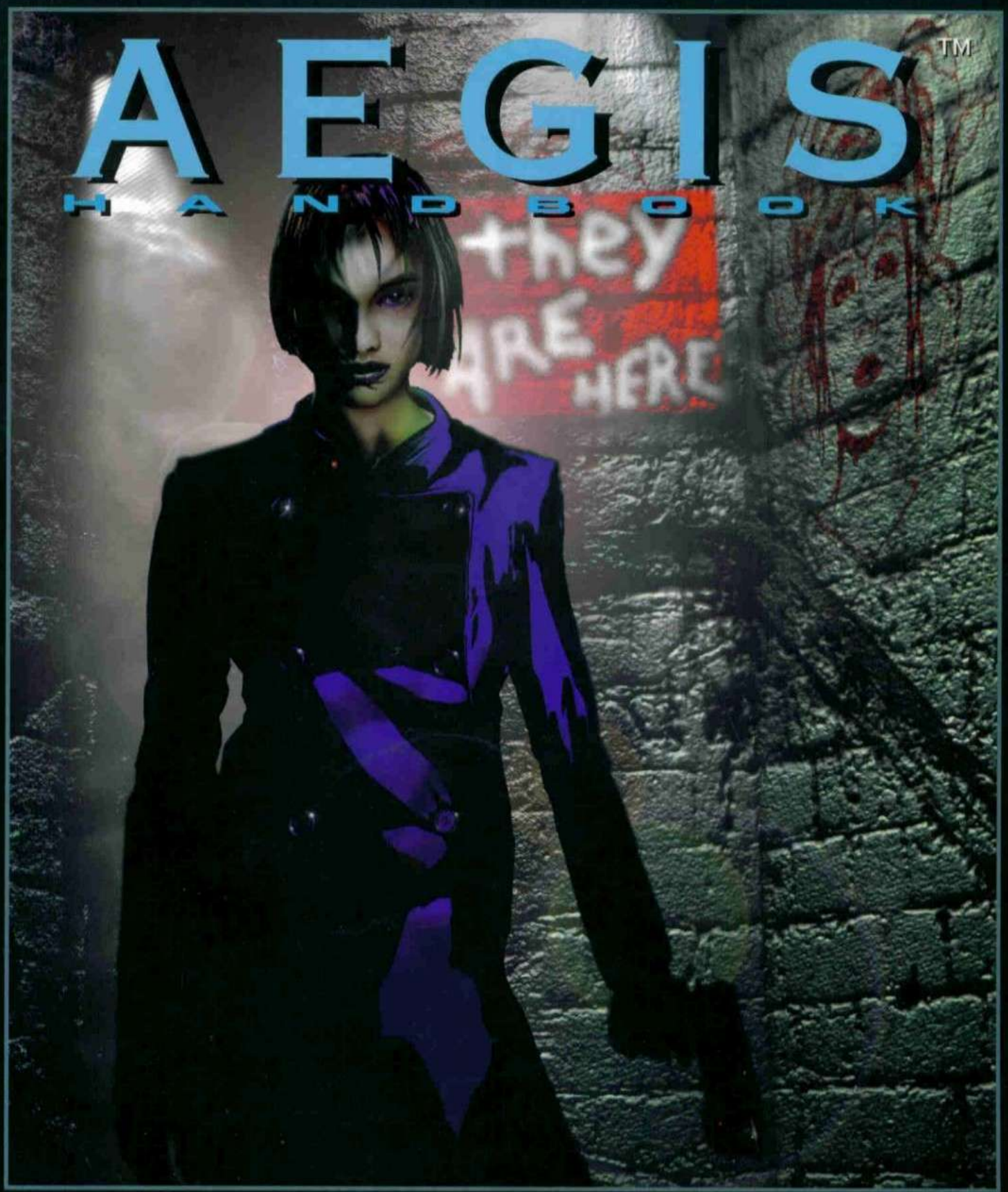
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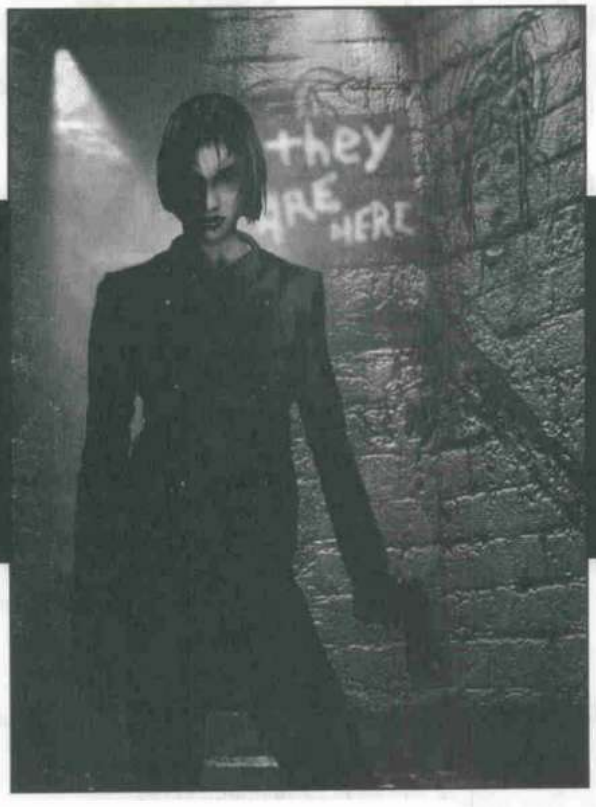
AEGIS™

