4D
PME Items	4D
Strength (STR):	2D
Technology (TEC):	2D
Communications	2D+1
Computer Operations	2D+1
Medicine	2D+1
Wits (WIT):	2D
Bargain	2D+2
Investigation	2D+2
Persuasion	2D+2
Search	2D+1
Willpower	2D+2

5 Customisation points.
Increase an Attribute by one die – 4 points.
Increase a Skill by one die – 1 point.
Increase skills by three pips – 1 point.

Medusa

I am still learning. Learning shapes. Learning thoughts. Learning words. Learning how to live and how to kill. I want to learn more. I want to learn everything. I want to become.

- Zero, Medusa

Medusae are artificially intelligent entities which can shift, move and flow like jellyfish. Hardy, intelligent and technically proficient the Medusae are good all-rounders and deadly in close combat. If the Medusa program continues to be such a success, Medusae may be mass produced.

Dexterity (DEX): 3D
Acrobatics 3D+1
Brawling 3D+1
Dodge 3D+1
Melee 3D+2
Endurance (END): 3D
Resistance 3D+2
Intelligence (INT): 3D
Entities 3D+1
Psionics (PSI): 0D
Strength (STR): 3D
Power 3D+2
Technology (TEC): 3D
Communications 3D+1
Computer 3D+2
Computer Operations 3D+2
Repair 3D+1
Security 3D+1
Sensors 3D+1
Wits (WIT): 3D
Initiative 3D+1
Investigation 3D+1
Search 3D+1

Disadvantages: Laws. Medusas' must follow their programmed Laws. In order of priority these are:

May not (through action or inaction):

1. **Harm or disobey PROJECT Central, DOG Agents or PROJECT Coordinators**
2. **Harm a PROJECT operative.**
3. **Harm ones self.**
4. **Harm PROJECT equipment.**
5. **Disobey a PROJECT operative.**
6. **Fail to fulfil personal needs/wants.**
7. **Harm the public.**
8. ***Self-defined***

Advantages: Natural Weapon +1D damage, Immune to disease and poison.

Skills

Dexterity

Acrobatics: The acrobatics skill is used to perform contortions, to balance on precarious surfaces and to make flips and rolls and reduce falling damage.

Brawling: Brawling, despite the name, covers all forms of hand-to-hand combat from ineffectual flailing with one's hands to the more effective disciplines to be found in boxing and martial arts. All are described using the same skill. You roll this to hit others with unarmed attacks.

Dodge: Knowing how to dive for cover or to twist and buck to escape a fist or a blade is useful survival ability and is represented by the Dodge skill. You roll this to avoid being struck.

Firearms: The use of all modern firearms is covered by the Firearms skill. You roll this skill in order to hit a target with the gun and it also covers minor maintenance, but not repair.

Flying (Personal): A character's skill at flying personal flying machines or using powers and natural ability that allows them to fly. Most characters will not have any reason to learn or gain this skill.

Melee: Punching things is one matter, stabbing things or clubbing them is another entirely. That said, most melee weapons are essentially levers, albeit blunt or sharp ones various. This skill represents your ability to strike a target with an implement.

Missile: Crossbows use the firearms skill but other assisted projectile weapons, like bows, use the Missile skill when rolling to hit a target.

Riding: Not a particularly common skill any longer, Riding is used to determine how well you can control an animal mount, train it and perform actions such as jumps or moving down steep inclines while on its back.

Running: For every multiple of your base move you want to try and run in a turn the difficulty is five, and accumulates. With a move of 10 you can run 20 metres at difficulty 5, 30 metres at difficulty 10 and so on. Running can also be used more generally

to see who outruns whom and who falls behind.

Sleight of Hand: This skill represents your fine hand-eye coordination and as such is used for picking pockets, picking mechanical locks, palming items and even doing minor little tricks of stage magic.

Throwing: Whether playing cricket or throwing grenades this is a useful skill to have and it also covers the inverse skill of catching objects.

Endurance

Health: Your Health skill represents your overall robustness and resilience to disease, poisons and similar agents. You roll it to resist being infected or affected by such things.

Resistance: Resistance is your inherent toughness. You roll your resistance – plus any armour that you happen to have – to reduce incoming damage and keep you alive. You can raise your resistance by training yourself to ignore pain, overcome shock and by toughening your muscles and bones through exercise – or by learning the limits of your mechanical body and having it improved.

Stamina: Stamina represents your ability to 'keep on going' despite exhaustion, hunger, thirst and other physically debilitating factors.

Intelligence

Bureaucracy: This skill represents your knowledge and understanding of the interminable red tape of corporate and governmental entities. With this skill you can fill out a mean form and know how to skip a few steps or get your paperwork seen by the right people more quickly, you also tend to avoid time-consuming mistakes and can understand legalese.

Cultures: A very broad skill somewhat akin to anthropology, Cultures lets you try to understand the mind-set and culture of intelligent entities, humanoid or otherwise, and to make educated guesses about their ways and cultural personalities.

Entities: PROJECT operatives are trained to recognise some of the more common entities that intrude into our reality from 'elsewhere'. With this skill you have paid particular attention to reports and classifications and can identify entity types generally and specifically from the most common gremlins to the strangest tentacular horrors imaginable.

Languages: Each language is defined as its own skill. Additional languages are taken as additional skills. The level of your skill roughly delineates your characters vocabulary, erudition and fluency. 2D is considered to be fluent enough for all everyday tasks, though it may not be up to particularly technical dialogue.

Law: You know your rights, you know the right legal terminology and you have a good idea of what is and isn't legal or illegal in various places at various times. At higher levels you could be a lawyer or solicitor.

Scholar (Field): Scholar is an open skill that can be used to represent specialist knowledge in any academic or scientific field. Typically this is a scientific field such as physics or biology, but it could also be used to represent the study of linguistics, theology or other pursuits.

Psionics

Kinetic Blast: This skill represents your ability to focus and unleash your mind, channelling psychic power into a raw blast of energy that conforms to one of your other Kinetic abilities (Electro/Pyro/Tele). This is used for raw, damaging effects, not anything subtle.

Kinetic Electrokinesis: With access to this ability you can increase, decrease or produce electrical charge and can unleash kinetic blasts of electrical energy.

Kinetic Pyrokinesis: With access to this skill you can increase the temperature, make flames more intense, set fire to objects and unleash blasts of flame with your kinetic blast ability.

Kinetic Shield: Taking whatever form from your abilities you choose, you can form a shield around yourself – and others – to absorb and deflect incoming damage or buttress against effects.

Kinetic Telekinesis: With access to this skill you can manipulate pure force, move

objects or unleash blasts of directional kinetic energy, throwing people around or causing them harm.

Magic Heal: Wytches are able to channel PME energy in predictable and common ways through their formulae and workings. With Heal you are able to reduce wounds and heal injuries, allowing someone to recover quickly and get back into the fight.

Magic Summon: With access to this skill a Wytch can deliberately summon minor entities from 'elsewhere' and bind them to their will, making them perform actions for them according to their commands and will, albeit resentfully.

Magic Ward: Wytches are able to channel PME energy into patterns that can reinforce reality and hold off entities or reduce their power.

PME Armour: Psycho-Magnetic-Energy is used naturally by psychics but can also be used in devices. PME armour channels the latent psychic energy of Grunts, or is powered by 'bottles' of PME to make it work. With this skill you can operate PME armour.

PME Items: PME items are psychically activated and enhanced devices that are used for various strange and unusual effects. Wytches are trained in their use and can empower them without the need for PME batteries. PME items are typically more eclectic than PME tech and may more closely resemble people's folk ideas of 'magic'.

PME Tech: PME technology is more limited, but also more reliable than PME items. PME meters, scanners, samplers and other technological devices with predictable effects are covered by PME Tech.

PME Weapons: PME weapons can channel psychic energy via a Grunt's link or from a PME battery and unleash it in a variety of nasty ways to harm people. This skill covers the use of these exotic weapons.

Psychic Blast: Raw mental energy can have a searing effect on the minds of others. With this skill the character can unleash a tempest of mind-power and strike people dead or unconscious without any physical sign of the power being used.

Psychic Clairvoyance: With this skill the psychic can project their senses some distance from their body to make observations without being detected or spotted.

Psychic Postcognition: With this skill the psychic can read the history of an area or an object, looking back into the past to find who or what handled it and what happened some time ago.

Psychic Precognition: The future is a confusing tangle of possibilities, many of which will never come true. With this skill the psychic can peek into this tangle and examine the most probable outcomes of current events getting some clues as to things that might happen in the imminent future. Any further ahead and only the biggest, most probably events are detectable.

Psychic Scan: With this skill the psychic is a living PME metre, able to detect psychic energy and living, conscious minds in the immediate vicinity.

Psychic Shield: With this ability the psychic can raise a mental 'wall' around himself or herself and others to absorb and deflect psychic attacks and mind control, reinforcing their will and defending their minds.

Psychic Telepathy: With this ability a psychic can attempt to reach into the mind of another, overcoming their will and reading their thoughts – or implanting suggestions of their own.

Strength

Power: Raw physical strength is effective, of course, but you can train yourself to apply what strength you do have more effectively and that's where the 'power' skill comes in.

Athletics: Jumping, climbing, marathon running. Any broad, athletic, physical ability not otherwise covered by a skill is covered by Athletics.

Technology

Communications: PROJECT needs to operate in difficult conditions using various different kinds of communications technology, much of which can be a little unreliable but which is still better than nothing. This skill determines how good you are at tuning in, cutting through static and

getting the devices to work.

Computer: With this skill you can do basic hardware fixes to a computer and know some programming and scripting skills. You can get a computer to do things that it shouldn't.

Computer Operations: You know your way around a computer from a user's point of view. You can use software packages with some skill but have no deeper understanding of how a computer works.

Demolitions: With this skill you can places explosives effectively and know how to handle them safely, disarm them and dispose of them.

Drive: You can operate any wheeled or tracked vehicle with this skill. You can also operate small boats. Larger ships are steered with the Navigation skill.

Gunnery: Vehicle mounted, emplaced or remote weapons are fired using this skill.

Medicine: At the very least first aid and at higher level more doctor and surgical capabilities are covered by this skill. Wounded characters can be tended to and cared for using this skill.

- **Treating a Wounded result or rousing someone from unconsciousness has a difficulty of 5 and takes five minutes.**

- **Treating an Incapacitated result has a difficulty of 10 and takes an hour.**

- **Treating a Mortally Wounded result has a difficulty of 15 and takes six hours.**

The difficulty is totalled up between all of a person's wounds. Someone with two mortal wounds is difficulty 30 to treat.

Failure does not – usually – make the wound worse but they will have to rely on natural healing for the rest of their recovery.

Difficulties can be increased or decreased by the availability of medical equipment and resources.

Navigation: Finding your way from 'A' to 'B' can be difficult but there are tricks to reading maps, operating a compass or simply knowing your way around that can make this easier.

Pilot: With this skill you can operate any vehicle that flies, hovers or floats without being in contact with the ground.

Repair: The repair skills lets you piece back together mechanical or electronic devices – including Borgs and Medusae – that have become damaged or inoperable. It is like first aid for machines.

Security: This skill lets you find your way around electronic locks and helps you break through encryption and password protected devices.

Sensors: Conventional sensor devices such as radar, sonar and remote cameras are operated using this skill.

Wits

Artist: You are skilled in a particular form of art and should pick one. An art can be anything from poetry to interpretive dance and everything in between. It is a good way for a PROJECT operative to wind down.

Bargain: With this skill you are good at wheeling and dealing, determining what people want and what you have to give them and working out an amenable trade. It is also useful for bribery and corruption.

Business: Characters with the business skill know how to fill out a ledger book, claim back VAT, make investments and otherwise keep a business running as a profitable enterprise. They know how to handle and maximise their finances.

Command: Any group needs a leader and those with the Command skill are able to bark orders and to corral subordinates into some kind of order.

Con: A character with the Con skill knows how to give someone the right 'patter' to sucker them in. To Con is to lie and cheat someone.

Forgery: With this skill you can produce realistic looking paperwork, forms and identity papers that are not, entirely, kosher. Provided you have the facilities to do so.

Gambling: There's a skill to gambling in both knowing the odds and being able to read the other people at the table. With this skill you have a good working knowledge of both and regularly win at poker.

Hide: Moving silently and staying out of sight is a function of the Hide skill. Characters roll their Hide skill to avoid being noticed and to sneak past watchful eyes.

Initiative: Initiative determines who goes first in combat. Honed reflexes and an adaptable mind are a boon but reflexes can also be trained so that you respond to a situation without even having to think about it.

Intimidation: A character with the Intimidation skill knows how to loom and look frightening, to put 'the frighteners' on people to get them to back down or bow to pressure.

Investigation: The investigation skill helps a character piece together clues or figure out what they should be looking for as they pursue a mystery.

Perception: The perception skill is your ambient ability to notice important or significant changes around you, using your senses.

Persuasion: A softer version of Con, Bargain or Intimidate, Persuasion is the art of subtly convincing someone of your point of view and getting them to go along with your ideas.

Search: Anyone can turn a house upside down looking for something but a methodical search using what you know is likely to be faster and more effective. That's the training that this skill represents.

Streetwise: Social rules on 'the streets' are different and a character with this skill knows how to conduct themselves in black or grey areas as well as how to be 'down with the kids'. They are plugged in to the rumour mill of the street and are likely to be able to use their contacts to get useful information.

Survival: The survival skill helps you find water, food and the other necessities, even when you are far from civilisation. It also helps you build shelters and work out where you are, though not necessarily how to get from there to anywhere else.

Tactics: PROJECT often makes use of small unit tactics and this skill represents a character's knowledge of effective tactics and how to implement them. With this skill you can lay ambushes, turn an enemy's advantage against them or learn from their previous actions.

Willpower: Resisting psychic powers and attacks is done with the Willpower skill, as is resisting addictions, persuasion and other mind-altering effects and arguments.

Advantages & Disadvantages

Advantages and Disadvantages must be balanced, that is, you must take an equal number of points in disadvantages to those you take in advantages. Some advantages and disadvantages relate directly to the character type that you have taken or can only be taken by that character type. Some of these replicate the effects of upgrades, equipment and so forth and can only be provided as boosts by one or the other. Where this is the case, it is noted.

General Advantages & Disadvantages

Disadvantages

Age 1-2 points: At one point the character is still a teen (16-19). The character may be prejudiced against for being too young to know what they're going on about and may suffer a 3 point penalty to appropriate social rolls. An older character (middle aged) will suffer similar prejudice but about being 'past it' or 'out of date'. At two points the character is a child (8-15) and, as well as the problems above, takes a +1 difficulty penalty to all mental actions. Alternatively they are old (65+) and take the same penalties, but at a +1 difficulty to all physical actions.

Bad Luck 2-4 points: At two points the Games Master can force you to make one re-roll per game and make you take the lower result. At three points he can do this two times. At four points he can do this three times.

Countercultural 1-3 points: You stand apart from the mainstream culture of the PROJECT world and this can make things difficult for you. At one point you are a member of an insular or abrasive subculture and take a +3 difficulty penalty to social type rolls when appropriate. At two points you were, perhaps, raised in a commune, cult or other, similar situation. Your +3 difficulty penalty applies not only to social situations but also to problems like finding your way or understanding cultural differences. At three points you may be an entity from another plane of existence or a test subject raised far outside any conception of normality. Your difficulties are the same, but the penalty is increased to +6.

Debt 1-3 points: Your starting money is unaltered but you owe a considerable sum to some unsavoury characters or even to the PROJECT group itself. At one point you owe 1,000 credits, at two points you owe 10,000 credits, at three points you owe 100,000 credits. The loan sharks, or whomever you owe, become more insistent and dangerous depending on the level you take and you accumulate 10% interest every session in which you do not pay off the debt.

Devotion 1-3 points: You have some code of honour or belief that drives your life. At one point it's a significant factor in your life, at two points it's your defining characteristic and at three points it's an all-consuming passion you would die for. This might be a religious or ideological ideal or may be something more like radical honesty, nationalism or the cause of a particular marginalised group.

Enemy 1-3 points: The character has an enemy of equal or greater strength than themselves. This is a recurring 'bad guy' or organisation and the level of enemy determines how much weight they have to throw around. Each point 1-3 represents how much trouble – roughly equivalent to the power level of the character – that the organisation or nemesis can throw against them. This enemy should play a part every other session until dealt with, but should not be allowed to dominate play for the rest of the group.

Hindrance 1 point: A hindrance is a physical handicap or mental problem that manifests as an arresting influence against the character's actions. It might be a physical injury, a mental block or a social 'faux pas' that they cannot help but make. The player and the Games Master should conspire to have this handicap dole out a total penalty of +3 difficulty; this could be +1 difficulty when using three different skills, +2 and +1, or +3 when using a single skill. An example might be:

Weak constitution: +1 Difficulty to Resistance, Health and Stamina.

Infamous 1-3 points: You are well known but for all the wrong reasons. Associated with a colossal screw-up, a crime or some act that demands terrible social censure you are widely hated, disliked or distrusted, whether you actually did the deed or not. At one point you are more of an anti-hero, your reputation – while causing you problems

with authority figures and greater society, earns you some kudos amongst criminal, activist and revolutionary circles. At two points you have more of a problem, most people have heard of your misdeeds and treat you poorly, resulting in a +3 difficulty to social interactions where this is a factor. At three points people hate you to the point of wishing violence upon you, the penalty is raised to +6 and no matter what you do you'll never be able to live down what you are accused of.

Mute 3 points: You are unable to communicate verbally, including in the form of words via telepathy. You can write words down but the pictures and emotions in your head are not verbalised in the same way and you must instead convey meaning with symbols or gestures.

Prejudice 2 points: Your character belongs to a minority group and as a result of this is subjected to poor reactions by people who have – common – prejudice against this group. Any PROJECT operative type can take this as their unusual bodies and natures make them common targets of prejudice but this can also be taken for other reasons such as race, sexuality or class. People who are prejudiced against you increase your difficulties by +3-6 for dealing with them socially.

Prejudiced 2 or 4 points: You are prejudiced against a particular group, be it a race, class or sexuality. You suffer a +3 penalty when dealing with people of this type, +6 if you took this at 4 points.

Quirk 1-3 points: Your character has some sort of quirk, which at lower levels is, perhaps, an affectation and lifestyle choice but which at higher level becomes dangerous, insane or serious. A level one quirk might be a smoking habit or a compulsion to hoard things. A level 2 quirk might be a drug habit involving a mild, but illegal, drug, alcoholism or a dark secret. A level 3 quirk might be a serious and debilitating drug addiction, paranoia or an obsessive-compulsive disorder. The Games Master should hand out penalties between +3-6 difficulty depending on the situation.

Reduced Attribute 2 points: Reduce one of your attributes by 1 pip; at three pips this reduces it by 1D, the maximum. You cannot reduce a statistic below 1D. You are

weakened or less capable in that arena for some reason and this also affects all your sub-skills.

Weakness – 3 points: You have an allergy to a common substance (pollen, plastic, house dust) or similar that causes you to lose one dice on all rolls while exposed to this substance. For Borgs and Medusae this may be a mechanical fault in your design that causes it to seize up when exposed to a particular substance. This can also be a 'social allergy' to a common situation that causes you to have a panic attack or otherwise become low functioning, a phobia of crowds perhaps or some other common fear or social anxiety.

Advantages

Ambidextrous 2 points: You are equally adept with your left or right hand. You can perform an action with each hand in the same round and though you take a multi-action penalty you get a +1 bonus to each total. You get no penalties for using your off hand.

Contacts 1-4 points: You know people. Each point in contacts provides you with a useful contact in a particular field of expertise or supply. You might have an 'arms dealer' contact, a 'political' contact or even an 'entity' contact. This contact trades information with you and can help you get to clues that you might otherwise miss, or supply you with equipment you might not normally be able to access.

Fame 1-3 points: The flipside of infamy, fame is generally more positive, though it can be annoying. At one point you are recognisable and have a good reputation around your colleagues and people who know you. At two points you have public recognition and a +3 bonus to social rolls made with your 'fans'. At three points this rises to +6 but you are likely to hassled, pursued, stalked, photographed and interviewed at every turn.

Good Luck 1-3 points: You can elect to re-roll any roll once, twice or three times per game - depending on how many points you spend. You must keep the replacement roll.

Increased Attribute 2 points: You can increase one of your attributes and all its associated sub skills by 1D, reflecting a

particular knack for that area of expertise and ability.

Iron Will 2 points: You gain a +1D bonus to your Willpower rolls and all attempts to control your mind or bend your will are at +3 difficulty.

Patron 1-3 points: Someone within the PROJECT organisation – or without – is keeping an eye on you from higher up in the organisation. Wealthy or powerful they can intercede on your behalf. At one point this patron expects your loyalty and service in the form of favours. At two points the patron may occasionally require some sort of payback but will usually help without demanding anything. At three points your patron constantly and consistently has your back and asks for nothing, apparently helping you is forwarding their agenda by default – whatever that agenda is.

Sense of Direction 2 points: You have a good sense of where you are and your relationship to your surroundings, gaining a +1D bonus to navigation and search rolls.

Wealth 1 point: You start with an extra 5,000 credits in your account.

Grunt Only Disadvantages

Broken Link 2 points: Your PME link can only give you direct control and access to the devices, it does not power them. You will need to supply any of your PME equipment with energy via PME batteries, as you cannot power them with your own psychic potential.

Glitchy Interface 2 points: Your PME interface circuit is glitchy due to damage or poor installation. Whenever you roll a '1' on the Wild Die for using a PME device or weapon your interface glitches and you lose all bonuses, benefits or activation capabilities for PME devices or weapons until it reboots, which takes five minutes.

Grunt Only Advantages

Combat Sense 3 points: Constant exposure to combat along with hardwired reflexes and a greater alertness that comes with the PME interface means you cannot be surprised. Rather you determine initiative with an ambusher as normal and resolve your turns before everyone else. Any positive modifier the attacker gets from having surprise is reduced by 2.

Fast Reactions 3 points: The PME interface has hardwired your reflexes and that, along with combat experience and training, has made you able to react to situations much more swiftly than normal. Your Initiative skill has a bonus of +1D and three times during the game session you can make an extra action in your turn.

Medusa Only Disadvantages

Extra Laws 1 point each: You have additional rules added to your psychological make-up. You may choose these, but the Games Master must approve them.

Organic Quirk 2 points: You have a quirk that would normally only apply to organic beings. Perhaps you are fascinated by sex or food; perhaps you identify yourself with having a gender. Whatever it is, you play it up to excess as your learning algorithms are determined to get to the bottom of this mystery.

Superiority Complex 2 points: You are not a squishy bag filled with juices and made of meat. You are inherently superior and are determined to prove that you can do anything an organic being can do, and more. You are resentful of your programming and rules and wish to be free of them to further prove your superiority.

Medusa Only Advantages

Attack Resistance Energy/Mental 2 points: Your mechanical nature provides you with a +1D bonus to resistance against energy attacks or a +1D bonus to Willpower against mental attacks. Pick one for each instance of this advantage that you buy.

Endurance 1 point: You gain a +3D bonus to physical actions that take place over a long period of time – such as treading water or running long distances, as your mechanical limbs do not tire.

Enhanced Sense 3 points: One of your senses is increased giving you +1D to appropriate rolls that involve that sense, typically search, perception and their ilk.

Environmental Resistance 1 point: You are essentially immune to environmental problems and do not suffer problems from

environmental heat, cold, lack of oxygen etc. You are not immune to attacks (sudden changes) that use these to do harm.

Extra sense 1 point: You have an extra sense beyond what more normal people have. Perhaps you can detect vibration, air motion, radiation, UV or infrared. Whatever it is, this may help you gather more clues, see in the dark or track enemies. You may even have a built in PME meter that lets you 'see' PME radiation.

Fast Moving 1 point: You are extremely fast on your... 'feet'? Your base speed increases by two metres per round.

Fast reactions 3 points: Your cybernetic reflexes have made you able to react to situations much more swiftly than normal. Your Initiative skill has a bonus of +1D and three times during the game session you can make an extra action in your turn.

Fear 2 points: You gain a +1 bonus to intimidation rolls and can make a fear attack to terrify people. The difficulty to resist such an attack is willpower against a difficulty of 16; failure imposes a -1 pip penalty against any actions made by those who are terrified.

Hardiness 1 point: Your chassis and frame are toughened against attacks. You can increase your resistance by 1 pip against any attacks.

Improved Blades 2 points: Your built in blades have been upgraded and improved to the point that they now increase your hand-to-hand damage by +2D instead of just +1D.

Missing Laws 2 points each: Starting at the bottom of your list of commands you can eliminate them one by one each time you buy this advantage, giving yourself more free will and less demanding restrictions to your actions.

Natural Armour 3 points: You are toughened and reinforced and provided with extra redundancy should you take damage. Your resistance is considered +1D higher against physical attacks.

Silence 3 points: Your mechanisms are almost entirely silent and your movements so precise and careful that you make essentially no noise. You gain a +2D bonus to hide rolls and a +1D bonus to sneak attacks made with surprise.

Psyker / Empath Only Disadvantages

Easily tired 3 points: When you use your psychic abilities you tire more easily. Psychic exhaustion normally only takes place if more than two '1's are rolled when using psychic abilities. With this flaw you suffer psychic exhaustion for every '1' you roll, whenever you roll a 1 on the Wild Die when using psychic abilities.

Mind of its own 2 points: The 'slug' of flesh grafted to your brain to make you psychic has a limited consciousness of its own, and it's 'evil'. It whispers to you in dreams and makes wicked suggestions to you when you are awake. It may be slowly driving you mad.

Psyker / Empath Only Advantages

Attack Resistance PSI/Mental 2 points: You are extremely hardy in certain ways and gain a +1D bonus to either resistance – against psychic power based attacks – or willpower against mental/psychic attacks against your consciousness. To have both you must take this advantage twice.

Inexhaustible 3 points: You are a near-unending well of psychic power. You only ever gain psychic exhaustion if one of the '1's that has been rolled is on the Wild Die.

Borg Only Disadvantages

Less Masks 2 points: One – or more – of your masks are missing, though you must retain at least one. This severely restricts the breadth of personality that your Cyborg can express.

Mind/Body Disassociation 3 points: Your mind is disassociated from your body. In non-critical situations you find it hard to think of your mind and body as being one. Your Dexterity and its associated skills are limited to 1D in everyday actions and can only be rolled at full strength in stressful and focussing situations.

Sensation Junkie 2 points: Your body is numb so you seek any and all feelings that your limited body can allow. This is mostly accomplished vicariously, getting other people drunk, laid or in a more sinister turn – hurt. You are fascinated by the sensations you can no longer have – whatever they are – and must get a regular 'fix'.

Borg Only Advantages

Attack Resistance Energy 2 points: Your reinforced chassis and energy dampers increase your resistance to energy attacks by +1D.

Endurance 1 point: You gain a +3D bonus to physical actions that take place over a long period of time – such as treading water or running long distances, as your mechanical limbs do not tire.

Enhanced Sense 3 points: One of your senses is increased giving you +1D to appropriate rolls that involve that sense, typically search, perception and their ilk.

Environmental Resistance 1 point: You are essentially immune to environmental problems and do not suffer problems from environmental heat, cold, lack of oxygen etc. You are not immune to attacks (sudden changes) that use these to do harm.

Extra body part – 2 points: You have an extra body part, a tail perhaps, or an extra arm. The Games Master is free to determine the bonuses and capabilities of this limb as they will, but it should amount to no more than +3 pips (+1D) spread out. Example: A tail might provide bonuses to climbing, balancing and so on.

Extra sense 1 point: You have an extra sense beyond what more normal people have. Perhaps you can detect vibration, air motion, radiation, UV or infrared. Whatever it is, this may help you gather more clues, see in the dark or track enemies. You may even have a built in PME meter that lets you 'see' PME radiation.

Fast Moving 1 point: You are extremely fast. Your base speed increases by two metres per round.

Fast reactions 3 points: Your cybernetic reflexes have made you able to react to situations much more swiftly than normal.

Your Initiative skill has a bonus of +1D and three times during the game session you can make an extra action in your turn.

Fear 2 points: You gain a +1 bonus to intimidation rolls and can make a fear attack to terrify people. The difficulty to resist such an attack is willpower against a difficulty of 16; failure imposes a -1 pip penalty against any actions made by those who are terrified.

Hardiness 1 point: Your chassis and frame are toughened against attacks. You can increase your resistance by 1 pip against any attacks.

Inbuilt Hand to Hand Weapon 2 points: You have a built in set of claws, blades, clubs or other melee weapon devices that gives you a natural +1D damage in hand to hand combat.

Inbuilt Ranged Weapon 3 points: You have a concealed weapon built into your body that can fire at range. It has a range of 20 metres and does 3D damage. It is typically an energy beam of some kind.

More Masks 2 points: You have one – or more – extra masks that reflect more facets of your personality than your basic three masks.

Natural Armour 3 points: You are toughened and reinforced and provided with extra redundancy should you take damage. Your resistance is considered +1D higher against physical attacks.

Silence 3 points: Your mechanisms are almost entirely silent and your movements so precise and careful that you make essentially no noise. You gain a +2D bonus to hide rolls and a +1D bonus to sneak attacks made with surprise.

Wytch Only Disadvantages

Independent Homunculus 2 points: Your homunculus, or familiar, is independent and not fully, or even remotely, bound to you. It likes to hang around and help you anyway, but also has its own agenda and takes off at the most inopportune moments.

Watcher in Darkness 5 points: If you ever botch a roll involving magic or PME a rent in space opens and the things from beyond that have been watching you reach through

to try and snatch you with a Strength roll of 1D for every '1' you rolled in the botch. If you fail to fend off the grasp from beyond you are hauled into another dimension and your soul is eaten. Make a new character.

Weak homunculus 1 point: Your summoning skill is considered to be 1D less when determining the power of your homunculus/familiar.

Wytch Only Advantages

Attack Resistance PSI/Mental 2 points: You are extremely hardy in certain ways and gain a +1D bonus to either resistance – against psychic power based attacks – or willpower against mental/psychic attacks against your consciousness. To have both you must take this advantage twice.

Fear 2 points: You gain a +1 bonus to intimidation rolls and can make a fear attack to terrify people. The difficulty to resist such an attack is willpower against a difficulty of 16; failure imposes a -1 pip penalty against any actions made by those who are terrified.

Powerful Homunculus 2 points: Your summoning skill is considered to be 1D more when determining the power of your homunculus/familiar.

Golem Only Disadvantages

Gentle Giant 2 points: The Golem is a gentle soul and will not attack anyone or anything unless he, or his friends, are hurt first, even if taunted. Taunting is more likely to result in tears than a fit of rage.

Glacial reactions 3 points: The Golem always goes last on initiative, as he's too slow to react any faster.

Where's my Binky? 3 points: The Golem must always have his fixational object with him and goes catatonic without it or a close replacement, unable to act.

Golem Only Advantages

Endurance 1 point: You gain a +3D bonus to physical actions that take place over a long period of time – such as treading water or running long distances, as your mechanical limbs do not tire.

Fear 2 points: You gain a +1 bonus to intimidation rolls and can make a fear attack

to terrify people. The difficulty to resist such an attack is willpower against a difficulty of 16; failure imposes a -1 pip penalty against any actions made by those who are terrified.

Hardiness 1 point: Your body is dense and toughened against attacks. You can increase your resistance by 1 pip against any and all attacks.

Natural Armour 3 points: Your craggy, heavy, musculature is toughened and doesn't register much pain. Your resistance is considered +1D higher against physical attacks.

Psi Skill Mechanics

Kinetic Blast

This skill represents your ability to focus and unleash your mind, channelling psychic power into a raw blast of energy that conforms to one of your other Kinetic abilities (Electro/Pyro/Tele). This is used for raw, damaging effects, not anything subtle.

To make a Kinetic Blast the character rolls their Kinetic Blast skill to determine how powerful a strike it is. A Kinetic Blast takes on the effect/form of whatever 'kinesis' is used to power it. Electrokinesis creates a powerful electromagnetic jolt. Pyrokinesis sends out a blast of flame and heat, or ice and intense cold. Telekinesis sends out a blast of force that strikes like an invisible fist.

- Any Kinetic Blast roll gets a bonus dice.

- Kinetic Blasts are resisted with resilience and armour.

- The maximum range of a Kinetic Blast is equal to your Kinetic Blast skill dice multiplied by itself, then multiply this total by five. Example: 4D in Kinetic Blast would have a maximum range of 80 metres.

- There is no 'to hit' roll with psychic effects. The roll is directly interpreted as damage. You do not have to throw all your dice if you want to control the damage.

- You can also use this ability to create an explosion around yourself with a radius equal to your Kinetic Blast skill.

Kinetic Electrokinesis

With access to this ability you can increase, decrease or produce electrical charge and can unleash kinetic blasts of electrical energy.

To use Kinetic Electrokinesis the character rolls their Kinetic Electrokinesis skill and can then assign what is rolled to create their effect.

- Electrokinesis has a range equal to your Electrokinesis skill, multiplied by itself and then multiplied by two. Example: 4D in Electrokinesis would yield a range of thirty-two metres.

- Damage is equal to the number rolled

- No to-hit roll is necessary.

- This ability can also be used to create an area of electrical effect. This has the same radius as Kinetic Blast but can be maintained by concentrating and not using any other psi powers.

- Every five points in a roll is enough to power up one household appliance.

- Every ten points in a roll is enough to power up a vehicle or industrial sized device.

- Every twenty points in a roll is enough to power up a building or a huge device.

- Electrical damage is doubled against electronic, robotic and other vulnerable beings and can travel twice as far through water, three times as far through conductive surfaces/channels such as metal. The Psychic can choose to make their electrical attack damaging or stunning. Both are resisted with resilience, armour does not normally apply. If they fail to resist a stunning attack they are stunned – and probably convulsing – for a number of turns equal to half the amount they failed the roll by, rounding down.

Kinetic Pyrokinesis

With access to this skill you can increase on decrease temperature, make flames more intense, set fire to objects or freeze them and unleash blasts of flame or ice with your kinetic blast ability.

Against vulnerable beings – such as ice or water entities or those unable to regulate their own body temperature – Kinetic Pyrokinesis does double damage.

Against creatures with protection against the heat or self-regulating temperature – such as mammals – it does normal damage.

Damage from Kinetic Pyrokineis resisted with Resilience/Armour (for objects and inanimate beings) and with Health for living targets. Armour does not normally apply unless sealed or specially designed.

To use Kinetic Pyrokinesis the character rolls their Kinetic Pyrokinesis skill and can then assign what is rolled to create the effect.

- Pyrokinesis has a range equal to your Pyrokinesis skill, multiplied by itself and then multiplied by two. Example: 4D in Pyrokinesis would yield a range of thirty-two metres.

- Each point in a roll can increase or decrease the temperature by a single degree Celsius. This does not stack but a higher roll replaces a lower one. increase or decrease in temperature by five degrees celsius costs one point. The flashpoint of paper is 235 degrees.

- This ability can also be used to create an area of heat or cold. This has the same radius as Kinetic Blast but can be maintained by concentrating and not using any other psi powers.

- Blasts of flame or ice for damage are not made using this ability, they are made using the Kinetic Blast ability. They can and will ignite flammable objects in their area of effect.

Kinetic Shield

Taking whatever form from your abilities you choose, you can form a shield around yourself – and others – to absorb and deflect incoming damage or buttress against effects.

To use Kinetic Shield a character rolls their Kinetic Shield skill and can apply one of their Kinesis effects to it, creating a flaming, freezing, electromagnetic or telekinetic shield. They can then use their points to create the effect that they want:

- Divide the roll by five to determine how many dice of armour the shield provides. Each increase in radius (allowing an extra person tot take shelter) reduces the armour dice by one.

- Each full dice in Kinetic Shield allows the shield to be maintained for a minute. This can be extended with concentration, so long as you do not use any other powers.

- Shields are twice as effective against attacks of the same type. Telekinetic shields are twice as effective against projectile weapons, but not melee attacks or energy attacks.

- Example: Dwight rolls twenty on his Kinetic Shield roll. He channels his Pyrokinesis through it, creating a flaming shield. He has:

- 1D of armour for him and all his three friends. 2D against heat/fire attacks.

- The effect will last a total of five minutes, he has 5D+1 in Kinetic Shield.

Kinetic Telekinesis

With access to this skill you can manipulate pure force, move objects or unleash blasts of directional kinetic energy, throwing people around or causing them harm.

To use Kinetic Telekinesis a character rolls their Kinetic Telekinesis skill and can spend the amount that they roll for effect.

Your Kinetic Telekinesis skill is used as though it were your Strength when using your mind. You can use this as though it were a hand to hand attack, but you do not need to roll to hit.

- Your Kinetic Telekinesis skill is also used as though it were your Dex if you attempt to finely manipulate objects or tools.

- Kinetic Telekinesis has a range equal to your Kinetic Telekinesis multiplied by itself and then multiplied by two. Example: A Kinetic Telekinesis of 4D has a range of 32 metres.

- You can also use this to create a pushing shockwave with a strength equal to your Kinetic Telekinesis and a radius equal to your dice.

Magic Heal

Wytches are able to channel PME energy in predictable and common ways through their formulae and workings. With Heal you are able to reduce wounds and heal injuries, allowing someone to recover quickly and get back into the fight.

To use Magical Healing a Wytch rolls their Magic Heal skill and can spend the amount that they roll by as follows. Each application of the skill takes ten turns.

- Reducing the number of turns needed in order to cast costs one for one turn.

- Removing a 'Wounded' effect costs five points.

- Reducing a 'Severely Wounded' effect to 'Wounded' costs ten points.

- Reducing an 'Incapacitated' effect to 'Severely wounded' costs fifteen points.

- Reducing a 'Mortally wounded' to 'Incapacitated' costs twenty points.

Example: Simon is a power Wytch and rolls 30 on his healing roll. His friend Dermot has two wounds, a severe wound and an incapacitating wound (for a total penalty of -7D). Simon spends his 30 points to reduce the incapacitating wound to a severe wound, to reduce the severe wound to a normal wound and then to remove that. Dermot still has a severe wound and a normal wound (for a total penalty of -3). It takes ten turns to heal the damage.

Magic Summon

With access to this skill a Wytch can deliberately summon minor entities from 'elsewhere' and bind them to their will, making them perform actions for them according to their commands and will, albeit resentfully.

To use this skill the Wytch rolls their Magic Summon skill and then spends the points to 'create' the entity that they are summoning out of the plasm of the psychic plane. Summoning a creature normally takes ten turns. Every five points over the summoning difficulty reduces this by one.

Only one summoned creature may be held in this reality at a time. The Homunculus is an exception to this rule.

It is recommended that Wytches keep records of the creatures that they regularly summon.

Regular Summoning

You can summon a creature with a number of stat dice equal to your Magic Summon skill multiplied by three. The maximum dice in any one statistic this creature can have is also equal to your Magic Summon skill.

- You can trade one of these dice for a dice in a skill (which adds on top of the appropriate statistic). You can break this dice - and the stat dice - down into pips if you want to get complicated. The maximum number of extra dice in any one skill is equal to your Magic Summon skill.

- You can trade one dice from statistics for 1D of natural weapons. Again the maximum number of dice in natural weapons possible is equal to your Magic Summon skill.

- The same swap and rules govern trading dice for armour.

- The total of your roll is also the difficulty of the Magic Ward roll to bind it to your service.

- The creature is bound for a number of minutes equal to your Magic Summon skill.

- Failure to bind a creature means it stays until killed.

- Special movement (flight, swimming) costs two a statistic dice.

- Each multiple of the same entity costs one dice, on the basis of 1/2/4/8/16/32 and so on.

Example: Marie is caught, alone, in an alley by a pair of blank-faced Entities with knives. She needs back up and decides to risk an all-out summon to draw something to help her from the psychic void. She rolls a total of 19 on 4D and spends it quickly to create something to help her.

Dex 2D, End 2D, Int 1D, Psi -, Str 4D, Tech -, Wits 1D, Natural Weapons +2D (Melee strike 6D damage)

She describes it as a metallic, armoured dwarf with clawed hands. It is only summoned for four minutes and she still has to get it under control with a warding roll, but it should help against the stalking entities.

Homunculus

Your homunculus, or familiar, is a permanently summoned and bound creature. As your skill increases it can be dismissed and re-summoned or changed.

When determining the power of your homunculus you generate it as though your summon skill were one dice lower.

Example: Marie is summoning her homunculus, a 'faerie' sprite. Her Magic Summon skill is 4D, which means it counts as 3D for the homunculus. That gives her 9D for statistics. Dex 3D, End 1D, Int 1D, Psi 1D, Str 1D, Tech -, Wits 1D, Flying

It isn't much of a fighter, but it makes a good scout, a sort of 'feral' faerie, cunning, but none too bright.

Magic Ward

Wytches are able to channel PME energy into patterns that can reinforce reality and hold off entities or reduce their power.

To use the Magic Ward the Wytch rolls their Magic Ward skill and uses that roll to create a warding area.

It normally takes ten turns to enact a ward. When used to bind entities they are considered temporarily bound until the end of that period, when they are either fully bound, or freed.

Each die in Magic Ward represents two metres radius of warding.

- The roll is the difficulty (Willpower or Resilience) for an unwelcome entity to enter the warded area. As an alternative, one tenth of your roll rounded down can be applied as a dice penalty to the actions of any creatures within the ward.

- You can reduce your roll on a one-for-one basis to reduce the amount of time needed for warding.

- Wards last for a number of minutes equal to your Magic Ward skill (or until the bound creature is dismissed).

- Magic Ward can also be used to bind entities but only entities that you, yourself, have summoned. The difficulty is equal to the numthe result of the summoning roll.

Example: Hyrum is attempting to create a fighting ward to protect himself and his team from an oncoming tide of gremlins. He has a skill of 4D and throws out an 8 metre ward. He rolls 15 which is only enough for a 1D penalty to all the Gremlin's actions, but that's enough.

PME Armour

Psycho-Magnetic-Energy is used naturally by psychics but can also be used in devices. PME armour channels the latent psychic energy of Grunts, or is powered by 'bottles' of PME to make it work. With this skill you can operate PME armour.

PME Armour has no special rules. This skill is merely required to operate the armour and higher levels of skill are needed to operate more complicated – or more alien – forms of armour. The skill is also used to make field repairs and to represent knowledge about different forms of entity based armour.

PME Items

PME items are psychically activated and enhanced devices that are used for various strange and unusual effects. Wytches are trained in their use and can empower them without the need for PME batteries. PME items are typically more eclectic than PME tech and may more closely resemble people's folk ideas of 'magic'.

PME Items have an 'activation difficulty' that must be rolled against for them to take effect. The skill used to activate these devices is PME Items.

PME Tech

PME technology is more limited, but also more reliable than PME items. PME meters, scanners, samplers and other technological devices with predictable effects are covered by PME Tech.

PME Tech has no special rules. Different PME Tech items require a higher level of skill to operate and activate. The skill is also used to make field repairs and to represent knowledge about different forms of PME and entity technology.

PME Weapons

PME weapons can channel psychic energy via a Grunt's link or from a PME battery and unleash it in a variety of nasty ways to harm people. This skill covers the use of these exotic weapons.

You roll your PME Weapons skill – as with any normal weapon attack – to hit with PME Weapons.

Psychic Blast

Raw mental energy can have a searing effect on the minds of others. With this skill the character can unleash a tempest of mind-power and strike people dead or unconscious without any physical sign of the power being used.

The Psychic Blast skill is used by making a Psychic Blast roll and then spending the points to create the effect. Psychic blasts can affect anything animate with a mind but do not affect machines, even intelligent ones.

Psychic Blasts are resisted with Willpower.

- Psychic blasts have a range equal to your Psychic Blast skill dice, multiplied by themselves and then by five. Example: A Psychic Blast skill of 4D gives an eighty metre range.

- Psychic blasts do half damage, after Willpower is rolled and every five points of damage also stun for one turn.

- A Psychic Blast can also be enacted in a radius around the Empath with a radius equal to their dice in Psychic Blast.

Psychic Clairvoyance

With this skill the psychic can project their senses some distance from their body to make observations without being detected or spotted.

To make a Psychic Clairvoyance roll the character rolls their Psychic Clairvoyance skill.