HANDBOOK

A PLAYER'S HANDBOOK FOR CONSPIRACY X

AEGIS™

HANDBOOK



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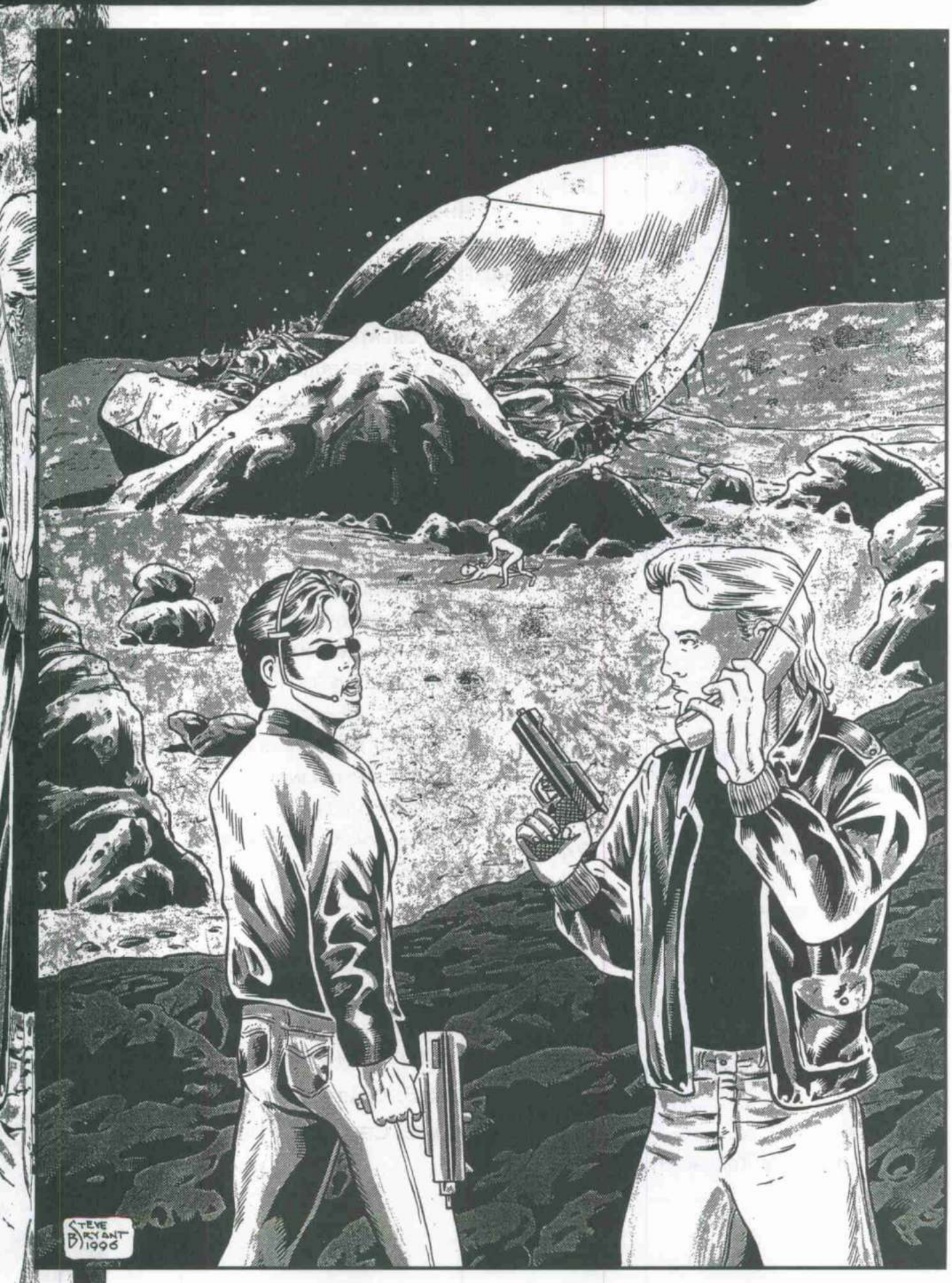
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STEVE BRYANT 1996