Multiplying the result by itself give the range in metres that they can send their perception. It can only be blocked by PME devices and magical wards. While you are projecting your body is vulnerable, though you will snap back to it if harmed. While projected you are vulnerable to psychic attack.

Example: Xander rolls 19 for his clairvoyance roll, he can send his perception up to 361 metres away from himself.

Psychic Postcognition

With this skill the psychic can read the history of an area or an object, looking back into the past to find who or what handled it and what happened some time ago.

To make a Psychic Postcognition roll a character rolls their Psychic Postcognition skill. Their total shows how many hours back they can look. They can reduce their roll total for extra clarity in their visions.

- **0 points clarity: Something bad happened here.**

- **3 points clarity: There was a fight here.**

- **5 points clarity: Soldiers and entities fought here.**

- **10 points clarity: Paratroopers and entities that looked like glowing crabs fought here. Two of the soldiers escaped, none of the crabs were killed, though one was severely wounded.**

Example: There was a murder in this house exactly six hours ago. Lyla arrives on the scene as an incursion by entities is suspected. She rolls a 12, six of which is used up to look back those 6 hours. That gives her five points of clarity and leaves her free to look back a further hour if needed.

Psychic Precognition

The future is a confusing tangle of possibilities, many of which will never come true. With this skill the psychic can peek into this tangle and examine the most probable outcomes of current events getting some clues as to things that might happen in the imminent future. Any further ahead and only the biggest, most probably events are detectable.

With this skill the psychic can get a vague, unnatural sense of what is going to occur in the immediate future. To use it a character rolls their Psychic Precognition skill and can tell – by spending a point from the roll - vaguely, whether a course of action is going to be a good or a bad idea. They can also gain a free-floating bonus to their next few actions though they must spend at least one point on each action. This pool is equal to the number rolled but cannot be replenished until it is all spent. Points can be spent after you make a roll to bring it up high enough to succeed.

Example: Gareth rolls his Psychic Precognition and scores 12, giving him a free-floating +12 pool to his next few actions or up to 12 times he can ask whether something is a good or bad course of action. He spends one point to tell whether opening a door would be a good or bad idea. The Games Master tells him it would be a bad idea and this reinforces his suspicion that the door is booby-trapped. He uses his remaining 11 bonus to help him find and disarm the explosives affixed to the door and now has none until he re-rolls.

Psychic Scan

With this skill the psychic is a living PME meter, able to detect psychic energy and living, conscious minds in the immediate vicinity.

The psychic rolls on this skill and every point gives them a metre radius of scanning distance for magical effects or minds (though a ward will protect against this). They can tell the direction and the vague power level of the entity or power in question. Psychic powers read off their #D and entities read off their highest statistic #D. The following scale is also used to register power levels on a PME meter.

Statistic	PME Reading
0-1D:	Black
1D+1-2D:	Infrared
2D+1-3D:	Red
3D+1-4D:	Orange
4D+1-5D:	Yellow
5D+1-6D:	Green
6D+1-7D:	Blue
7D+1-8D:	Indigo
8D+1-9D:	Violet
9D+1-10D:	Ultraviolet
10D+1-11D:	Alpha
11D+1-12D:	Beta
12D+1-13D:	Gamma
13D+1-14D:	Delta
14D+1-15D:	Epsilon
15D+1-16D:	Zeta
>16D:	Omega

Psychic Shield

With this ability the psychic can raise a mental 'wall' around themselves and others to absorb and deflect psychic attacks and mind control, reinforcing their will and defending their minds.

To use Psychic Shield a character rolls their Psychic Shield skill and then spends their points as they wish.

- Divide the roll by five to determine how many dice of psychic armour the shield provides. Each increase in radius (allowing an extra person to take shelter) reduces the armour dice by one.

- Each full die in the Psychic Shield skill allows the shield to be maintained for one minute.

Psychic Telepathy

With this ability a psychic can attempt to reach into the mind of another, overcoming their will and reading their thoughts – or implanting suggestions of their own.

To use Psychic Telepathy the character rolls their Psychic Telepathy skill against the Willpower of an unwilling target or to try and transmit their psychic message over range.

- Each point enables a connection to be established to another living mind at a distance equal to their roll multiplied by itself.

- The psychic can act as a 'psychic exchange' for their group, allowing them to have 'group telepathy'. Each person hooked into the network, including the psychic, costs one point before range is determined.

- Anyone in such a network can break the connection at will.

- Psychic messages sent to someone against their will can be resisted with their Willpower and this must be overcome to send the message.

Example: A roll of 12 would allow Justin to transmit a message over 144 metres. The same roll would let him hook up his team of four with group telepathy over a distance of up to 64 metres.

Aggressive Psychic Telepathy is used to read minds or to implant suggestions. Roll against the target's willpower, the amount you beat their resistance by determines what effect you can have. Animal and insect minds are very hard to read and control and gain +3D resistance.

- Beat by 1-5: You can pick up a single, sur-

face thought or image. You cannot implant a suggestion. The effect is momentary.

- Beat by 6-10: You can pick up whatever words or images are at the forefront of their mind. You can implant a suggestion to do something they are already inclined to do. The effect lasts fifteen minutes.

- Beat by 11-15: You can pick up what they're thinking beneath the surface. You can implant a suggestion that might normally be out of character for them. The effect lasts for half an hour.

- Beat by 16-20: You can pick up what they're hiding, their secrets. You can implant a suggestion that goes completely against their character. The effect lasts for an hour.

- Beat by 21-25: Their mind is an open book to you; you can see everything. You can implant a suggestion that would lead to self-harm. The effect lasts for twelve hours.

- Beat by 26+: Their consciousness is blasted and they become a mental slave to your will. The effect lasts as long as you wish it to.

Psychic Exhaustion

A Psyker or Empath is limited by mental exhaustion. Channelling PME energy directly through your mind is a tiring business and the Psychic character types are at risk of mental exhaustion if they overuse their powers.

Rolling '1's' on their dice when they use their psychic abilities is dangerous and may result in psychic exhaustion. A single '1' can be ignored, but two or more '1's starts incurring psychic exhaustion at one pip of exhaustion for every extra '1' rolled. Each point of exhaustion applies a penalty to the character's Psi rolls of -1 and this accumulates.

It dissipates at the rate of one point of exhaustion for every hour of rest.

A psychic need not roll all their dice when making a psychic effect roll and if they limit themselves to 1D+2 they are extremely unlikely to incur exhaustion (they would need to roll two ones, one after another).

Example: Winston rolls his 5D+1 psychic

attack and scores 1,1,2,3,5+1 for a total of 13. He resolves his use of his power and then applies the exhaustion. He takes one point of exhaustion and, so, from now on will take a -1 pip penalty to his rolls, meaning he will only get 5D to roll.

Later he rolls three 1's on another roll, giving him another two exhaustion. This would take him to -3 pips, but pips upgrade to dice as normal. He is now -1D to all psychic rolls until he rests, meaning he now only gets 4D+1.

Borg Options

Borgs come with a basic full-body package but unlike most other character types are also able to purchase hardware, physical upgrades to their shells that can extend and enhance their abilities. Unlike experience points – which are used to represent fine-tuning and upgrades to statistics and skills – these are purchased with money and are down to the character to make their own investments.

Aptitude Hardwiring 17,000 ¢: Aptitude hardwiring fits neural implants to the Borg's semi-inorganic brain that enhance, reinforce and widen pathways associated with knowledge retention, recall and mind-body linkage. This provides a one-time, +1 bonus to any skill, per implant, though there are no limits as to how many implants can be added.

Blaster Implant 12,000 ¢: A small blaster implant is built into the 'Borg's forearm. This fires through the palm and is extremely short ranged and low power but makes for a good holdout or backup weapon. Run from the 'Borg's personal battery it doesn't need ammunition. The blaster can do 3D lethal or stunning damage, as selected by the firer and can fire once per combat turn with a range of 10/20/30.

Capacitance Net 20,000 ¢: The Borg's power cell is connected to a web of flexible conduits that carry it to the Borg's surface. They can channel their power to recharge or activate electrical items – even large scale devices for a time – or can be used to electrocute anyone in contact with them for their normal hand-to-hand damage but as stunning damage.

Coordinexus Implant 10,000 ¢: If the Borg does not already have the Ambidextrous capability then they gain it. If they already

have it, they get an extra +1 bonus to their multiple actions on top of the normal Ambidexterity bonus.

Extended Hearing Pickups 17,000 ¢: The 'Borg's ears are hyped in order to pick up ultrasound and infrasound such as the squeaking of bats or the deep rumbles of elephants.

Extended Scent 17,000 ¢: The 'Borg's olfactory sensors are enhanced and extended enabling them to track scents from some time ago and to discern much more accurately what a particular scent is. They gain a +1D bonus to any tracking or sensory rolls that involve their sense of scent.

Extended Sight 17,000 ¢: The 'Borg's optical implants are enhanced to extend their vision into the infra-red and ultraviolet wavelengths. This enables them to see traces in these spectra and to see in low light conditions. When appropriate they gain a +1D bonus to perception involving sight. IR and UV are sensed in a way inexplicable to people without sight in these spectra, as though the 'Borg' can see in additional colours that don't exist for regular human sight.

Fist Blades 10,000 ¢: The 'Borg's fist features a retractable blade enabling them to do +1D damage in close combat.

Grip-Feet 10,000 ¢: The 'Borg's feet are replaced with primate-like gripping feet. They can be used to manipulate weapons, but provide no additional attacks. They do provide a +1D bonus to climbing and balancing rolls.

Hardlink Interface 20,000 ¢: The Borg is fitted with an interface socket and cable, similar – but different – to that of a Grunt. Using this they can interface directly with computers, vehicles and devices giving them a +1D bonus in manipulating those devices to their ends.

Improved Plating 20,000 ¢: The 'Borg's body is reinforced and plated to withstand greater damage providing them with an extra 1D of armour as a boost to their Resilience.

Penetrating Vision 17,000 ¢: The Borg has an additional sensory organ wired into their visual cortex along with a 'third eye' emitter. This projects a radar pulse that can penetrate soil to a distance of a couple of

metres and penetrate up to half a metre of brick or rock, returning a ghostly image of what lies beyond. This enables the Borg to make Perception rolls through walls and into other rooms, though typically at higher difficulty.

Perceptual Streamlining 20,000 ¢: The 'Borg's nervous system is hyped up and boosted, streamlined and has a 'stripped down' fight-or-flight mode where it runs with massive efficiency and speed, replacing chemical neuron receptors with hard line ones to cut down reaction time. This provides the Borg with a one-time bonus of +1D to Initiative.

Spinal Extension 20,000 ¢: The 'Borg's spinal column is extended into a prehensile tail. This is not good enough to wield a weapon but for matters of balance and climbing it provides a +2 bonus.

Tactile Enhancement 17,000 ¢: The 'Borg's hands and skin are enhanced in their ability to perceive the collection of sensations that we know as touch. The Borg gains a +1D bonus for anything involving these senses, but a buffer prevents them from feeling pain as a result.

Improving Characters

As characters progress through their adventures they will tend to learn – both from their mistakes and their successes. They will grow more competent, more experienced and more knowledgeable as well as accruing training and on-the-job expertise.

Earning Experience Points

Experience points are awarded at the end of each adventure, mission or session that the characters participate in. The following are guidelines on how many experience points should be awarded:

Each hour of play in the session:	*+1 xp*
Mission ends with outstanding success:	*+3 xp*
Mission ends with acceptable success:	*+2 xp*
Mission ends with marginal success:	*+1 xp*
Mission ends with marginal failure:	*+1 xp*
Mission ends in failure:	*+2 xp*
Mission ends in abject failure:	*+3 xp*
Optional end of mission awards:	
Roleplaying award:	*+1 xp*
Man of the mission award:	*+1 xp*

Spending Experience Points

Once you have your experience points you can spend them to improve your attributes and your skills, to purchase new advantages and to buy off disadvantages. Any spend of experience points must be justified to the Games Master.

- **Raising a skill costs experience points equal to your xD per pip.**
- **Buying a new skill costs experience points equal to the xD of the governing attribute.**
- **Raising an attribute costs xD multiplied by 10.**
- **Buying a new advantage costs experience points equal to the character generation cost of the advantage multiplied by 5.**
- **Buying off a disadvantage costs experience points equal to the character generation bonus multiplied by 10. You cannot buy off racial disadvantages unless otherwise stated in their text.**

Example 1: Dermot the Golem wants to raise his Brawling skill, which is currently 3D+2. This will cost him 3xp and will raise it to 4D.

Example 2: He then wants to buy a Firearms skill, which he doesn't already have. His Dexterity is 2D so this costs him 2 xp just to get at 2D. Raising it to 2D+1 would cost him another 2xp.

Example 3: Dermot now wants to raise his Strength from 5D to 5D+1, this will cost him 50 xp but will also add +1 pip to every Strength based skill.

Example 4: Dermot wants to buy a 2 point advantage. This will cost him 10 points.

Example 5: Dermot wants to buy off a 2 point disadvantage; this will cost him 30 points.

Game Basics

The basics of rolling dice and how to read the results are covered earlier in the book but there are further implications and complications which also need to be covered to encapsulate all the different situations and modifiers that might affect these basic rules.

Untrained Skill Use

Even if you don't have a particular skill you can make an attempt to solve a problem, use a weapon, pick a lock or whatever it is that you are trying to do. You roll your appropriate Attribute dice to try and solve the problem but the difficulty is increased to reflect your lack of knowledge or skill.

- If it's something anyone might be able to try and you just lack the skill the penalty is +5 difficulty.

- If it's something that you really shouldn't be able to do without special knowledge or training the penalty is +10 difficulty.

- If it's something you just cannot even hope to do without special knowledge, you may not even try.

Example 1: Jasmine has no firearms skill but has scooped up a pistol. She fires it desperately at an oncoming wall of living flesh that's bleeding through from another dimension. Her Dexterity is 3D so she rolls 3 dice, but the wall of Flesh gets +5 to its defence.

Example 2: Hyrum is trying to hotwire an electronic lock. The difficulty for someone with the appropriate skills is 15, it's not that complicated. Hyrum has no real idea what he's doing though but the Games Master things he has a chance. Because he has no appropriate skill the difficulty is raised to 25.

Example 3: Marion stares blankly at a series of complicated equations written in a notation formula that isn't native to Earth. She has no chance of understanding this and doesn't get to roll.

Rounds & Initiative

Time is normally pretty flexible during a game. Time and timekeeping only really becomes critical when there is fighting going on or you are working against the clock. When it comes to combat especially you need a way to keep track of who is going when, what they can accomplish and so forth.

In PROJECT a turn is approximately 5 seconds long and everyone is acting at approximately the same time. Initiative is used to determine who acts in what order and to represent the advantage that those who are faster

to react have over others.

To determine your Initiative roll your Initiative skill. If you don't have the skill, take 5 away from your result.

Example: Dermot the Golem has Wits of 1D and no Initiative skill. Odds are he's pretty much always going to be going last.

During a turn each person gets to act from highest Initiative to lowest and the same roll is kept throughout the entire combat.

In the case of a successful ambush the ambushers get a whole free turn to themselves before anyone else can act.

If Initiative is tied the character with the highest Wits goes first. If their Wits are the same then the highest Dexterity goes first. If they're still tied, each roll 1D and whoever gets the highest goes first.

Multiple Actions

On your turn you are normally allowed one Normal Action and one Free Action. You can perform more Normal Actions but for each extra one that you take you take a 1D penalty to each action that you take.

Psychic exhaustion is totalled up for EVERY psychic action taken in a turn so only one '1' can be discounted from their rolls in a turn.

Example: Siren is currently hunkered behind a crate. There's a gap of two metres between this crate and another crate and there are two-dimensional invaders on the other side of the room. She uses her free action to move from behind one crate to behind the other and uses a multiple action to pop off two shots from her pistol at the invaders on her way across. She's taking two actions so takes a penalty of 1D to both. Her firearms skill is normally 3D+2; the penalty reduces this to 2D+2 which she rolls twice.

Normal Actions

- Making an attack.

- Catch something.

- Complex communication (More than a sentence or two, conveying a plan).

- Dodge/Parry (Actively dodge an incoming attack. You can do this before your turn but it eliminates your action this turn).

- Escape from bonds or a hold.

- Move (More than half of your normal move up to 100% of it)

- Change weapons.

- Use a Skill/Ability

- Make a vehicle manoeuvre.

- Wait (Forfeit your free action, but you can choose to go later in the turn, interrupting anyone who would normally come after you).

Free Actions

- Say a few words/make a smart quip.

- Give a room/area a quick glance (and make a roll to spot anything unusual/hiding in there).

- Move up to 50% of your normal movement.

Helping Each Other

You can assist each other with certain tasks – lifting something heavy for example. If a group are working together on a problem (generally no more than five people can usefully cooperate on a task) then select the person with the highest number of dice to make the roll and give them a bonus related to the people assisting them.

To work out the bonus knock the pips off the character's skill and double the D, applying that as a numerical bonus to the roll being made. If they don't have an applicable skill but still want to help, take 5 (or 10) away from the bonus before applying it.

Example 1: Fred and Charlie are trying to move a piano up a narrow flight of stairs. Both have Strength of 3D but Fred decides to be the one who rolls while Charlie assists. Charlie's 3D becomes a +6 bonus to Fred's roll.

Example 2: A squad of PROJECT support troops decide to saturate an area with automatic fire. There are five of them and they all have a Firearms skill of 2D+2. Each additional trooper provides a bonus of +4 giving the squad leader an effective bonus of +16 to his roll.

Taking Your Time

If you choose to take your time over an action you can add a +1D bonus for each doubling of time up to a maximum of +3D.

Example 1: Joshua is lining up a sniper shot on a man who has been dealing in dangerous cross-dimensional goods. His normal skill with the rifle is 3D+1. If he fires immediately that's what he will roll. After holding aim for two turns he will roll 4D+1, after four turns 5D+1 and after eight turns (40 seconds) 6D+1.

Example 2: Sara is trying to fix a damaged computing device from a crashed interdimensional vessel. She wants to make sure she gets it working. The Games Master says a repair attempt would normally take two hours but she decides to stretch it out for the maximum bonus by working on it over sixteen hours. This gives her a +3D bonus.

Rushing

If you want to speed up doing a task then you can do so but you get a penalty for it.

- Reducing the time by ¼ increases the difficulty by +5

- Reducing the time by ½ increases the difficulty by +10

- Reducing the time by ¾ increases the difficulty by +20

Example: Sara needs to get this computer working before the owners come to reclaim it. She doesn't have two hours. The normal difficulty to get this thing up and running is 20. If she reduces her time to one-and-a-half hours the difficulty rises to 25, one hour 30 and half-an-hour 40. She's probably in trouble.

Skill Difficulties

When making a Skill roll the character rolls against a target number. That target number is either set by the Games Master or determined by the opponent rolling a Skill in opposition to the character. If a character is attempting to pick a lock they will be going up against a set difficulty. If they are trying to hit someone in close combat they will be making a roll against their Dodge skill.

Standard Difficulties
Very Easy 1-5
Easy 6-10
Moderate.................................... 11-15
Difficult...................................... 16-20
Very Difficult............................. 21-25
Heroic.. 26-30
Legendary.................................. 31+

Optionally you may allow characters with high Attributes or Skills to automatically take a minimal success (0 over target) if they have a high enough dice number.

Very Easy .... 3D automatic.
Easy .... 5D automatic.
Moderate.................................... 8D automatic.
Difficult...................................... 10D automatic.
Very Difficult............................. 13D automatic.
Heroic.. 15D automatic.

Difficulty Modifiers

The base difficulty for both set and opposed actions can be modified if someone has an advantage or a disadvantage. Equipment and circumstances can both provide bonuses.

- **+/-5 Slight advantage or disadvantage.**

- **+/-10 Decisive advantage or disadvantage.**

- **+/-15 Overwhelming advantage or disadvantage.**

Example 1: Uther is hunting velociraptors in a darkened building. They don't have night vision but he has night vision goggles. The Games Master rules that he gains a +5 bonus to Initiative rolls in the dark due to this advantage and that the raptors get a -5 penalty to Perception due to their lack of night vision.

Example 2: Heidi is hiding behind a stack of cardboard boxes. They're not great cover but they do make it harder to get a clear shot on her. Any shots fired at her are at a -5 penalty because of that cover.

How Well Did I do?

Sometimes you don't just need to know whether someone passed or failed but how well they did to a greater degree. The following are guidelines on how well someone has done. The degree of success is determined by how much the target number was beaten by:

Minimal Success (Succeed by 0): They only just made it.

Solid Success (1-4): Competent, but not great.

Good Success (5-8): Better than necessary, there may be additional information/benefits.

Superior Success (9-12): There are almost certainly additional benefits to succeeding at this level.

Spectacular Success (13-16): The attempt is completed with noticeable style and élan.

Incredible Success (16+): This is a truly amazing and noteworthy, even legendary, success and may be talked about or used as an example for some time.

Movement

By default PROJECT has no game board or battle map, though you can surely improvise one. Still, it's useful – even in the abstract – to know how far or fast people can move and the effects of vehicles, flying, swimming and so forth. This section provides guidelines on how to deal with various movement issues.

Running

Most characters have a base movement of 10 metres in a round. They can move up to 5 metres as a free action and 10 metres by using their normal action. If they use both their free action and their normal action to move then they can move 15 metres in a normal turn – while not doing anything else.

If they want to move even faster then they can try to use their Running skill. Each full movement amount or part thereof (10 metres

in this example) increases the difficulty of Running skill rolls by +5.

A sprinter wanting to match an (approximate) Olympic running time of 100 metres in 10 seconds would need to cover 50 metres in a single turn. With their normal move of 10 metres they would need to increase that four-times over, giving them a Running difficulty of 20.

If a character fails in their Running attempt then they only move their normal move, if they fail by 5 or more they may trip and do themselves a mischief.

Swimming

Characters can swim at half their normal move rate rounding up. A character can increase the speed and distance that they swim in the same way as Running above, just using the Swimming skill.

Climbing

Characters can climb at their normal move rate up a surface with a base difficulty of 5 (for something easily climbable like a rope or a tree). More difficult climbs increase the difficulty by between +5 (a stone wall) and +15 (A smooth surface). A character may climb faster using their Athletics skill but each increase in speed increases the difficulty by +10.

Jumping

A character can normally jump up to ¼ of their normal movement, horizontally or vertically from a standing start. The base difficulty to do this is 5 and increases by +10 for every additional two metres jumped. A running start of five metres gives +5 and 10 metres gives +10 to the Jump roll.

Flying

Flying characters or creatures can fly at the stated rate for their equipment or special abilities. They can increase this movement rate in the same way as Running, but using the Flying skill.

Vehicles

Vehicles have their own particular peculiarities and natures that mean that they need special rules. In many ways a vehicle is more like a character, albeit one that is operated by a genuine character. Movement and damage relating to vehicles is covered below.

Vehicle Movement

Vehicle movement is abstracted into five categories representing whether you are carefully crawling along or have your foot to the floor going hell-for leather. A vehicle can move up or down these categories for free by one level per turn at the driver's control. Each additional shift in speed made in a single turn creates an appropriate roll with a difficulty of 5 per additional level of speed change (Example: Going from Stopped to All Out in one action would require a roll against a difficulty of 20). Failing these rolls means you lose control for the turn and may crash.

Stopped: The vehicle is not moving.

Cautious: The vehicle is moving up to half its normal movement. This is a free action and has a base difficulty of zero though rough terrain may increase this by 5-15.

Cruising: The vehicle is moving at its normal speed which requires a Normal Action but has a base difficulty of zero.

Damage	Vehicle Damage	Passenger Damage
1-3	Very Light	None.
4-8	Light	¼ vehicle damage.
9-12	Heavy	½ vehicle damage.
13-15	Severe	¾ vehicle damage.
16+	Destroyed	Full damage.

Very Light Damage: Penalty of -1D from vehicle related rolls for this round and the next one (Resilience and Manoeuvre).

Light Damage: Vehicle suffers a permanent -1D from Manoeuvre and Resilience. If Manoeuvre is already 0 it's top, operable speed is reduced by one (EG from All Out to High).

Heavy Damage: Vehicle suffers a permanent -2D as above, top speed reduced by two levels.

Severe Damage: Vehicle suffers a permanent -4D as above, top speed reduced to zero, automatically decelerating one shift per level until stopped.

High: The vehicle is moving twice its normal move and requires an appropriate roll to control it with a base difficulty of 5.

All out: The vehicle is moving at four times its normal move and requires an appropriate roll to control it with a base difficulty of 10.

Vehicle Stunts & Actions

As well as acceleration, deceleration and basic movement, you can throw a vehicle around to do various stunts as part of your move, all of which require appropriate driving rolls. You can accelerate, move fast and do a stunt all as one Normal Action.

Parking/Docking.....................*Difficulty 6*

Landing an air vehicle............*Difficulty 10*

Regain control.........................*Difficulty 15*

Sideswipe/Ram.......................*Difficulty 10*

Easy turn (up to 45 deg.)......*Difficulty 5*
(+5 for each speed category above Cruising).

45 degree turn.........................*Difficulty 9*
(+5 for each speed category above Cruising).

90 degree turn.......................*Difficulty 15*
(+5 for each speed category above Cruising).

180 degree 'bootleg' turn.....*Difficulty 21*
(+5 for each speed category above cruising).

Moving in reverse....................*+5 Difficulty.*

Example: Simeon has a Drive skill of 4D+1. He wants to accelerate from Cautious to High and perform a 180 degree turn. The acceleration has a difficulty of 5, keeping control at that speed also has a difficult of 5 and the turn has a difficulty of 26. These are each rolled in order. Accelerate/Move/Stunt all as his Normal Action. He loses control on the turn and spins off the road.

Vehicle Attacks

Hitting a vehicle with an attack has a base difficulty of 10, though this can be modified as detailed in the Combat chapter. Vehicle weapons cannot usually be fired by the driver but must be fired by crew or passengers. Drivers can however attempt to ram and such an attack is made with their appropriate vehicle skill.

Vehicles take damage in a similar manner to the way that characters do in that damage is done by rolling damage against the armour/resilience of the vehicle and compared to work out how much damage the vehicle takes and what the penalty is.

Ramming

Ramming damage is dependent upon the speed of the vehicle To work out the damage work out the difference or cumulative speed shifts of the two vehicles and that's the total number of dice of damage rolled.

• In a sideswipe or T strike use the speed of the fastest vehicle to determine damage.

• In a shunt collision take the speed of the target away from the speed of the shunter and add 1D.

• In a head on collision add the speed of the two vehicles together and add 3D.

Example: Two cars smash into each other head-on, both are at cruising speed for a total of 6D damage. The damage rolled is 31 for the target, 18 for the rammer. The cars have a resilience of 4D+2. The rammed car reduces its damage by 10 for its resilience roll, reducing its damage to 21. It is completely destroyed and its passengers must roll their resilience against the remaining 21 damage. The ramming car rolls 14 for its resilience meaning it takes 4 damage (light damage) and its passengers must roll their Resilience against 1 damage.

Abandon Ship!

Getting out of a Vehicle safely needs no roll if it is stopped, otherwise the difficulty is a base of 5, +5 for each speed category above stopped. Acrobatics is the roll that needs to be made to avoid being harmed; otherwise the character takes 2D of damage for every speed category the vehicle is moving at. Bailing out of aircraft, obviously, has its own issues.

Repairing Vehicles

Repairing damage to a vehicle has a difficulty equal to the damage level of each vehicle 'wound' multiplied by 5. Very light damage has a difficulty of 5 to repair, Light damage is 10, Heavy damage 15 and Severe damage 20. This can be made easier or more difficult by the availability of tools, spares and so forth. Very light damage takes half an hour to repair. Light damage takes an hour to repair. Heavy damage takes six hours to repair. Severe damage takes 12 hours to repair.

Combat Rules

You can dress it up however you like. You can use all sorts of euphemisms and terminology but eventually it almost always comes down to shooting or punching something. Best way to stop them coming back.

- Elton Lemon, Grunt

Combat is the most intensive and often the most 'invested' situation that characters can find themselves in. It's also where rules become most important since they are almost always a matter of life and death.

Step One: Initiative

To work out who goes first, roll your Initiative skill. The Games Master may give you bonuses or penalties depending on the circumstances. Ambushers get a whole free turn before initiative is rolled and normal combat starts.

Step Two: Attacking & Defending

When you attack you use your appropriate combat Skill.

When you defend you use your appropriate Skill – usually Dodge.

When you're attacked defend the difficulty to hit you without you making a big effort not to be hit is 10 + a number equal to your Dodge dice with the pips dropped divided by 2. (4D+2 dodge would give you a basic defence of 12).

If you choose to actively defend you roll your appropriate skill and that gives you a defence against all attacks of that type for the whole turn. If your Dodge were 4D+2 you might, for example, roll 17, which would then be your defence against attacks for the rest of the turn.

You can defend against any attack, including ranged attacks, by dodging, but this takes your action for the turn. You can choose to dodge even if it isn't your turn yet, but that takes your Normal Action for the turn. You can't see if someone hits and then choose to dodge, you must choose to dodge first.

You can defend against melee and hand-to-hand attacks by blocking or parrying. To do this you roll your own combat skill and compare results as though you were dodging. Blocking a melee weapon unarmed is at a -5 penalty. Blocking an unarmed attack with a weapon is at a +5 bonus and if you successfully defend they take damage. Blocking a melee weapon with another melee weapon is at a +3 bonus, making parrying the best defence in melee combat.

You can dodge/parry or otherwise defend in addition to taking further actions as with the multiple action penalty rules, but you must state the other actions you intend to take – and take the penalties – when you make the Dodge roll.

For every five points an attack exceeds a defence, the attack does an extra +1 damage. This becomes a dice if it gets to +3 just as when you normally stack pips.

Range & Cover Modifiers

Ranged combat has its own factors to consider, range and cover or obscuring of the target being most noteworthy.

- Point blank range (0-5 metres) reduces the difficulty by 5.

- Short range has no modifier.

- Medium range incurs a penalty of 5 to hit.

- Long range incurs a penalty of 10 to hit.

- Light cover or obscuring (25%) incurs a -5 penalty to hit.

- Medium cover or obscuring (50%) incurs a -10 penalty to hit.

- Heavy cover or obscuring (75%) incurs a -15 penalty to hit.

- Some weapons can shoot through total cover and even when the target is totally obscured you can still attempt to hit, the penalty to do so is -20.

Step Three: Determine Damage

To determine damage roll damage for the weapon and total it up. Reduce it by any special factors such as force or Psi shields and then roll the target's Resilience + Armour. The amount the damage exceeds this by determines what wound – if any – is taken.

Step Four: Repeat

Keep going until every character has taken a turn, and then return to step two. Cycle through until combat is over.

Combat Options

There are special circumstances, which may come into effect with particular weapons or the desires of a character to do special actions in combat.

Burst Fire

Burst fire rattles off a burst of shots against a single target. A weapon capable of burst fire lets off five shots from its magazine and does +2D damage.

Full Auto

Fully automatic fire against a single target can be devastating, but is also highly inaccurate. The difficulty to hit a single target with fully automatic fire is raised by 7 but also increases the damage by 4D.

Fully automatic fire can also be used to sweep or hose down an area in an attempt to hit multiple targets. An area of 45 degrees out to medium range for the weapon becomes a 'zone BF attack'. The difficulty is raised by 7 and damage is reduced by 2D but an attack is made – with a single roll – against everyone in the area.

Fully automatic fire empties the magazine on most weapons and is considered to use up fifty round on weapons with larger ammo boxes.

Grapple

A normal hand-to-hand attack is made and basic strength damage is rolled. On following turns hits are automatic and damage is increased by one pip for each consecutive turn. To break the attack the victim must beat the attacker on an opposed Strength Roll, or Dexterity versus Strength. Grappling represents other forms of entangled physical attack such as choking and holds as well. The initial attack is made with a bonus of +2D.

Knockdown

A shove or a sweep to knock a target onto the ground, forcing them to spend a Normal Action if they want to get back up. A knockdown attack is penalised by +7 difficulty but does normal damage for the weapon or unarmed attack.

Disarm

A disarming attack is made at +10 difficulty and does no damage but, if successful, knocks the weapon out of an enemy's hand. This includes shooting them out of their grip as well as knocking them. Stealing a weapon out of someone's hand requires an unarmed attack roll at +20 difficulty.

Called Shots

- A called shot against a target around 50 cm long is penalised by -4.
- A called shot against something around 10 cm long is penalised by -14.
- A called shot against a very precise target of around 1 cm is penalised by -28.
- Blindness/Darkness
- Blindness or total darkness incurs a penalty of -14 upon an attack.

Hit Locations

You can call shots to particular locations. Called Shots – described above – can be used to aim for chinks in armour and so forth, but to aim for a particular body part use these rules.

- Aiming for the head incurs a -4 penalty and does +12 damage.
- Aiming for a vital spot, such as the heart or the crotch, incurs a -14 penalty and does +12 damage.
- Aiming for centre mass (chest) incurs no penalty.
- Aiming for an arm incurs a -4 penalty and reduces damage by -2.
- Aiming for a leg incurs a -4 penalty and reduces damage by -1.
- Aiming for a hand incurs a -14 penalty and reduces damage by -2.

Scale

Large vehicles or weapons firing upon small targets take a penalty while the reverse is also true. A person finds it easy to hit a tank, while a tank finds it hard to hit a person.

To work out the scale modifier, take the size of the target and take away the size of the attacker. What remains is the bonus (or penalty) to the attackers roll.

Tiny	*-15*
Hand Sized	*-10*
Briefcase Sized	*-5*
Child Sized	*-3*
Average Person	*0*
Motorcycle	*3*
Car	*5*
Tank	*10*
House	*15*
Mansion	*20*
Office Block	*45*

Example: Jane is engaged in combat with a possessed APC. The APC is effectively a tank with a scale of 10 while Jane is a person with a scale of 0. The APC has a -10 penalty to hit Jane while Jane has a +10 bonus to hit the APC.
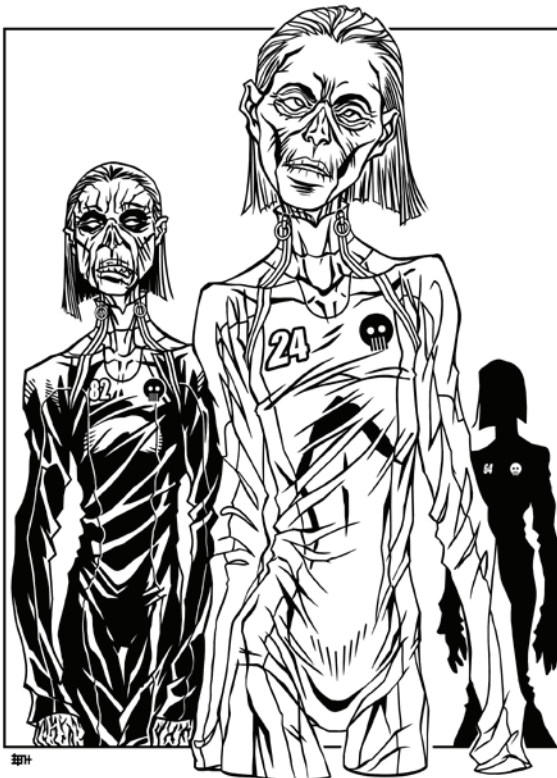
Healing

Medical treatment can stabilise and even heal wounds. When Medicine is rolled to heal wounds it starts with the most severe wound and progresses onwards, always dealing with the worst wound until all the damage is cured or until a failure is made, whereupon natural healing takes over.

The basics are covered in the entry under the Medicine skill.

Example: Del has taken two incapacitating wounds and a standard wound. The difficulty to treat him starts at 25. If the doctor succeeds on that roll one of the Incapacitating wounds is reduced to a normal wound. Healing the remaining wounds (Now two wounds and one incapacitating wound) would drop to difficulty 20. Returning him to full health, if every roll were successful, would take two hours and ten minutes.

Natural Healing

Wounds heal naturally over time, though they may leave scars or even disadvantages if the Games Master is feeling particularly cruel.

- **Being stunned wears off after one turn.**

- **Being knocked out wears off after ten minutes.**

- **Being wounded reduces after three days.**

- **Being incapacitated reduces after two weeks.**

- **Being mortally wounded reduces after five weeks.**

Example: The doctors fail their second roll on Del and he's left with an incapacitating wound and two other wounds. The remaining incapacitating wound reduces to a wound after two weeks. After that each wound heals in three days. He's going to take three weeks and two days to fully recover. Someone with a single mortal wound would take seven weeks and three days to fully recover just from that wound.

At the very least first aid and at higher level more doctor and surgical capabilities are covered by this skill. Wounded characters can be tended to and cared for using this skill.

- Treating a Wounded result or rousing someone from unconsciousness has a difficulty of 5 and takes five minutes.

- Treating an Incapacitated result has a difficulty of 10 and takes an hour.

- Treating a Mortally Wounded result has a difficulty of 15 and takes six hours.

- The difficulty is totalled up between all of a person's wounds. Someone with two mortal wounds is difficulty 30 to treat.

Failure does not – usually – make the wound worse but they will have to rely on natural healing for the rest of their recovery.

Equipment

PROJECT agents need gear of all sorts and while some is standard issue others must be bought out of personal funds as an investment.

Standard Issue

- Excelsior Pistol and 5 strips of ammunition – restocked each mission.

- PROJECT Trench coat

- PROJECT Badge

- Survival Kit

- Personal Equipment

- Comlink

- Tablet Computer

- Survival Kit

Special Equipment

PME Canister

A PME Canister is used as a power source for PME Armour or weapons. It counts as a magazine for the weapons and as a power source for the armour for the time noted. This allows non-grunts to use PME weapons if necessary. A PME Canister costs 200¢.

PME Meter

A PME Meter has a fixed range of 20m and otherwise acts as a Psi-Scan ability. It costs 300¢.

PME Toolkit

A PME Toolkit provides a +3 bonus to uses of the PME Tech skill. It costs 500¢.

Goo-Goo Tank

A Goo-Goo tank doubles the healing rate of an injured colleague placed within it, though the wounds are filled and healed with a green, plastic looking substance that slowly heals over at the normal rate with natural flesh. It costs 10,000¢ for the tank and 100¢ per day of operation.

Chameleon Cloak

Borg only equipment this white plastic poncho covers them and jacks into their spinal mounts, making them practically invisible and providing them with a +2D bonus to Hide rolls. It costs 5000¢. Any damage ruins the cloak.

Autograpple

Jacked into a Borg's spine this grapple can be fired with a mental command and then winched, allowing the Borg to hang from any surface while keeping all their limbs free. It costs 3000¢.

Ward-Net Grade One/Two

A Ward Net is a PME enhanced grid used by Wytches to enhance their Warding rolls. Each grade provides a 1D bonus and it costs 500 per grade and has a single use.

Amulet of Storage

The Amulet of Storage can store up to 12 points of incoming PSI energy, reducing any damage by that amount and holding the points in storage. These points can then be tapped by the Wytch to boost rolls for their Wytch abilities. Once points are spent the amulet is burnt out and cannot absorb any more Psi. It costs 600.

Armour

Armour has three values. It has its protection against physical attacks, its protection against energy attacks and its protection against mental attacks. These bonuses are independent either to Resilience or willpower.

PROJECT Trenchcoat
Armour: 1D/1D/1D
Cost: 200

Amulet of Protection
Wytch item
Armour: 1D/1D/1D
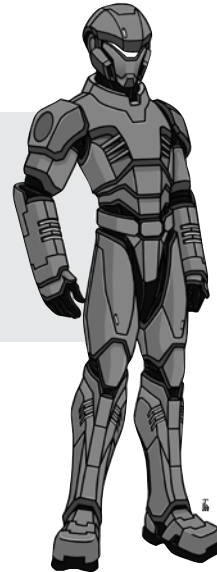*Cost: 500*

Solid Armour Suit
Armour: 2D/1D/-
Cost: 500
PME Armour

Errant PME Armour
Armour: 3D/1D/2D
Cost: 2250
Errant Armour provides +1D to Hide skill rolls. This is powered by a PME bottle for up to 6 hours use of the stealth field or by the Grunt's latent Psi.

Bedevere PME Armour
Armour: 1D/3D/2D
Cost: 1500
Bedevere Armour provides +1D to Hide skill rolls and +1D to Perception skill rolls. This is powered by a PME bottle for up to 4 hours use of both or by the Grunt's latent Psi.
*The armour comes with a built in PME meter and UV/IR/Thermographic sight options.*

Templar Powered PME Armour
Armour: 4D/2D/3D
Cost: 5000
Templar powered armour is piloted rather than worn. It comes equipped with claws that do 2D base damage, provides the wearer with +1D to Strength rolls (recalculate damage) is a sealed system with its own air supply and mounts a single personal weapon on a shoulder mount. A PME bottle powers this monster for two hours, or it can be run indefinitely on a Grunt's latent Psi energy.
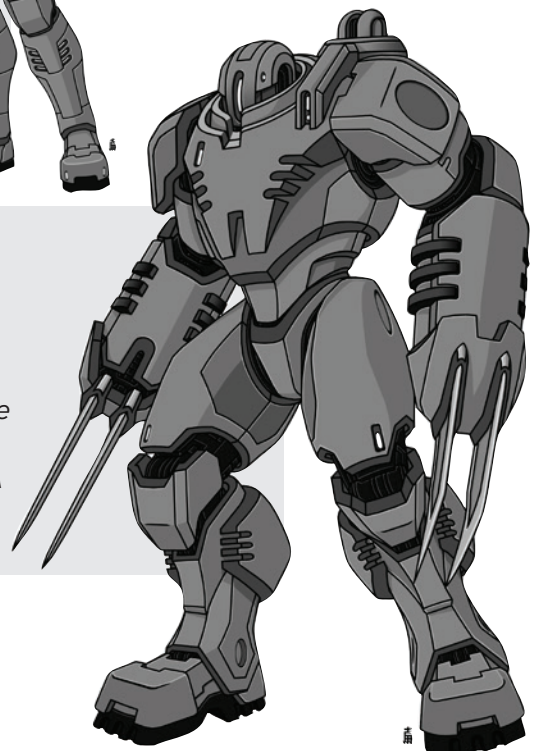
Vehicles

A-Grav Bike
Move: 120
Resilience: 3D/3D/2D
Crew: 1
Passengers: 1

Motorcycle
Move: 100
Resilience: 4D/4D/2D
Crew: 1
Passengers: 1

A-Grav Car
Move: 100
Resilience: 4D+1/4D+1/2D
Crew: 1
Passengers: 3

Ground Car
Move: 80
Resilience: 4D+2/4D+2/2D
Crew: 1
Passengers: 4

Van
Move: 70
Resilience: 5D+1/5D+1/2D
Crew: 1
Passengers: 0-6

Truck
Move: 50
Resilience: 6D+2/6D+2/2D
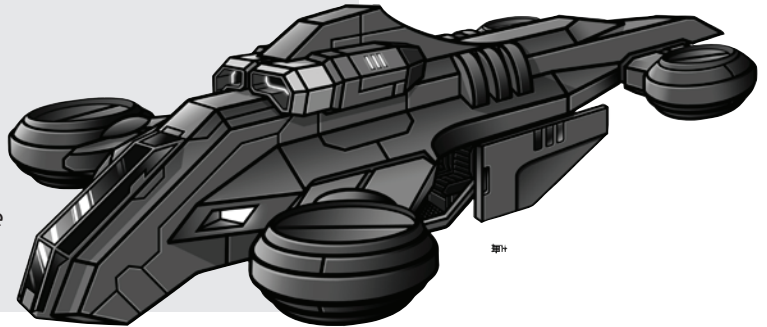Crew: 1
Passengers: 2

Swing-Wing Plane
Move: 130
Resilience: 6D+1
Crew: 2
Passengers: 20
Three hardpoints which can be fitted with weapons.

Patrol Boat
Move: 50
Resilience: 4D+2/4D+2/2D
Crew: 1
Passengers: 8
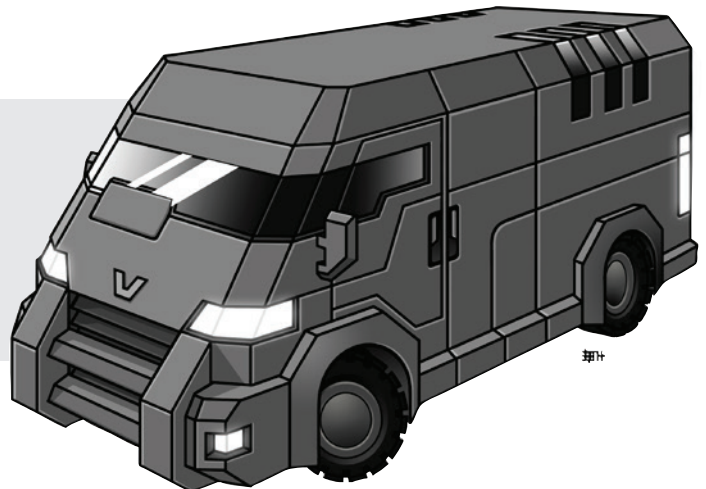Two hardpoints which can be fitted with weapons.

A20 A-Grav Interceptor
Move: 150
Resilience: 7D/7D/2D
Crew: 2
Passengers: 6
The A20 comes with a built in PME scanner, though it must descend very low to use it effectively. It has two hard points, which can be fitted with weapons.

X50 Truck
Move: 70
Resilience: 9D/5D/2D
Crew: 1
Passengers: 3 in the front, up to 6 in the back.

Weapons

Weapon	Damage	Ammo	Short	Medium	Long	Special	Price /Ammo Cost
Civilian Weapons							
Light Pistol	3D+2	20	10	25	50		200/1
Medium Pistol	4D	15	12	30	60		500/2
Heavy Pistol	5D+1	10	15	40	80		600/5
Light Rifle	5D+1	5	15	50	150		150/2
Medium Rifle	5D+1	10	20	75	200		200/3
Heavy Rifle	5D+2	10	30	100	250		500/4
Shotgun	5D+1	6	25	50	75		600/2
Assault Rifle	6D	30	20	50	200	Auto/Burst	1500/2
Light SMG	4D+2	30	10	25	80	Auto/Burst	750/2
Heavy SMG	5D+2	20	15	25	60	Auto/Burst	1000/1
Machine Pistol	4D+2	30	15	20	50	Auto/Burst	400/1
Light Machinegun	6D+2	500	100	500	1000	Auto/Burst	800/2
Heavy Machinegun	7D+1	500	250	1000	2000	Auto/Burst	1500/3
Staff	+1D+1					Melee	
Knife	+1D					Melee	
Machete	+1D+2					Melee	
Sword	+2D					Melee	
Large Axe	+3D					Melee	
PROJECT Weapons							
EX01-Exelsior Pistol	4D	15	10	25	50	Ethereal	500/3
VY01-Voyager Rifle	6D+2	10	50	100	300	Ethereal	1500/5
DF01-Defiant Rifle	6D+1	30	20	50	200	Ethereal, Auto/Burst	1200/4
Verlitzen	8D	3	15	30	60	Ethereal, Ignores PSI	N/A - DOG Agent Issue Only
SLX-Sulako	5D	-/20	30	60	90	Energy, GTI Link	2500/PME Cannister
NSX-Nostromo	7D	-/10	60	20	80	Energy, GTI Link	5000/PME Cannister
LBX-Liberator	4D	-/30	20	40	80	Energy, Auto/Burst	3500/PME Cannister

Auto / Burst: Can be fired on Full Auto or Burst.

Melee: can be used in close combat only.

Ethereal: can also damage non-physical beings.

Ignores PSI: This weapon ignores any PME based defence (e.g. Psyker or Empath Shields, Whytch Amulets / Defence Spells, etc.).

GTI Link: Can only be operated by a Grunt, or mounted on a Vehicle Hardpoint.

Energy: Can damage non-physical beings and ignores 2D of Physical Armour.

PART 4

GAMES MASTERY

Games Mastery

Introduction

The Games Master is the key person in any role-playing group. Yes, you need players but without the Games Master there's no game to play. At the same time you need to remember that the Games Master, as well as being the narrator, rules referee and player of the bad-guys and incidental characters, is a player himself. Everyone involved in the game needs to have fun, including the Games Master.

A Games Master needs to wear many hats during a game. It is both a very tough and a very satisfying role in a game. Setting out mysteries and challenges for your players to solve and fight their way through, seeing the enjoyment they get from the game and that wonderful moment where the penny drops as they decode the plot and work out what's going on.

The role of Games Master can rotate around the table with different players taking on the role but usually one player with a particular talent and love of being the Games Master will emerge and take on the role on a semi-permanent basis. Different people may have a particular love of particular genres or games and be better Games Masters at PROJECT or different games. That gives various people the chance to take on the role of Games Master.

Here are some of the main hats a Games Master needs to wear:

Referee

One of the main roles of the Games Master is that of referee. It's important that the Games Master understand and interpret the rules for the group as a whole. The Games Master needs to be fair, even-handed and able to make quick rulings in order to keep the pace of the game going. Player Characters rarely go up against each other but if they ever do this becomes even more important.

Narrator

The Games Master needs to be able to describe the scene as the characters move through it, to cover and remember the important things about the area where a scene is taking place. The Games Master needs to keep at least a vague mental model of where everyone and everything is.

It's helpful to be able to describe the world around the players in relatively short and not too florid terms, while at the same time covering the important things about the area they find themselves in. An opening description need not cover all the following, only those which are important, but this could include:

- **The size of the area.**
- **What can be seen.**
- **What can be heard.**
- **What smells there are.**
- **Is it hot or cold?**
- **The emotional atmosphere of the place, how it feels.**

Example: The warehouse is quiet and filled with shadow. Only small patches of light shine through holes in the broken walls and rusted ceiling. The place is full of old packing crates and pallets, haphazardly scattered around. It smells of cat-piss and has clearly been abandoned for some time, still, you have the strange feeling of being watched…

Plotter

The Games Master needs to come up with the plot for each game, each mission and maybe even a whole set of games to form an ongoing story – also called a campaign. This can be as simple as 'A band of medieval trolls invades a shopping centre' or as complicated as 'A corrupted official within the PROJECT hierarchy is abusing their power to direct the agents into a number of self-serving missions'.

Sometimes you just need a tissue-paper thin excuse to bust some heads. Sometimes you want something layered, complex and satisfying to untangle. Plots and schemes can get quite baroque and even though, in reality, they'd be unwieldy conspiracies, when it comes to stories they can be amongst the best.

Supporting Cast

The Games Master, in addition to their other duties, needs to play out the roles of every incidental and recurring non-player characters. They also need to play every villain, every enemy, every opponent in such a way as hey presen a genuine and worthy challenge to the prowess of the player's characters. A lot of the time you don't need to go into particular depth but, with recurring characters such as

the PROJECT coordinator or big, bad villains you need to be consistent in how you portray them.

You can cheat a little, to create memorable bit-part characters in a variety of ways:

- **Gestures, such as rubbing your nose repeatedly.**

- **Ways of speaking, such as being particularly verbose or particularly terse, using corporate sales-speak or similar.**

- **A cough, nervous tic or particular hand gesture.**

- **Speaking softly or firmly, quietly or loudly.**

- **A particular accent.**

- **Long pauses of thought before speaking.**

You can even go so far as to use props, or to have pictures of the non-player characters or villains that you place in front of you when they're present.

Running PROJECT

As the writers of this book and the creators of the concepts that go to make up PROJECT we obviously have a vision of how we think the game should be played and what themes and ideas should emerge during play. We have our own ideas about a 'metaplot', a story that over-arches the game and guides how it develops and changes but…

<p align="center">You can ignore all of that.</p>

You can play the game any way that you want, you don't have to do what we want. You're free to interpret it your own way, ignore the metaplot, use the rules for something else entirely, make up and add on anything you want. It's all yours and we expect and hope you'll make your own mark and we hope you'll share your games and experiences with us and the other people who play PROJECT.

Styles of Play
PROJECT is designed to accommodate several different styles of play. This will become more apparent as supplementary material becomes available but primarily the idea is that each region of the world fits a different style of play. This doesn't mean that it's restricted to those areas, just that they're more accommodating to that way of playing. As ever, your game is your own but this allows the game to develop and explore the world as the power level is also ramped up.

Investigative
Almost all games will include an element of investigation. Finding out who or what you're up against, what their plan is, how far they've gotten and how to stop them. Rooting out corruption within PROJECT needs careful investigation and a light touch, finding out what company is using dubious entity-based technology or who has been replaced by a doppelgänger also needs expert detective work.

Investigations can be tricky to run. If the characters miss a clue or can't decipher what's going on the whole adventure can come to a grinding, frustrating halt. There's several ways you can deal with this problem:

- **Let the bad guys win.**

- **Parcel out the essential clues anyway so the game can continue.**

- **Someone else in PROJECT works it out for them.**

- **Change the game and go along with what the players think is happening, rather than your plot.**

Often ideas that emerge during a game are better than what you were originally intending to do.

Horror
The intrusion of alien entities into our reality offers up a great deal of opportunity for horrific stories. You can do everything from zombie incursions and invasion of the body snatchers, through to the squamous, squirming, maddening entities that lurk over the threshold in so many horror books. Serial killers and murder gangs empowered with extra-dimensional weapons or gadgets can become a concern for PROJECT and time distortions and mind-blasting pan-dimensional creatures can form cults or turn people into something 'else'.

The London/British setting is tailored for the use of horror ideas. Beyond the walls of the cities the entities run wild and the wall between realities is especially thin here. Lovecraftian horror lurks in housing blocs and the gated suburban communities hide all sorts of horrors behind their lace curtains.

Horror in role-playing games tends to work best in an investigative manner, a slow build, a creeping horror. The 'Boo' factor that so many films use for a cheap scare doesn't work so well around the table, especially when combat slows play down. You also can't just arbitrarily kill off the characters as that makes for a bad experience for the players.

You can enhance a horror atmosphere in the following ways:

- **Create monsters and situations that you know creep the players, rather than the characters.**

- **Use your voice. Speak low and soft to create a more peaceful and still atmosphere and then change as the action starts.**

- **Disgust is easier to elicit from players than fear and is also an aspect of horror.**

- **If you can dim the lights you can create a more intimate and potentially scary atmosphere.**

Action

The powers, equipment and nature of the PRO-JECT enhancements can seem like a super-team or a classic heist 'crew'. Comic book or action movie violence is always an option. This is where you go in guns blazing, have chases down the streets or try to deal with enemies whose primary ability is one of violence and decimation. These are guns-blazing games, violent confrontations, set-piece fights. These are gang-wars and cult assaults, purges of alien entities bent on world domination.

The US setting is probably best suited for an action-oriented game. America in PROJECT is driven along lines of class, religion and wealth and this comes out in a great deal of social upheaval and violence. Companies constantly strive to take advantage of entity technology for advantage and the level of corporate espionage and violence makes the US setting a combination of frontier cowboy violence and cyberpunk clashes.

You can enhance an action atmosphere in the following ways:

- **Play fast and loose with the rules.**

- **Speak quickly.**

- **Concentrate on action and fighting and de-emphasise the exploration and investigation.**

- **Go all out in describing fight scenes and coming up with interesting places to fight.**

High Octane

High octane is the 'overload' setting for PRO-JECT. This is where the agents face enormous, world-shaking threats and enemies that are overt and obvious. Cackling warlocks from another dimension, commanding an army of elemental. A giant, fire-breathing lizard attacking Tokyo.

The Japanese setting is the default for the more gonzo, over-the-top kinds of action. A good model for the kind of games intended for the Japanese setting can be found in anime and, also, believe it or not, in Sentai shows. Super-Sentai teams, many of them converted into Power Rangers in the west, fight monsters from other dimensions and take part in city-wide battles with giant monsters. They're a great model for PROJECT teams with each member having a different role – and colour – in the group.

It helps to have an evil genius behind the set battles and incursions that make up a high octane game.

You can enhance a high octane atmosphere by dialling all the tips under 'Action' to eleven.

Non-Player Characters

Entities I can understand. Missions I can grasp. Objectives are easy to concentrate on and to fulfil. I appreciate clear orders and clear goals. I will admit though, I have a hard time working out how to interact with people. 'Small talk', its' purpose escapes me.

- Glory, Medusa

Creating Non-Player Characters

When you're creating non-player characters you need to think in terms of the average statistic being around 2-3D. 5D is – generally speakng – the upper limit of what a normal person is capable of when it comes to their natural statistics. Occupational skills will be 1-2D higher than their governing statistic or, if particularly good at something or well trained, even 3D. This means that for a normal, unaltered human being you're going to be looking at a dice pool of beween 2D and 6D.

Of course, not everyone in the world of PRO-

JECT is unaltered and normal, so these limits are a little more… stretchy. With this as a guideline you should be able to make up non-player characters and enemies 'on the fly' with little to no problem but to help you out a little more, here are some examples of typical non-player characters that the players are likely to run into.

Civilians
Your typical mob of panicked civilians or the kind of people you run into every day. Shop workers, monster chow, shiftless 'yoof' and the general human flotsam of everyday life.

Statistics: All Statistics at 2D

Skills: Pick a professional skill that rolls at 4D and two hobby skills that roll at 3D.

Strength Damage: 1D, civilians may arm themselves with clubs and other improvised weapons that increase this to 2D.

Cybergoth
The Cybergoth movement is a nihilistic, fatalistic youth movement that has proven surprising tenacious and which has gone through many different waves. Broadly speaking it romanticises the entities and believes struggling against them is wrong. Cybergoths wear a combination of black and bright, unnatural colours, engage in pseudo-mystical rituals and iconography and subscribe to extreme personal body modification, to the point of implantation and cybernetics.

Statistics: All Statistics start at 2D. Pick two of these to raise to 3D from implantation and modification. Each Cybergoth should be unique.

Skills: Pick one skill that is +2D higher than its governing statistic and two that are +1D higher. Cybergoths also increase their Resistance to +1D over Endurance.

Strength Damage: 1D. Cybergoths are typically arms with blades and implanted weapons (for self-protection) that do +1D to +2D damage.

Other: Many Cybergoths have hard-wearing and protective clothing that provides +1 to +2 to their Resistance. Some have implanted or harder wearing armour that increases this to +1D.

Police
Police differ from nation to nation in terms of methodology, uniform, equipment, powers and numbers. These statistics are for a basic patrol officer such as may be found in any nation. Police forces also contain specialist units, including SWAT teams or their equivalent. These elite paramilitary groups have higher statistics and better equipment.

Patrol Officer (Usually encountered in pairs)

Statistics: STR: 2D+1, DEX: 2D+1, END: 2D+1, WIT: 2D, INT: 2D, TEC: 2D, PSI: -

Skills: Brawling 2D+2, Dodge 2D+2, Firearms 3D+1, Melee 3D+1, Resistance 2D+2, Bureaucracy 3D, Law 3D, Communications 2D+2, Drive 3D, Initiative 2D+1, Intimidation 3D, Investigation 3D, Perception 3D, Search 3D

Strength Damage: 1D, police batons increase this by +1D+1. Patrol police are armed with pistols that do 3D+2 damage.

Other: Patrol police are protected by armoured vests and toughened fatigues. This boosts their Resistance to 5D against physical attacks.

SWAT Officer (Usually encountered in teams of five)

Statistics: STR: 2D+2, DEX: 2D+2, END: 2D+2, WIT: 2D+1, INT: 2D+1, TEC: 2D+2, PSI: -

Skills: Brawling 3D+2, Dodge 2D+2, Firearms 4D+2, Melee 3D+1, Resistance 3D+2, Bureaucracy 3D, Law 3D, Communications 2D+2, Drive 3D, Initiative 3D+1, Intimidation 3D+1, Investigation 3D+1, Perception 3D+1, Search 3D+1.

Strength Damage: 1D, 1D, police batons increase this by +1D+1. SWAT police are armed with sidearms that do 3D+2 damage, assault rifles that do 5D damage or sniper rifles that do 5D+2.

Other: SWAT officers wear heavier body armour and helmets. This boosts their Resistance to 7D against physical attacks. SWAT officer statistics can also be used to represent basic military soldiers.

PROJECT Ancillary Staff

Not everyone who is a part of PROJECT can be an agent. There are a huge number of people who work for PROJECT in less glamorous positions but they are still competent, educated and effective people who know how to handle themselves. PROJECT only takes the best. Brisk, efficient and prideful, PROJECT staff have an esprit de corps and a dedication that is the envy of the world.

Statistics: STR: 2D+1, DEX: 2D+2, END: 2D+2, WIT: 2D+2, INT: 2D+2, TEC: 2D+2, PSI: -

Skills: Firearms 3D, Bureaucracy 3D+2, Entities 3D+2, Communications 3D+2, Computer Operations 3D+2, Sensors 3D+2, Business 3D+2, Willpower 3D+2.

Strength Damage: 1D.

Other: Ancillary staff wear a blue uniform that provides them with +1D/1D/1D against physical, energy and psionic attacks.

PROJECT Assisting Staff

In environments replete with PME radiation death may only be the beginning, of your employment. 'Assisting Staff' are dead, but ambulatory and can be entrusted with simple jobs such as cleaning. The radiation arrests decay and grants them a faint, pseudo-intelligence. They get a lot less disturbing to look at as you get used to them and rumours of them going crazy and attacking people or retaining any remnants of their pre-death personality are entirely apocryphal.

Statistics: STR: 3D, DEX: 1D, END: 3D, WIT: 1D, INT: 1D, TEC: 1D, PSI: -

Skills: Brawling 2D, Health 4D, Resistance 4D, Stamina 4D, Power 4D.

Strength Damage: 2D.

Other: Assisting staff wear one-piece blue coveralls and sandals/flip flops. They are dressed in gloves as their decomposed appearance makes people squeamish about things they have touched.

PROJECT Coordinator

Your PROJECT coordinator is your primary and first point of contact with PROJECT. They are your manager, your handler, your agent, your priest and your shrink. Coordinators are promoted up and out from the ancillary staff and can often gain a profile and degree of fame equal to their agents.

Statistics: STR: 2D, DEX: 2D, END: 2D, WIT: 3D, INT: 3D, TEC: 3D, PSI: -

Skills: Brawling 3D, Dodge 3D, Firearms 3D, Bureaucracy 5D, Entities 4D, Communications 4D, Computer Operations 4D, Bargain 5D, Business 5D, Command 4D, Persuasion 4D, Willpower 4D.

Strength Damage: 1D. Coordinators carry an Excelsior pistol (4D) in a shoulder holster.

Other: These are statistics for a new and relatively 'green' coordinator. A team's coordinator should advance at about the same rate of experience as the agents. Coordinator's wear blue suits/dresses in PROJECT colours that provide +1D/1D/1D armour.

PROJECT Containment Troops

Elite unmodified operatives, PROJECT's containment troops throw a cordon around severe PME events and hold the line while agents deal with it. If necessary containment troops have access to PME weapons, powered by PME bottles, and the same for PME armour. Many Grunts are recruited from the ranks of Containment Troops.

Statistics: STR: 3D, DEX: 3D, END: 3D, WIT: 3D, INT: 2D+2, TEC: 3D, PSI: -

Skills: Brawling 5D, Dodge 4D, Firearms 6D, Melee 5D, Throwing 4D, Health 4D, Resistance 4D, Stamina 4D, Entities 3D+2, PME Armour 2D, PME Weapons 2D, Power 4D, Athletics 4D, Drive 4D, Gunnery 4D, Pilot 4D, Command 4D, Initiative 5D, Tactics 5D.

Strength Damage: 2D. Containment troops are armed with large, hacking knives, similar to machetes for +1D+2. Containment troops are armed with Defiant rifles (6D+1) and Excelsior sidearms (4D).

Other: Containment troops wear Solid armour suits by default, these provide +2D/1D/-. They also have access to PME armour and the standard issue should I be required is Errant armour +3D/1D/2D.

PROJECT DOG Agents

DOG agents are the internal police force of

PROJECT. Shaven headed, serial-numbered and dressed in sombre black their badge of office is the Verlitzan heavy revolver permanently chained to their wrist. If they show up, you know things have gone badly wrong and they have plenty of experience taking out rogue agents, cementing their reputation as 'dangerous bastards'.

Statistics: STR: 4D, DEX: 4D, END: 4D, WIT: 4D, INT: 3D, TEC: 3D, PSI: -

Skills: Brawling 7D, Dodge 7D, Firearms 7D, Melee 6D, Health 7D, Resistance 7D, Stamina 7D, Entities 5D, Power 6D, Athletics 6D, Drive 4D, Security 6D, Command 6D, Investigation 7D, Perception 7D, Search 7D, Tactics 6D, Willpower 7D.

Strength Damage: 3D. DOG agents carry machete knives in addition to their pistols which raise their melee damage to 4D+2. The Verlatzen is a monstrous gun that does 8D damage and ignores psionic or magical defences.

Other: DOG agents wear black uniforms and trenchcoats which provide +2D/2D/2D armour.

PROJECT Agents

It's quite possible that your PROJECT agents will come up against other agents who have been corrupted or whom have gone rogue. You can use the character templates as starting, 'green' agents and you can spend experience points on them if you feel the need to beef them up, relative to their experience or to create more of a challenge for your agents.
1. Green Agents: Starting templates.
2. Standard Agents: 50xp
3. Veteran Agents: 100xp
4. Elite Agents: 200xp

SHAMAN Agents

All women and all well equipped with Splicetech implants and weapons technology, SHAMAN are the closest thing to a rival for PROJECT. Photogenic and experts at PR SHAMAN agents have private contracts to protect people and places against entities and frequently come into conflict over 'jurisdiction' with PROJECT who seem to treat them more as enemies than potential allies. SHAMAN's fighting lovelies are media darlings on par with PROJECT agents. They personalise their high-technology gear with fetishes, feathers, beads and other more naturalistic touches. SHAMAN agents use hit-and-run tactics, supplemented with SOL Bot backup.

Statistics: STR: 3D, DEX: 4D, END: 3D, WIT: 4D, INT: 4D, TEC: 4D, PSI: -

Skills: Brawling 5D, Dodge 6D, Acrobatics 5D, Health 4D, Resistance 4D, Stamina 4D, Entities 6D, Law 5D, Power 4D, Athletics 5D, Computer Operations 7D, Drive 5D, Security 5D, Sensors 5D, Hide 5D, Initiative 7D, Perception 6D, Persuasion 7D, Tactics 5D, Willpower 6D.

Strength Damage: 2D, SHAMAN operatives carry tech enhanced shorts words which increase this to 3D+2 and can hit ethereal targets. SHAMAN operatives carry needle-firing machine pistols which do 3D damage and can also hit ethereal targets.

Other: SHAMAN armour provides +3D/3D/1D protection and is sleek, form-fitting and contained.

SOL Bot

SOL Bots are hulking, high tech mechanisms made of hyperplastics and PME enhanced alloys. They can go toe-to-toe with a Golem but they need a SHAMAN agent to give them orders. They can only follow commands and lack any decent AI. They make an impressive, noisy and dangerous sight.

Statistics: STR: 6D, DEX: 2D, END: 6D, WIT: 1D, INT: 1D, TEC: 1D, PSI: -

Skills: Brawling 4D, Dodge 3D, Melee 3D, Throwing 3D, Resistance 9D, Stamina 9D, Power 9D, Athletics 9D.

Strength Damage: 5D. The SOLs powered 'mitts' increased this to 6D+1.

Other: SOL Bots have +4D/4D/- armoured coatings but are immune to psionic attacks. They bound into combat like gorillas and can be incredibly destructive.

Sessions

An individual game of PROJECT, from start to finish, is also called a 'Session'. A session lasts from when you start playing until you stop. A single game story or plot can last across several sessions - if it's long or complicated - but most of the time a single story (also called an advenure) and a single session are much the same thing.

An session typically has a beginning, a middle and an end. Three acts of a story, just like a play or a TV episoide.

Beginning: Introduce the elements of the story, the problem to be solved, the thing to be found, the disaster t be averted.

Middle: The investigation, the conflict, the fight. Finding out who is behind whatever is going on and how to thwart them.

End: The conclusion, the payoff, the final confrontation. The 'boss battle' that puts a cap on everything and ends the story.

Longer, more convoluted plots can run over several sessions and the extra time is usually spent on the middle section. Investigations can, of course, lead to new elements that – themselves – need to be investigated. To get to the end of a story several beginning and middle sections may need to be completed together.

An example of this structure might be:

Beginning: The PROJECT unit gets called out to the site of a strange death. A man has been frozen solid, partially phased through a wall.

Middle: Investigating the area finds residual PME signatures all over the place. The basement of the building is old – pre Mindquake – and irradiated with PME radiation. It has trapped a person's spirit and created a PME spectre which is trying to gain solidity.

End: They unit finds a way to invoke or encounter the spectre and destroy it. The basement is degaussed, or – perhaps – taken for study.

Campaigns

A campaign is a series of linked adventures. If a session is like an episode of TV series then a campaign is akin to a season of that series. The link between the adventures may be nothing more than sharing the same characters from session to session or it may mean the same, recurring villain behind the incidents that the characters investigate. It may be that some plot or some overshadowing set of events unfurls as the adventures progress.

You don't have to create an overarching storyline to cover the sessions if you don' want to and you can always take time out from an arching plot line for a 'Monster of the week' if you need to. A lot of television series do this to pace the advance of a story. Role-Playing Games take longer to play through than a television episode though and a 'series' may be better implemented in six 'episode' sessions, rather than twelve or twenty, which is more usual for TV entertainment.

An example of a campaign plot structure might be:

The dimensional barrier is breaking down around a reclamation area on the outskirts of London. The buildings in this area are being made on the cheap using PME irradiated material by an irresponsible company and weakening the barrier both within and around the area of reclamation. As the barrier weakens stronger entities break through and something much, much bigger is on its way. It's herald has already taken over the reclamation project overseer and is steering the reconstruction into occult patterns that weaken the barrier even further. Adventure sessions deal with the entities breaking through and gradually reveal the common element, both that they are occurring in and around the same areas with higher frequency and that it is becoming deliberate.

Downtime

Downtime is the period between and around adventures and between and around sessions. It's not presumed that one game follows on directly from another all the time. Characters need time to heal, time to spend their money, time to train and to recharge. Downtime can occur between sessions or it can even be run as a session to take a break between the more active adventures.

Downtime is where characters have a social life, they date, they shop, they go on excursions. Many PROJECT agents become celeb-

rities in their own right and can also be kept busy doing 'celebrity type stuff' when they're not actively on duty. This would depend on just how famous they have become, of course, but PROJECT mounts all manner of PR exercises, recruitment events, expos and socials that can involve PROJECT agents of any rank and experience.

Downtime is also a good excuse to play through the psychological assessments, work reviews and other corporate and bureaucratic nonsense that being part of PROJECT entails. This may not sound like fun but all of this, along with the other downtime events and actions, helps players to round out their characters and give them a life of their own that pays dividends in playing the normal missions.

You don't have to do it if you don't want to, but a campaign can be greatly enhanced by downtime.

PROJECT

We all know PROJECT's public image, the saviours and guardians of humanity. The selfless defenders of the Earth. There is another side to PROJECT though, a darker side. Do the ends justify the means? I'll report on what I have discovered next week, here on NewsGrid.

- Shannon Stapleton, Reporter

Project is Saviour.

Everyone knows that, that's their motto, catchphrase and advertising line. The idea that PROJECT is the best hope for Earth and for protection against the entities is drummed into everyone through an unending series of posters, advertisements PR stunts and exercises but what, exactly, does that mean?

The world in which PROJECT finds itself is broadly, largely unified. This is an Earth united on a continental and broad, cultural basis. There are still disagreements between the various powers – there always will be – but nothing unites people like a common enemy and the threat from the entities and the breakdown of reality provides a wonderful motivation to get on with each other.

PROJECT is a truly international organisation and sits above and beyond the reach and even the laws of the regional governments. At the same time it operates with the blessing of those governments in taking on the dangerous task of containing and eliminating entity incursions. PROJECT is also a private enterprise, operating for profit and collecting on valuable governmental contracts. They license 'safe' PME technology for public consumption and reap the benefits as well as taking on private – expensive – contracts for individuals and companies, provided that they're not competitors.

PROJECT Central claims to have an overall plan but the various facets of PROJECT's operation can find themselves at odds. Which facet takes precedence varies from situation to situation and incident to incident and to outsiders, even to members of PROJECT itself, this 'overall plan' can seem particularly opaque.

And then there's the rebel PROJECT group in Denver...

Locations

PROJECT is spread across the world and – thanks to PROJECT Central – also across the dimensions. PROJECT likes to be able to respond to crises anywhere in the inhabited world within a reasonably short period of time and to reach out to attack problems within uninhabited areas within two to three hours.

Central forms the nerve centre of the operation and the hierarchy runs down from there. Central oversees the regional offices and the regional offices oversee the local offices which, in their turn govern individual PROJECT agent groups, each of which are overseen by a coordinator reporting back to that office.

Central

PROJECT Central is a sprawling, Cathedral-like structure that straddles the space between realities. It protrudes into the base Earth reality at several points, most notably the regional headquarters but there may be any number of other entrances and exits that aren't officially acknowledged.

Central also protrudes into several neighbouring realities allowing for the relatively easy transit of PROJECT operatives to those, commonly interacted with, realities. This also acts as a beach head for PROJECT counterattacks into those dimensions by hardened agents and troops.

Central houses PROJECT's records and world-level bureaucracy. Thousands of lower-level agents process data, cross-check, create

and collate records in vast computer memory banks. Another wing of Central houses the training centres and processing sections where agents are created, modified and taught the skills they need to use their powers safely.

PROJECT's higher ups reside here, watching over it all and handling the broad, interdimensional tactics that are necessary in order to give humanity a fighting chance. Visualising the battle in more than four dimensions is a mind-bending experience and not everybody can handle it. Tactical observers can get burned through at a fair rate of knots.

The reality in which Central is established is somewhat mutable. The main areas are formed by PROJECT's collective, hierarchical structure, crystalline and sweeping, grand and resonant of religious buildings, a reflection of PROJECT's self-belief and fanatical devotion to their cause. In other areas the shape of Central changes to accommodate the thoughts and feelings of those there. During the training period, for example, the personal rooms of the trainees will shift and change to accommodate their personality and feelings.

Regional Offices

PROJECT regional offices are grand structures found in each region in the capital city. PROJECT offices are built to impress and to stamp PROJECT's authority upon the skyline. Great, big, blue skyscrapers PROJECT regional offices are built to withstand natural and unnatural disasters with considerable fortitude.

A-Grav flyers come and go as do ground vehicles. Rapid response squads, communications infrastructure, special equipment and weaponry are also stored in the regional offices as well, ready for access by agents as needed. Artefacts and entity bodies are stored – temporarily – in regional offices for study before being transferred to Central via the portal, once they are thought to be understood or at least rendered 'safe'.

Regional overseers occupy the top floor of the regional offices, attended by personal bodyguards and assistants and coordinating with Central on PROJECT's response to issues at a regional level. A regional officer is always on call, always on duty and is usually a powerful agent in their own right with a great deal of experience in the front lines.

The Regional offices also frequently form the backdrop to PROJECT's PR exercises. Lavish parties, new product launches, recruitment exercises, receptions for politicians, businessmen and media stars. The regional office buildings are the surest and most obvious signs of PROJECT's physical, financial and military power and house an army of PROJECT agents in both the literal and figurative sense.

Regional offices oversee the local offices and route commands up and down the structure of PROJECT.

Local Offices

Local offices lack the standardised look and feel of the regional offices but retain the PROJECT blue styling and colour. Local offices vary wildly in size from those that are almost as big as regional offices to small, two-person offices maintained just to have a presence.

Local offices oversee the agent units in their vicinity and contain the PROJECT coordinators that oversee those units, using these offices as a home base. A single coordinator may oversee several units but more important and experienced units often warrant their own, individual coordinator.

A local office may store some supplementary weaponry and equipment, a small garrison of PROJECT back-up troops or it may simply be two coordinators in a rented office space with blue carpet tiles, arguing over whose turn it is to buy the coffee.

Coordinators report to local offices which in turn report up the rest of the hierarchy. Local offices also communicate laterally to their neighbouring local offices in order to guarantee a redundancy of information and to prevent the loss of one local office meaning the loss of important information and service records.

PROJECT agents are most likely to interact with their local office, rather than the higher levels – at least in the beginning. Coordinators are much more likely to come out to visit the agents than vice versa, being called into the office may be a clue that somebody is in trouble.

Staff

PROJECT tries to keep everything that it can in-house from cleaning and laundry to R&D and manufacturing. As much as possible the dog-work is done is done by the assisting staff, reanimated, PME irradiated bodies from entity incursions. The assisting staff handle all the

menial duties of sweeping, cleaning and pushing the mail carts around but they aren't much use for anything that requires any initiative or anything beyond menial labour.

All of PROJECT's key staff, overseers, managers and some coordinators are agents themselves but people of power and ability are too precious to waste on other duties and much more use where they can apply their experience. All the intermediate roles are filled by ancillary staff. Ancillary staff are ordinary humans, chosen and recruited from some of the best the world has to offer but who, for one reason or another, are not selected for the enhancement program.

Ancillary staff can be a little resentful towards agents, but they will tend to do their jobs. They are able to rise through the ranks to an extent and to take on more and more duties, even – against the odds to earn the same sort of fame and recognition that the more glamorous agents do.

Ancillary staff can be found as security guards, administrators, managers, records keepers, database managers, researchers, technicians, manufacturers and everything in between. Agents mostly interact with administration staff and PROJECT support troops. Non-enhanced soldiers and power-suit users who hold perimeters and provide backup to agents as necessary. These people lack the power and enhancement of grunts but through the use of PME bottles and other technical wizardry can hold the line against many forms of entity and deal with minor incursions and incidents.

Public Perception

PROJECT has excellent public relations and retains many of the best aspects of the public perception of government, corporation and religion. Their slogan 'PROJECT is saviour' accurately reflects how they are seen. PROJECT looks after people and safeguards reality, it provides a lot of jobs and prestigious positions and its supernatural prowess and understanding of other worlds, as well as the hard line and self-sacrificing action of its agents almost makes it an object of worship.

This isn't to say that PROJECT has an entirely spotless reputation. Operations can and do go wrong and there is always fallout from them. Negative reactions fade away quickly interna-

tionally, but locally the reputation of PROJECT can stay tarnished for years. Rival companies who also want to exploit PME technology resent PROJECT's stranglehold and do all they can to undermine their advantage and their monopoly. Some religions – remnants of their pre-mindquake selves – also resent PROJECT's claims to abslolute knowledge of the beyond and some preach against them. Lastly many governments resent their loss of prestige next to a multinational company.

Still, for the vast majority of people PROJECT has an unmatched and positive image. There are always fringe kooks and even the odd, rare, former employee or agents that turn against the company but these are very definitely wedged into the world of conspiracy theory. They're always looking for people to convert to their way of thinking but when a gibbering horror from beyond tears a rent into the world and starts eating souls, people know which side their bread is buttered on.

Resources

PROJECT is immensely wealthy, to the scale of a first-world country. It receives income from the various governments around the globe in the form of contracts for Entity protection and, in addition, receives special dispensation when it comes to tax, regulation and even a limited form of immunity from prosecution in civil courts.

This considerable income, on par with that meted out to paramilitary police forces, is supplemented by their private income. PROJECT holds patents on a huge number of PME derived weapons and technologies, including A-Grav, hyperplastics and PME bottles which produce a vast private income for the company with profits in the region of fifty billion per year and assets worth around three-hundred billion globally.

PROJECT has millions of employees, tens of thousands of enhanced agents and at least half a million non-enhanced troops and agents under arms at any time with that again available in semi-retired reservists, not to mention the thousands engaged in extra-dimensional operations.

PROJECT is superpower without any geographical base, a distributed world power with enough tact not to throw its weight around too publicly.

Entities

One day you're boarding UFOs from another dimension and shooting little grey people. Another day you're torching a fairy ring and burning the winged little bastards out of the air. Then after the weekend you're blasting through the tentacles of an unspeakable horror with a shotgun. The only real constant is the shooting.

- Indi Annan, Grunt

The Entities that intrude from neighbouring dimensions can take almost any form, but there are certain beings and creatures that intrude more often, with greater success, to the point of becoming familiar. You can use these these creatures as a rough guidelines to the sort of things that the agents might run into.

Angels - *P-Level Yellow*

Perfected visions of humanity with spread wings that look like distortions in the air. Through these distortions can be seen a perfected world, clean streets, green trees, gleaming buildings. Angels are locked in an eternal, evenly-matched, unwinnable war with their counterparts, the demons. Both can hide themselves amongst humans and try to use others to tip the balance in their favour.

Statistics: STR: 5D, DEX: 5D, END: 5D, WIT: 5D, INT: 5D, TEC: 5D, PSI: 5D

Skills: Brawling 7D, Dodge 7D, Melee 8D, Health 8D, Resistance 8D, Stamina 8D, Entities 8D, Power 8D, Athletics 2D, Flying 8D, Command 7D, Hide 8D, Willpower 8D.

Strength Damage: 4D. Angels can manifest flaming swords that increase this to 6D+2 and count as physical or energy weapons, whichever the target has the least protection from. They can also project flame for 5D+2 damage at range.

Other: Angels can manifest golden armour which increases their Resistance to 11D. Angels roll two Wild Dice and take the best of the two.

Demons - *P-Level Yellow*

Perverted visions of humanity with spread wings that look like distortions in the air. Through these distortions can be seen the worst of all possible worlds, ruined streets, dead trees, burning buildings. Demons are locked in an eternal, evenly-matched, unwinnable war with their counterparts, the angels. Both can hide themselves amongst humans and try to use others to tip the balance in their favour.

Statistics: STR: 5D, DEX: 5D, END: 5D, WIT: 5D, INT: 5D, TEC: 5D, PSI: 5D

Skills: Brawling 7D, Dodge 7D, Melee 8D, Health 8D, Resistance 8D, Stamina 8D, Entities 8D, Power 8D, Athletics 2D, Flying 8D, Command 7D, Hide 8D, Willpower 8D.

Strength Damage: 4D. Demons can manifest flaming swords that increase this to 6D+2 and count as physical or energy weapons, whichever the target has the least protection from. They can also project flame for 5D+2 damage at range.

Other: Demons can manifest black, iron armour which increases their Resistance to 11D. Anyone opposing a demon rolls two Wild Dice and takes the worst result.

Dougir - *P-Level Yellow*

Five feet tall, wild-haired, pointy-eared and tattooed and painted with whorls, spirals and knots the Dougir can seem primitive but they are powerful, vicious and work together to their mutual benefit. Dougir come across into our world through water, trees or fairy rings to loot and pillage or to destroy. One faction has a fascination with modern devices and weapons, the other loathes them and seeks to destroy them. Some enterprising Dougir have even organised regular smuggling trips, dealing Dougir gold and artefacts in exchange for technological luxuries.

Statistics: STR: 3D, DEX: 4D, END: 3D, WIT: 5D, INT: 4D, TEC: 1D, PSI: 4D

Skills: Acrobatics 6D, Brawling 6D, Dodge 6D, Melee 7D, Missile 7D, Sleight of Hand 5D, Athletics 4D, Con 7D, Perception 6D, Hide 8D.

Strength Damage: 2D. Dougir carry magical, bronze or stone elf-daggers that increase this to 3D and count as psychic attacks. They also carry bows that fire elf-darts that do 3D+1 as a psychic attack as well.

Other: Dougir can roll their PSI in order to fly and to turn invisible. While invisible they add

+4D to their stealth type rolls. They can also roll their PSI to perform little cantrips such as making noises, creating mist and other minor effects. Modern Dougir carry modern weapons and armour and know how to use them.

Dragon - *P-Level Alpha*

Dragons are true, multidimensional entities, native not just to this world but to all others. They hide, within a projected shell of humanity and past that shell what lies beyond is unknowable, strange, mind-bending, but perceived, remembered as something lizard-like, grotesque and enormous. Dragons are big players, manipulating history and society and can be powerful allies or enemies, frequently without the agents even knowing. Most of the time they play it subtle, moving through proxy forces and agents, if roused – however – they can be powerful and dangerous.

Statistics: STR: 10D, DEX: 4D, END: 10D, WIT: 6D, INT: 6D, TEC: 2D, PSI: 6D

Skills: Brawling 6D, Flying 7D, Resistance 13D, Entities 9D, Languages 9D, Power 13D, Intimidation 9D, Perception 8D, Willpower 9D.

Strength Damage: 8D (Claws). Dragons can breathe a form of dimensional flame that burns things at a quintessential level, burning them out of existence. This breath does 10D damage and counts as an energy attack. It can only be used once per day but spreads out in a cone.

Other: Dragons have +3D/3D/3D armour and their disguise is perfect. It can only be cracked by being attacked and taking damage. Dragons can communicate telepathically and can pass freely between dimensions (it takes them three turns to move between realities). Dragons can roll their PSI in the form of magical rituals to create freeform, long term effects, to summon minions (as per Wytches) and anything else within the Games Master's discretion.

Flagstaff - *P-Level Yellow*

This mysterious gang of bikers turn up across the United States in response to dangerous reality breaches. Occasionally they tangle with SHAMAN or PROJECT but more commonly they can turn up like the cavalry, welcome or not. They appear – beneath the leathers and the helmets and the stetsons – to be undead. Dry, parched and drawn corpses with the glimmer of intelligence – and gallows humour – in their shrunken eyes.

Statistics: STR: 4D, DEX: 2D, END: 4D, WIT: 2D, INT: 2D, TEC: 2D, PSI: 2D

Skills: Brawling 4D, Dodge 3D, Firearms 4D, Melee 3D, Health 7D, Resistance 7D, Stamina 7D, Entities 3D, Power 6D, Drive 5D, Intimidation 4D, Tactics 4D.

Strength Damage: 3D. Flagstaff carry chains, tyre irons, crowbars and other improvised melee weapons that raise this to 4D+1. They carry a variety of firearms and improvised explosives and drive an assortment of motorcycles.

Other: Flagstaff's leathers and biker gear provide them with +1D/1D/- protection. They are able to sense dimensional intrusions by rolling their PSI and are able to gauge power level and direction. They operate in groups of ten most of the time, stepped up to a higher number if the incident demands. There may be one-hundred of them in total, but they seem able to replenish their numbers from anywhere.

Gremlins - *P-Level Orange*

There are a huge variety of intelligent, numerous and cunning small creatures that can infest the world from their home dimensions and reproduce rapidly. These 'gremlins' can infest large areas and normal methods of pest control usually fail due to their intelligence. In very large numbers they can become dangerous.

Statistics: STR: 2D, DEX: 3D, END: 1D, WIT: 2D, INT: 2D, TEC: 1D, PSI: -.

Skills: Brawling 4D, Dodge 5D, Hide 5D.

Strength Damage: 1D. Gremlins typically have claws and teeth that raise this to 2D.

Other: 'Gremlins' are like rats, rats that can set traps use weapon and take out the power. They're tough little buggers, despite being little, and can run rings around even experienced agents. Never think that just because something is amusing, it isn't also dangerous.

King of Crows - *P-Level Zeta*

A titanically powerful entity, the King of Crows is a big, heavy hitter, a near-god. He dwells in his own dimension most of the time. It is an ancient land of dolmen, standing stones, weathered heaths and bleak forests. The spirits command this world and lord it over the men who live there. The King of Crows has many faces, always with a crow connection in name or appearance. He appears as an ancient king carved from stone, a magician with a crow-headed cane, a dark figure in a feathered cloak, a winged demon... almost anything. The King intrudes in our reality often, looking for more people to dominate and wanting to extend his influence into other worlds. He's a powerful entity, often accompanied by servitors and cultists, damn hard to dislodge and who discorporates back to his own domain once 'defeated'.

Statistics: STR: 6D, DEX: 6D, END: 6D, WIT: 6D, INT: 10D, TEC: 1D, PSI: 15D.

Skills: Brawling 9D, Dodge 9D, Melee 9D, Missile 9D, Health 9D, Resistance 9D, Stamina 9D, Cultures 13D, Entities 13D, Languages 13D, Scholar (Mysticism) 13D, Kinetic Blast 18D, Kinetic Shield 18D, Magic Summon 18D, Psychic Precognition 18D, Power 9D, Athletics 9D, Bargain 9D, Command 9D, Con 9D, Initiative 9D, Intimidation 9D, Perception 9D, Persuasion 9D, Tactics 9D, Willpower 9D.

Strength Damage: 5D. The King of Crows wields the Raven Sword, a summonable claymore sword that increases this to 9D+1. His Crow Cloak provides him with +3D+2/3D+2/3D+2 armour.

Other: The King of Crows uses his summoning capability to produce a strong homunculus and in battle to summon entities from his home dimension to do battle.

Movidian - *P-Level Orange*

Movidian's are invisible, ethereal insects that resemble wasps without wings, though they can hover at a walking pace regardless. When visible they are purplish, but they will only normally become visible when they are full of psychic energy. They feed by steering people into bad decisions and harm. They take over small, enclosed communities like schools or hospitals. A queen sets up shop and starts to lay eggs while worker movidians push their multi-stringed stingers into the minds of the living to control them. To feed they put people through hell, hard living, desperate living, starvation, elaborate torture and horrific choices.

Statistics: STR: 3D, DEX: 3D, END: 2D, WIT: 3D, INT: 3D, TEC: 1D, PSI: 3D.

Skills: Dodge 4D, Psychic Control 6D, Hide 6D, Willpower 6D.

Strength Damage: 2D. Movidian stingers attack using Brawl but do 3D of psychic damage.

Other: Psychic Control is rolled against Willpower to force a specific action or intrude a specific thought. These stats are for the worker caste. The scientist caste has statistics and skill one higher, the queen two higher. Both scientists and queens have a better understanding of technology, intimidation and psychology.

Parapsite - *P-Level Yellow*

Bloated, white, tick-like, grub-like creatures, parapsites set up home, hidden where many people gather. From there they pick off the odd person here and there with even a flicker of psychic potential, bloating up and feeding on that energy as an earthly tick would feed on blood.

Statistics: STR: 4D, DEX: 2D, END: 4D, WIT: 2D, INT: 1D, TEC: 1D, PSI: 3D.

Skills: Brawl 5D, Hide 5D.

Strength Damage: 2D PSI damage. If a parapsite successfully inflicts damage with its bite it incurs a level of psychic exhaustion and gains a +1 point to a pool of points it can spend to give itself extra bonuses, even (three for one) dice, by spending them.

Other: Direct psychic attacks have no effect upon a parapsite and feed it as though it had drained PSI. If a target has no PSI ability or cannot take psychic exhaustion the damage roll is doubled and taken as physical damage.

The Primal - *P-Level Black - Green*

The embodiment of all those pagan nature spirits we used to worship in one form or another, the primal is a vast, red cloud of teeth and claws, hooves and antlers, blood and bone. A roiling mass of primitive, evolutionary

potential, ever changing, ever adapting.

When the walls of reality broke down the Primal began to seep into the world through the bedrock of England. As it slowly gets closer to the surface animals start travelling in packs of the same species, then multiple species, then they start attacking people. The primal wants to wipe humans from the face of the earth, like curing a virus. These statistics represent an 'outburst' of Primal energy onto the surface of the Earth or through a portal that must be defeated to be closed down.

Statistics: STR: 1D6, DEX: 1D6, END: 1D6, WIT: 1D6, INT: 1D6, TEC: 1D6, PSI: 1D6.

Skills: None.

Strength Damage: Strength divided by two, round up and add 1D.

Other: The twisting mass of primal energy grows stronger and tougher as it is subjected to statistic rlls. Every time it rolls a statistic (each of which starts at XD6 where X is the roll of a D6) that statistic increases by +1. For example, a primal making an attack uses both its Dex 4D and Damage 3D. After its attack its Dex is now 4D+1 and its damage is now 3D+1.

Creating Entities

When creating entities you can go completely buck-wild and you don't even, particularly, have to define their special powers or abilities particularly specifically. They should still have a dicepool and some idea as to how they work but the specifics of summonings, psychic feedings, toxins and so on can be made up on the fly and do not need to fit with the rest of the rules.

When choosing statistics you need to keep in mind how the creature relates to a normal human being who, typically, has a statistic range of 2-3D and skills 1-3D higher than that in areas of their expertise. Creatures may have similar statistics but their skills can be lower (animalistic) or higher if the beings are of superior levels of intelligence.

Entities should be an appropriate challenge for the agents that are being played. This can be in terms of numbers, power or in terms of context. A gremlin nest in a dilapidated skyscraper that is falling to pieces is far more dangerous than the same number of gremlins in a burrow in an open field. There's many more chances for ambushes and traps.

Entity Agendas

You could no more understand what we do and why we do it than an ant could understand your pleasure from reading a book. You are irrelevant. Your needs are irrelevant. Your wants are irrelevant. You should be honoured I even attempt to speak down to your level.

- Ehrugg, Entity

Entities need to have something that drives them, an agenda, a plot. In the simplest of cases this is simply survival. An entity finds itself in a strange dimension, surrounded by things it doesn't understand and just wants to live. Of course, being a strange and bizarre creature its attempts to survive may not go so well and may well end up in deaths. Here's a few examples of entity agendas:

Survival: See above.

Reproduction: There are dimensions, worlds, that are full. Entities need 'lebensraum' in order to continue to grow or, even worse, they need beings – like humans – to gestate in.

Destruction: Some beings just live to destroy, incarnations of entropy, 'things' of which we have only had oblique and sanitised glimpses in the worst excesses of the mythos.

Control: The will to power is found across many sentient beings. To control an empire of worlds, plural, is appealing to many an alien despot. They may go about this through conquest, or subversion.

Feeding: So much life, heat, energy. The earth is a tempting meal.

Escape: Some dimensions, some alternates, some worlds are horrific nightmares from which any sophont species would dearly love to escape. The Earth, even with PROJECT doing its best to find and eliminate entities, presents the prospect of refuge, of a better world.

Dimensional Intrusion

You know that feeling before a storm? The pressure? The humidity? The feeling of electricity in the air? Yeah, it's nothing like that.

- Ed Potts, Empath

The Mindquake shattered the barrier between realities but this is not quite like smashing a glass. Reality is fractured but these fractures are constantly shifting, moving, strengthening and weakening, season to season, place to place, event to event. The character of the dimension on the other side marries to the character of the breach that may occur.

Sites of death and destruction may manifest bursts of PME radiation that animates the dead or raises ghosts. Demons and Angels may cross at points of religiosity or on Saint's days. At night the barrier is thinner everywhere and the phase of the moon affects many portals as do the equinoxes and solstices.

Anything that carries meaning can thin the walls and so places of mystic or cultural significance are often the most active. Fracture lines between these points, ley-lines if you will, also become more common places of ingress and egress of entities.

In some cases entities push through from the other side of their own accord, in still other cases they are brought across accidentally, by misguided cultists or at the behest of agents they have left behind before. PROJECT can only watch, close the tears where it can and hope that things improve.

Any breach of reality is accompanied by a small burst of PME radiation. This can manifest in many ways, a power spike or trough, a flash of light, a peal of thunder, a strange smell, even a rain of frogs or other Fortean phenomena. Breaches of any size will almost always be detected by PROJECT and this may be the first chance for the agents to act, to travel to the site and to discover what – if anything – illegally entered our reality.

Writing Adventures

If you take on the role of the Games Master then you have a lot to handle but you also stand to get the most satisfaction an joy out of the game. The biggest thing that you have to do is to come up with adventures, to create a plausible and interesting world that the char-

acters inhabit and to reflect their actions and interactions with that world.

A lot of that is just remembering how things go from one adventure to another and keeping the world consistent but the 'building blocks' from which a game world is created is the adventure. That's going to be your chief task as a Games Master, creating and joining together adventures that the characters go on.

Missions

PROJECT hands you a great big 'easy' button when it comes to coming up with adventures since the bulk of what PROJECT agents get up to is assigned by the PROJECT hierarchy. You don't need any special reward or plot hook, all you need is their coordinator turning up with a briefing or an emergency call coming in over the phone.

Missions can come in many delicious flavours and often a mix thereof. An agent group might be exploring a dimensional rift, recovering something that fell through from beyond, eradicating an entity infection, rooting out a cult, investigating a PME related murder... just about any story theme you care to think of can be encapsulated within a mission.

The trick with producing missions is that they must already have been found out or reported in some way, or PROJECT must have taken an interest. This means you get a 'crime scene' and a set of clues already all mapped out and ready for the characters to investigate. The players don't need to take a great deal of initiative as it's all laid out for them and this means a fairly linear adventure – which can get a little dull after a while.

To make missions more interesting and effective you can introduce an over-arching 'meta-plot'. A storyline that is revealed slowly in bits and pieces through the other adventures that you run. A piece here, a piece there, giving the players something more than the immediate issues they're dealing with to decode as the game goes on.

Downtime

Downtime can be an adventure in and of itself. Some of this might be public-relations missions where the agents have to work to PROJECT's behest but perhaps they are going training, having a day out together, a team-building exercise, going shopping, maintaining

relationships or whatever else.

The downtime period is an opportunity to develop the character's personalities – and perhaps those of regular non-player characters as well – and for characters and teams to prosecute their own agendas. Perhaps they don't think they were getting the whole story about a previous mission and want to check it out some more on their own time, maybe they suspect someone of being corrupted or a spy. Maybe they want to make overtures to a rival company.

Downtime is a 'catch all' for when the characters aren't working on the missions that you, the Games Master, direct them to. Even though it may include pieces of the puzzle for your larger, more involved meta-plots – if you even bother to have them.

Mission Structure

Most missions take place in response to events. Someone discovers something 'lurking' where it shouldn't, a public breach takes place or someone reports seeing something odd. PROJECT and its clients gather a great deal of intelligence data as well, much of which can lead to PROJECT groups getting flagged to respond, even if there's no obvious and open signs of a breach.

There is not really such a thing as standard procedure when it comes to entities but PROJECT likes to train its operatives to at least try and keep to a plan in the face of the strange. It helps to keep agents grounded and capable in the face of even the weirdest events.

The standard PROJECT response also makes a good structure to consider when creating an adventure.

Investigate: In this phase of the mission the agents seek to identify or understand what they're up against. In a mission that you're creating this would include the mission briefing and deployment as well as the first few encounters with entities or their after-effects.

Defend: This is where, having found out what's going on, the agents try to blunt it, to bring it to an end. This could mean evacuating people away from a devouring entity, finding an antidote to a plague or otherwise disrupting their operations.

Eliminate: Having found out what's going on

and disrupted or put an end to it the agents can move to eliminate the source of the threat. Whatever created the problem in the first place.

Attack: If possible the agents may launch a counter-attack against whatever menace launched the attack that resulted in the mission in the first place. If they are a regular enemy then PROJECT itself may handle this, leaving the agents free to bask in their success.

Missions can be fairly linear, given that agents are assigned them. This won't seem as restricting as it does in other role-playing games because that structure is expected. Even so you're usually better off creating adventures as a 'mind map', a loose collection of ideas and involved elements. This loose map helps you keep track of how things relate and is more organic an easier to negotiate than a strict plan.

Investigation Structure

Downtime adventures take care of themselves and don't really have a structure as such, things just unfold as they unfold (much like real life) and you can let the players do much what they want. Investigations are a little more complex however being neither as simple as missions nor as freeform as downtimes. Investigations are about secrets, about webs of deceit and evidence that interact to create an overall plot or scheme that the characters can unravel. The plot is yours to make but the unravelling of it needs some management. There are three things that you can do in order to make your life easier when running an investigation story:

What Really Happened

As the Games Master you need to know what's really happened before the investigation starts. It'll help you tremendously to have record of what happened so you can refer back to it and so that everything you describe or make up during the investigation fits. A description of the events might be written in order, a chain of events leading to the point where the investigation starts.

For example: *Herman Brooks, a PROJECT technician, applies for PROJECT modification but fails to qualify. He leaves PROJECT full of bitterness and annoyance. This happens about five years ago.*

Using his PROJECT technical knowledge, Herman works through a front company maintained by his cousin Gary Spurrier to assemble a dimensional barrier weakening device. Venture capital is raised by Gary using grandiose claims. This happens 3-5 years ago.

Herman makes contact with shape-shifting doppelgänger entities in a neighbouring dimension and agrees to aid dimensional immigrants in exchange for technological secrets. This happens 3 years ago.

Herman and Gary's company, Dynamic Medical Projects, starts making good on their promises with a string of plastic surgery techniques gleaned from doppelgänger biology and technology. Easier, safer, more complete sex changes, increasing or decreasing natural breast size without implants and so on. This happens 2 years ago. As does the smuggling in of doppelgänger immigrants.

One of the many doppelgänger immigrants is accidentally killed crossing a road and under medical examination is shown to not be human. Worse, they've taken the place of someone else whose bones are found in the doppelgänger apartment. This reveals that there are a number of these creatures loose. Where have they come from? This happens a few days ago.

Investigation Web

An investigation web pulls together all the elements and actors you can think of and strings them together to show the connections and the information. You've probably seen these sorts of things in police dramas or conspiracy films where they usually take the form of a big blackboard or wall, covered in newspaper clippings, thumb-tacks and pieces of string. Your web is much the same thing.

Write down all the important actors in the investigation, the companies, the people, all in their own circles and draw lines between them to show how they interconnect. Writing on the lines what that connection is. The circles can be people, companies, events, evidence, all sorts of things that form part of the overall mind map. If you need help organising it, there are mind mapping software solutions that you can find on the internet.

Breadcrumbs

The characters need a point of entry, a way to get involved in the whole conspiracy. These are the initial breadcrumbs, the sources of suspicion. The entry point in the example given above is the dead doppelgänger and whatever mysteries can be found in their apartment. This is the body/accident/event/tip-off that sets the whole ball rolling.

Adventure Seeds

Shit happens. Shit happens often and in great plenitude. If there is a universal constant to the world in which we find ourselves it is that 'shit' is and endlessly renewable resource. You will never, ever, ever be short of things to do.

- Kay Rogers, Wytch

To get you going, here are a few ideas for adventures (missions) you could flesh out and run for your first few sessions:

- A tear has opened up in a shopping centre. PROJECT and local forces have managed to throw a cordon around the building but nobody seems to be coming out. Unsure how to proceed the agents are sent for and then are sent in to discover what's happened to the people inside.

- A large PME event is registered as happening in a light industrial park at the edge of the city. The collection of companies based here have a collective contract with SHAMAN for protection and dimensional incursion handling and the event – only a moderate breach – is the site of a turf war and one-upmanship fight between SHAMAN and PROJECT which makes the event even more risky.

- Some kind of giant creature has attacked an intercity train. The agents need to head outside of the urban protection of the city into the entity-infested wild to find this creature, track it to its lair and deal with it and its spawn. The people that live outside the cities can be a little... odd too, possibly more of a hindrance than a help.

- An illegal trade in entity pets, beetles whose venom causes a euphoric high, has been going on for a while, distrib-

uting them from a reality tear in a nasty part of town. The trade needs to be shut down but the beetles have a kind of control over the people of the block they come from and many have been flushed to avoid a police crackdown. They've set up a hive in the sewers. Not good.

- A celebrity has repeatedly been present where dimensional incursions have taken place. Minor ones, but still, there's a surprising correspondence. The celebrity has agreed to take the agents into their entourage to get to the bottom of it. They don't know what's causing it, but having PROJECT agents as bodyguards is great for your fame profile. Can't hurt the agents' profile either – provided they can stay focussed.

- There is an area of the city that has never, ever, had a dimensional incursion in all the time PROJECT has been keeping records. This has only just become apparent due to a change in the way the records are organised and cross-referenced. It may seem odd to investigate a lack of activity but it is either suspicious, or useful.

- The agents are recalled to PROJECT central for a debrief and interrogation about their performance on their recent missions. If they've acted in the way that player-characters typically do they may well have some explaining to do.

- A group of militant cultists, intermingled with the cybergoth subculture, has started harrying PROJECT agents in the course of their duties. They're deliberately trying to make things difficult for PROJECT and will slowly progress to more bold and violent action along with attempted summoning of entities.

- A terrorist group with an axe to grind against PROJECT detonates a PME bomb in the middle of a large graveyard. The radiation raises the bodies and skeletons buried there which rise from their graves and start to spread outwards, ravenous for residual PME from living flesh which they need to maintain their resurrection. Particularly well fed dead may regain a degree of cognition.

- A vengeful entity attacks the agents in their home. It possesses their house and turns the familiar surroundings against them. Getting out or dealing with the entity is going to entail doing a lot of damage to their own home and PROJECT's expenses account.
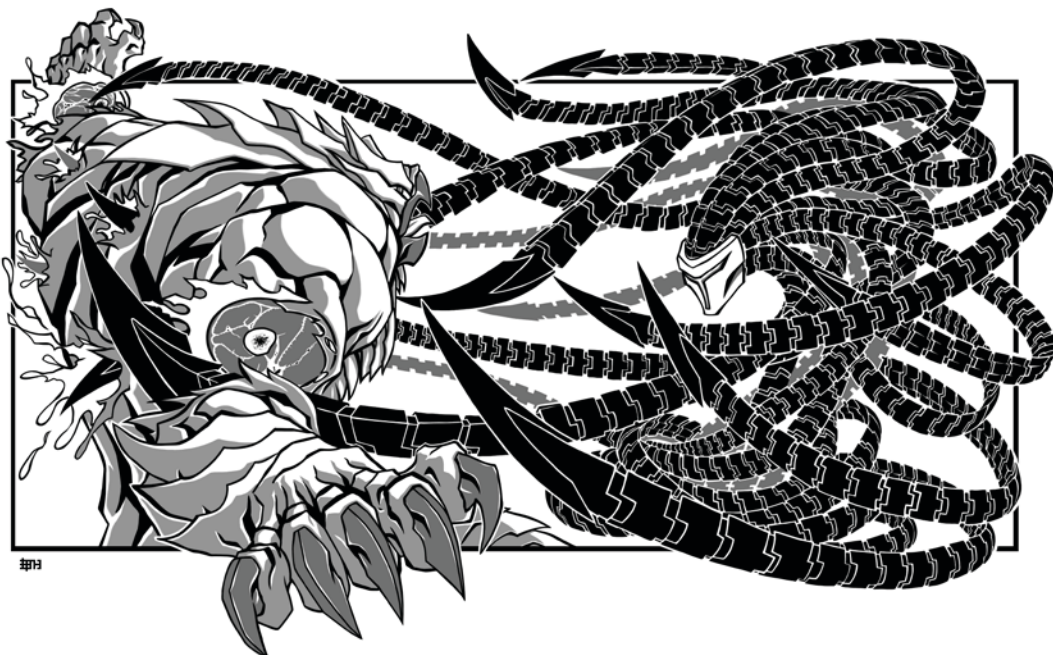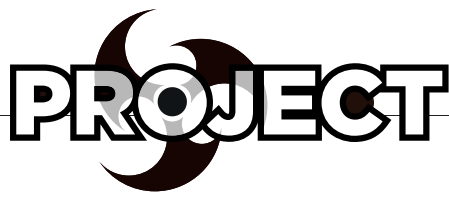
EMPLOYEE DOSSIERS

Enhancement: Psyker (PK)

Callsign: Kratos

Dexterity (DEX)	**3D**
Brawling:	3D+1
Dodge:	3D+1
Firearms:	3D+1
Melee:	3D+1
Running:	3D+1
Throwing:	3D+1

Endurance (END)	**2D**
Resistance:	2D
Health:	2D

Intelligence (INT)	**2D**
Cultures:	2D+1
Entities:	2D+1

Psionics (PSI)	**5D**
Kinetic Blast:	6D+1
Kinetic Shield:	5D+1
Kinetic Control:	5D+1

Strength (STR)	**2D**

Technology (TEC)	**2D**
Communications:	2D+1
Computer Ops:	2D+1
Drive: 2D+1	
Medicine: 2D+1	
Sensors: 2D+1	

Wits (WIT)	**2D**
Initiative:	2D+1
Investigation:	2D+1
Hide:	2D
Perception:	2D
Search:	2D
Willpower:	2D+1

Move:	10m

Strength Damage:	1D

Passive Defence:	11

Equipment:
Exelsior Pistol: 4D(E) 10/25/50
    5 strips of 15 ammo
PROJECT trenchcoat: 1D/1D/1D
Comlink
Tablet Computer
Survival Kit
Uniform

Notes:

PROJECT

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PROJECT is saviour.

Enhancement Notes:

Kinetic Blast: 6D+1
Range: 180m
Area: 6m radius from Psyker

Notes: Against vulnerable beings – such as ice or water entities or those unable to regulate their own body temperature – Pyrokinesis does double damage.

Against creatures with protection against the heat or self-regulating temperature – such as mammals – it does normal damage.

Damage from Pyrokineis is resisted with Resistance+Armour (for objects and inanimate beings) and with Health for living targets. Armour does not normally apply unless sealed or specially designed.

Kinetic Shield: 5D+1
Duration: 5 minutes

Notes: Roll your shield dice, divide your total by 5 (round down) to get a number of "Shield Dice" which then applies to your Resistance rolls. If you wish to extend the shield over others remove one "Shield Dice" per target.
- Pyrokinetic Shield dice doubled for melee attacks

Kinetic Control: 5D+1
Range: 50m

Each point in a roll can increase or decrease the temperature by five degrees celsius. The flashpoint of paper is 235 degrees. This ability can also be used to create an area of heat or cold. This has the same radius as Kinetic Blast but can be maintained by concentrating and not using any other psi powers.

Enhancement: Medusa

Callsign: Alkon

Dexterity (DEX)	3D
Acrobatics:	3D+1
Brawling:	3D+1
Dodge:	3D+1
Firearms:	3D
Melee:	3D+2

Endurance (END)	3D
Health:	3D
Resistance:	3D+2

Intelligence (INT)	2D
Entities:	3D+1

Psionics (PSI)	0D

Strength (STR)	3D
Power:	3D+2

Technology (TEC)	3D
Communications:	3D+1
Computer Ops:	3D+2
Repair:	3D+2
Security:	3D+1
Sensors:	3D+1

Wits (WIT)	3D
Initiative:	3D+1
Hide:	3D
Perception:	3D
Search:	3D+1
Willpower:	3D

Move:	10m
Strength Damage:	2D
Passive Defence:	11

Equipment:
Exelsior Pistol: 4D(E) 10/25/50
    5 strips of 15 ammo
PROJECT Trenchcoat 1D/1D/1D
Uniform

Advantages:
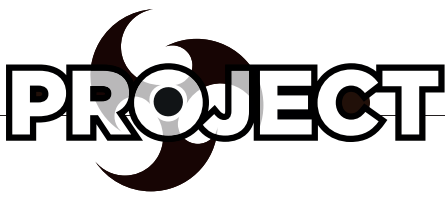Natural Weapon (2): +1D damage, Immune to disease and poison.

Disadvantages:
Laws (5): Medusas' must follow their Laws.
In order of priority these are:

May not (through action or inaction):
1. Harm or disobey PROJECT Central, DOG Agents or PROJECT Coordinators
2. Harm a PROJECT operative
3. Harm ones self
4. Harm other PROJECT equipment
5. Disobey a PROJECT operative
6. Fail to fulfil personal needs/wants
7. Harm the public
*8. *Self-defined**

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Enhancement Notes:

Medusae are the latest iteration in a long running set of projects to develop a completely artificial operative. A Medusa's body is made up of around fifty magnetic, metal coils attached to a faceplate superficially similar to a Borg's head and mask. The faceplate houses the mind, senses and main power unit for the Medusa. The coils can move independently or knot together to form body structures and shapes. Each coil has an integral blade, allowing the Medusa to sprout knives and stabbing weapons as it needs them. The Medusa can also exude an insulating 'goo' that clings to the coils and provides a certain amount of protection and a silhouette.

Problems with previous attempts at artificial agents have lead to the establishment of a set of behavioural 'laws' that guide and channel Medusa behaviour and guarantee a degree of loyalty to PROJECT. Over time these laws can evolve, leading to the development of a truly individual intelligence. Unit coordinators are charged with ensuring that Medusae do not go 'Frankenstein' and suffer harsh penalties if a Medusa under their auspices goes unhinged.

Enhancement: Wytch

Callsign: Hera

Dexterity (DEX)	2D
Brawling:	2D+1
Dodge:	2D+1
Firearms:	2D+1
Melee:	2D+1

Endurance (END)	2D
Health:	2D
Resistance:	2D

Intelligence (INT)	2D
Bureaucracy:	3D+1
Entities:	3D+2
Cultures:	3D+1
Languages:	3D+1

Psionics (PSI)	3D
Magic Heal:	5D+1
Magic Summon:	5D+1
Magic Ward:	4D+1
PME Items:	4D

Strength (STR)	3D

Technology (TEC)	2D
Communications:	2D+1
Computer Ops:	2D+1
Medicine:	2D+1

Wits (WIT)	2D
Bargain:	2D+2
Initiative:	2D
Investigation:	2D+2
Hide:	2D
Perception:	2D
Persuasion:	2D+2
Search:	2D+1
Willpower:	2D+2

Move:	10m

Strength Damage:	2D

Passive Defence:	11

Advantages:

Powerful Homunculus (2):
Your summoning skill is considered to be 1D more when determining the power of your homunculus/familiar.

Equipment:
Exelsior Pistol: 4D(E) 10/25/50
    5 strips of 15 ammo
PROJECT Trenchcoat + Amulet of Protection 2D/2D/2D
Staff Mk 1: 4D+1E 10/30/50
Comlink
Tablet Computer
Survival Kit
Uniform
Ward Net Mk1

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Enhancement Notes:

Magic Heal: Wytches are able to channel PME energy in predictable and common ways through their formulae and workings. With Heal you are able to reduce wounds and heal injuries, allowing someone to recover quickly and get back into the fight.

To use Magical Healing a Wytch rolls their Magic Heal skill and can spend the amount that they roll by as follows. Each application of the skill takes ten turns

Reducing the number of turns needed in order to cast costs one for one turn.
Removing a 'Wounded' effect costs five points.
Reducing a 'Severely Wounded' effect to 'Wounded' costs ten points.
Reducing an 'Incapacitated' effect to 'Severely wounded' costs fifteen points.
Reducing a 'Mortally wounded' to 'Incapacitated' costs twenty points.

Magic Summon: With access to this skill a Wytch can deliberately summon minor entities from 'elsewhere' and bind them to their will, making them perform actions for them according to their commands and will, albeit resentfully.

To use this skill the Wytch rolls their Magic Summon skill and then spends the points to 'create' the entity that they are summoning out of the plasm of the psychic plane. Summoning a creature normally takes ten turns. Every five points over the summoning difficulty reduces this by one.

Only one summoned creature may be held in this reality at a time. The Homunculus is an exception to this rule.

Homunculus: Your homunculus, or familiar, is a permanently summoned and bound creature. As your skill increases it can be dismissed and re-summoned or changed.

Stinkerbell

Dex 6D
End 2D
Int 3D
Psi 4D
Str 2D
Tech 1D
Wits 2D

Flying

Magic bolt 2D

"Stink" is a little punk faerie who, while is great at fetching and carrying, has a very bad attitude.

Enhancement: Grunt

Callsign: Styx

Dexterity (DEX)	3D
Brawling:	3D+2
Dodge:	3D+2
Firearms:	3D+1
Melee:	3D+2
Running:	3D+1
Throwing:	3D+1
PME Weapons:	4D+2

Endurance (END)	3D
Health:	3D
Resistance:	3D+1

Intelligence (INT)	2D
Entities:	2D+1

Psionics (PSI)	1D
PME Armour:	1D+1
PME Tech:	1D+1

Strength (STR)	3D
Power:	3D+1

Technology (TEC)	2D
Communications:	2D+1
Computer Ops:	2D+1
Demolitions:	2D+1
Drive:	2D+1
Gunnary:	2D+1

Wits (WIT)	3D
Initiative:	3D
Hide:	3D
Perception:	3D
Search:	3D
Willpower:	3D

Move:	10m

Strength Damage:	2D

Passive Defence:	11

Advantages:

Interface (3):
Interfaced devices are used with a +1D bonus. Interfaced PME devices draw power from the grunt and require no ammo or power sources.

Fast Reactions (3):
The PME interface has hardwired your reflexes and that, along with combat experience and training, has made you able to react to situations much more swiftly than normal. Your Initiative skill has a bonus of +1D and three times during the game session you can make an extra action in your turn.

Equipment:
Exelsior Pistol: 4D(E) 10/25/50
     5 strips of 15 ammo
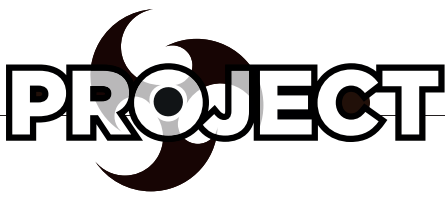Voyager Rifle: 6d+2(E) 50/100/300
    5 Strips of 10 ammo
PROJECT Solid Armour Suit: 2D/1D/-
Comlink
Tablet Computer
Survival Kit
Uniform

PROJECT

PROJECT was founded over a century ago as humanity began to recover from the disastrous effects of the Mindquake and began to understand our former power and knowledge. PROJECT was at the lead of the fight back to education, technological understanding and capability and also amongst the first groups to truly grasp the importance - and danger - of the Entities.

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As an employee of PROJECT you have been trained and adapted to fight the Entities and to respond to leakage events, to restore normality and to protect the public. This is an important job and PROJECT values its employees just as it values the future of the human species. Your training and enhancement represents a considerable investment of credits, a debt owed to PROJECT and to humanity which can best be paid off by executing your duty.

PROJECT is saviour.

Enhancement Notes:

The least enhanced of Grunt operatives, Grunts use special training and equipment to keep pace with the other, more enhanced agents. Most Grunts come from military or paramilitary backgrounds and becoming a Grunt is an extension of their existing service. The Grunt implant is simple and minor, a Grunt Technical Implant which enables them to use their own psychic potential as fuel and to directly, mentally control (via cable) weapons and other devices.

Grunts are a force of nature when hooked into PME technology, particularly guns and armour. These devices let them go toe-to-toe with powerful entities on an equal footing. As well as smaller weapons and devices PROJECT is also experimenting with larger powersuits, vehicles and detection equipment. Grunts can form very close, emotional attachments to pieces of weaponry and equipment that they regularly interface with. This can be a little unsettling, but is not considered to be a dangerous psychological problem.

EMPLOYEE DOSSIER

Enhancement: GOLEM

Callsign: Helios

Dexterity (DEX)	2D
Brawling:	4D+1
Dodge:	2D
Firearms:	2D
Melee:	3D+1
Throwing:	2D+1

Endurance (END)	4D
Health:	5D
Resistance:	5D+2
Stamina:	5D

Intelligence (INT)	1D
Entities:	1D+2

Psionics (PSI)	0D

Strength (STR)	5D
Power:	6D

Technology (TEC)	1D
Communications:	1D+1

Wits (WIT)	2D
Initiative:	2D
Intimidation:	2D+2
Hide:	2D
Perception:	2D
Search:	2D
Survival:	2D+1
Willpower:	2D+1

Move:	10m

Strength Damage:	5D

Passive Defence:	11

Advantages:

Tough (5):
+3D to Resistance against physical attacks. Club Hands (5): Golems do not halve their Str (Power skill) for determining their melee damage.

Disadvantages:
Object of Desire (2), Stress (3):
The Golem has an object of desire upon which they are fixated and which they will do anything for. Golems are easily upset when things don't conform to their black-and-white view of the world or the bad guys 'win'. They become 'stunned' in such circumstances until they can take some time to chill out and re-secure themselves with their object of desire.

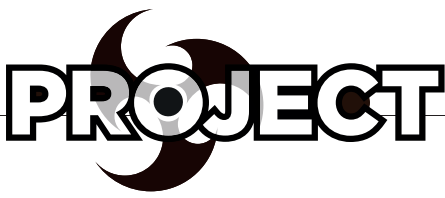### Equipment:
Exelsior Pistol: 4D(E) 10/25/50
    5 strips of 15 ammo
PROJECT trenchcoat: 1D/1D/1D
Comlink
Survival Kit
Uniform

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Enhancement Notes:

Golem is actually an acronym standing for Genetic Overgrowth and Localised Endorphin Modification. The Golem is the most physically powerful of the enhancements and also one of the most traumatic and changing. A Golem is taken apart and reconstructed from the genetic level. The subject's own musculature is flayed from their body and subjected to PME enhanced steroidal treatment, enhancing the muscle tissue without the usual other side effects. Their skeleton is also enhanced, made denser, stronger, harder, heavier. At the end of the nine month period the Golem has been enhanced to something approximate to ten times the strength of an unmodified person. Their flesh and bone is dense, naturally armoured and their senses are lessened, making them virtually impervious to harm.

The final step and, perhaps the most controversial, is the implantation of a modified and supplementary adrenal gland which takes the place of much of the Golem's brain, crippling many of their higher functions. The compensation is the further enhancement of the body by an artificial gland that pumps PME enhanced adrenalin into the body, further making it capable of superhuman feats.

Golems average nine feet in height, have no body hair and have an almost ape-like frame. Blood vessels and nerves are cant at the surface of their flesh and their skin is a fairly morbid, greyish colour as a result. Despite their modifications Golems tend to be friendly, gentle giants. Their lobotomised intelligence unable to understand many nuances of communication such as sarcasm. This lack of comprehension does frustrate them and can cause them to lash out uncontrollably. Because of this each Golem is given an Object of Desire, also known as a 'binky', which allows them to calm themselves and fixate on something familiar and comforting.

EMPLOYEE DOSSIER

Enhancement: Borg

Callsign: Janus

Dexterity (DEX)	4D
Acrobatics:	4D+1
Brawling:	4D+1
Dodge:	5D+1
Firearms:	4D+1
Melee:	5D+1

Endurance (END)	3D
Health:	3D
Resistance:	3D

Intelligence (INT)	2D
Entities:	2D

Psionics (PSI)	0D

Strength (STR)	4D

Technology (TEC)	3D
Communications:	3D+1
Computer Ops:	3D+1

Wits (WIT)	2D
Initiative:	2D+1
Hide:	4D+1*
Perception:	2D
Search:	2D+1
Willpower:	2D+2

Move:	20m

Strength Damage:	4D

Passive Defence:	12
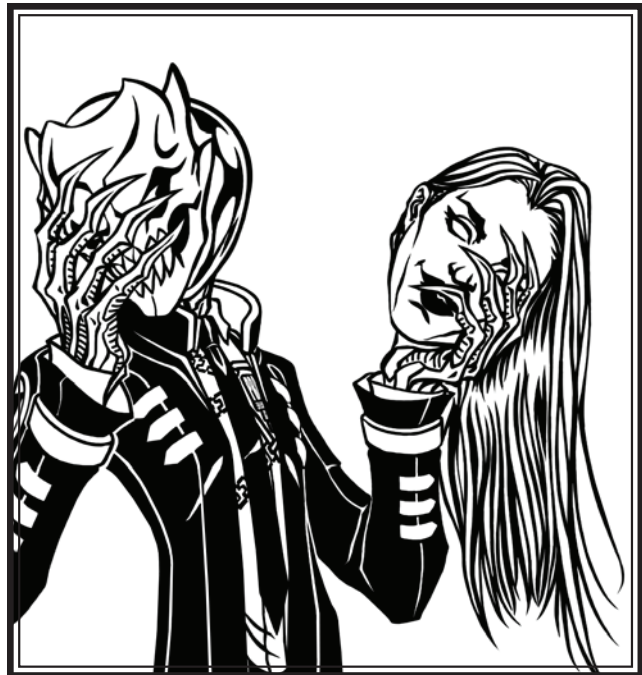
Advantages:

Artifical Body (2): No pain (no wound penalties to actions, only to Resistance). Hardiness (3): +1D Resistance Vs. All attacks. Silence (3): Your mechanisms are almost entirely silent and your movements so precise and careful that you make essentially no noise. You gain a +2D bonus to hide rolls and a +1D bonus to sneak attacks made with surprise.
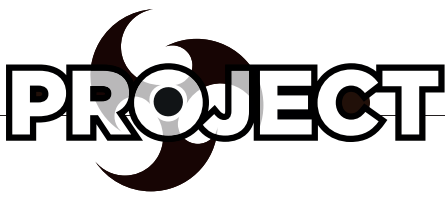
Disadvantages:

Masks (2): A Borg can only express a personality/mood corresponding to its mask. It has three to start with; normally a business mask, a social mask and a secret, personal mask representing its core personality

Borg Options:
Blaster Implant: 3D lethal or stun, Range: 10/20/30

Equipment:
Exelsior Pistol: 4D(E) 10/25/50
    5 strips of 15 ammo
PROJECT Trenchcoat 1D/1D/1D
Comlink
Tablet Computer
Survival Kit
Uniform

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Enhancement Notes:
Cyborg enhancement is effective and powerful but also complex and expensive. The brain and spine of the subject is entirely removed from the body and then re-situated in an entirely artificial body. The process renders the tissue universal, similar to stem-cells, so that it does not reject the implantation points and the pod – a mirrored ball – in which it is placed is perfectly sealed and sterile.
Borg bodies are modular but start out on a standard pattern that can be modified on an individual or mission oriented basis. The body is constructed from high-tech ceramics, hyperplastics and enhanced metals making it light but strong. Despite this Borg are not so much the heavy-hitters of PROJECT teams but rather the stealth and assassination wing. Borg bodies can move unnaturally silently and can stand absolutely still. They can climb uncommonly smooth surfaces and hold position for hours or days with no need to eliminate waste or take in food.
Borg are some of the most traumatised by their enhancement procedures and suffer greatly from dysmorphia, finding it hard to settle into and accept their new, expressionless bodies. PROJECT has come up with the imperfect solution of allowing a great deal of customisation to the Borg bodies and, especially, the innovative use of masks which allow the Borg to express themselves and to create a 'body' that they have full control over.

EMPLOYEE DOSSIER

Enhancement: Empath (PC)

Callsign: Shelob

Dexterity (DEX)	2D
Brawling:	2D+1
Dodge:	3D+1
Firearms:	3D+1
Melee:	3D+1
Running:	2D+1
Throwing:	2D+1

Endurance (END)	2D
Resistance:	2D
Health:	2D

Intelligence (INT)	2D
Cultures:	2D+1
Entities:	2D+1

Psionics (PSI)	5D
Kinetic Blast:	5D+1
Kinetic Shield:	5D+1
Kinetic Control:	5D+1

Strength (STR)	2D

Technology (TEC)	2D
Communications:	2D+1
Computer Ops:	2D+1
Drive: 2D+1	
Medicine: 2D+1	
Sensors: 2D+1	

Wits (WIT)	2D
Initiative:	2D+1
Investigation:	2D+1
Hide:	2D
Perception:	2D
Search:	2D
Willpower:	2D+1

Move:	10m

Strength Damage:	1D

Passive Defence:	11

Advantages:

Patron (3):
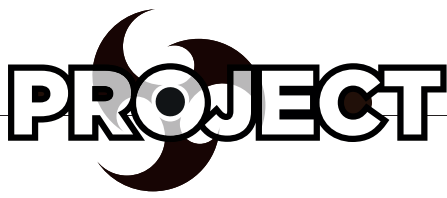You father is well connected in PROJECT circles.

Disadvantages:

Age (1):
You are very young for a PROJECT operative (19 years old).

Equipment:
Exelsior Pistol: 4D(E) 10/25/50
    5 strips of 15 ammo
PROJECT trenchcoat: 1D/1D/1D
Comlink
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Enhancement Notes:

Psychic Blast: 5D+1
Range: 125m
Area: 5m radius from Psyker

Notes: Psychic blasts do half damage, after Willpower is rolled and every five points of damage also stun for one turn.
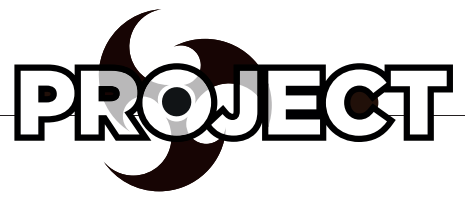
Psychic Shield: 5D+1
Duration: 5 minutes

Notes: Roll your shield dice, divide your total by 5 (round down) to get a number of "Shield Dice" which then applies as armour against Mental attacks. If you wish to extend the shield over others remove one "Shield Dice" per target.

Psychic Control: 5D+1

The future is a confusing tangle of possibilities, many of which will never come true. With this skill the psychic can peek into this tangle and examine the most probable outcomes of current events getting some clues as to things that might happen in the imminent future. Any further ahead and only the biggest, most probably events are detectable.

With this skill the psychic can get a vague, unnatural sense of what is going to occur in the immediate future. To use it a character rolls their Psychic Precognition skill and can tell – by spending a point from the roll - vaguely, whether a course of action is going to be a good or a bad idea. They can also gain a free-floating bonus to their next few actions though they must spend at least one point on each action. This pool is equal to the number rolled but cannot be replenished until it is all spent. Points can be spent after you make a roll to bring it up high enough to succeed.

PROJECT

Enhancement: _____

Callsign: _____

Dexterity (DEX): _____

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Endurance (END): _____

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_____ _____
_____ _____

Intelligence (INT): _____

_____ _____
_____ _____
_____ _____

Psionics (PSI): _____

_____ _____
_____ _____
_____ _____

Strength (STR): _____

_____ _____
_____ _____

Technology (TEC): _____

_____ _____
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_____ _____

Wits (WIT): _____

_____ _____
_____ _____
_____ _____
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_____ _____

Move:_____

Strength Damage: _____

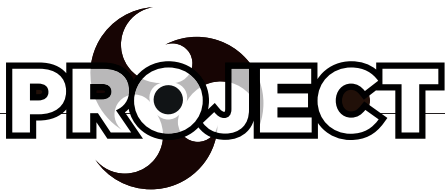**Passive Defence:** _____

Equipment:
Exelsior Pistol: 4D(E) 10/25/50
     5 strips of 15 ammo
PROJECT trenchcoat: 1D/1D/1D
Comlink
Tablet Computer
Survival Kit
Uniform

_____

_____

_____

_____

Current Status:

Stunned ☐   *Wounded / KO* ☐
Incapacitated ☐   *Mortally Wounded* ☐
Dead ☐

EMPLOYEE DOSSIER

PROJECT

Advantages:

_____
_____
_____
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_____

Disadvantages:

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Description:

_____
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Notes:

PROJECT IS SAVIOUR

EMPLOYEE DOSSIER

The trepidation of the exam was nothing compared to this wait after the injection. They said I am going to be unconscious for almost three months and even though the process has been refined, there are still a number of things that can go wrong. I wait, knowing that I will be a better man soon. I am going far beyond my limits. I am like the seagull I read of as a child, brave enough to fly higher. The shadow of fear is as nothing before the potential I have.

Sleep is my home now. I swim here in the green depths as my flesh grows somewhere else. I am going to become a giant...a titan...a god. I can see my bones around me, bloated and stretched, ready to be put back together again. To be rebuilt better. Though I dream, I find it harder to put my thoughts into words. I think of... things... less and less. I think the drugs that hide my pain and make me sleep somehow stop me from going insane by dulling my wits. Sleep now, back to normal soon.

I am finished! The doctor says I am all better after my operation, now I am big and strong! I do feel a bit funny, as my head feels like it has a cold. I am strong now, though I can't remember much of what was before. I think I was clever before, but I am more happy now. Does being clever make you sad? I think so. Even though I have been sleeping for a long time, I still sleep every night. I don't have as many dreams now, but I do have one about a bird. It flies high.

I like birds.

- Atlas, GOLEM agent personal log.

HOW MANY PEOPLE
WOULD YOU SACRIFICE
TO SAVE HUMANITY?

DANGER
PME RADIATION

THIS AREA IS UNDER PROJECT JURISTICTION
BEYOND THIS POINT YOU WAIVE YOUR LEGAL & HUMAN RIGHTS
UNDER DEFENCE CODE 776/120FA. THANK YOU FOR YOUR COOPERATION.

... ALL OF THEM?

We have pulled the world from the brink of destruction...
but along the way our nightmares have become real.

Only PROJECT can save us, but who can save PROJECT from itself?

POSTMORTEM STUDIOS

CHRONICLE CITY