CHAPTER 1
APPROACH

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MISSION STATEMENT

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0:10 >SUMMARY

0:22 *//Aegis Indoctrination Text, prepared by the Central Office for Recruitment Services.//*

0:36 ### The Overview

Aegis came together in the face of one single, unprecedented threat: alien invasion. Some might argue that invasion is too strong a term. No large-scale battles have been fought, no armies flood the streets, no flying saucers hover over the White House. Certainly, at this point anyway, there is no invasion in conventional terms. However, since we discovered the truth about aliens among us we have known that they do not have our best interests at heart. What else could we expect? They are, after all, entirely different sentient species, with their own morals, beliefs, and goals. They care for themselves just as we care for ourselves. We do not fault them for their ambitions or for their needs, nor do we support them. We fight for ourselves, for as a species that is all that we can ever do.

0:48

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1:02 Aegis stands as the United States' first line of defense against the alien menace. Whatever else happens, whatever missions we undertake, whatever else we do, we should never forget that our primary mission is the defense of the nation against our foes, whoever they might be. When a new operative, agent, or researcher joins a Cell, they swear an oath. They promise to hold their tongues, to never reveal to the public the truth about the war that threatens us all. They also swear to protect that same public from this insidious threat, no matter what the cost, personally or publicly. Make no mistake, joining Aegis is just like joining an army. It means that you are willing to put your life, your livelihood, and your reputation on the line in order to save your people and your country.

1:18

1:26

1:37 ### Too Many Questions

All this is pretty heavy stuff, I know, but it reflects the true state of affairs. We know that aliens exist, there is absolutely no doubt on this issue. We know that aliens are here on earth, again this is unquestionably true. We even know that there are at least three different races of aliens here among us, a fact that the evidence points out conclusively. We know that the aliens, all three of them, are capable of doing significant harm to us and all we hold dear. Finally, we know that we must be ready to protect ourselves from any threat the aliens might present, no matter what the cost.

1:41

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Unfortunately, that is about all that we know for certain. We have many, many more questions than we have answers, which is why so much of what Aegis does centers around research and intelligence gathering. Sure the alien presence is a threat. Their technology is superior to ours in almost every way, including offensive capacity. But that leaves the question of motive. Why are they here? What do they want from humanity and Earth? We know that they are capable of extremely dangerous behavior, from abducting our citizens to shooting down our aircraft and infiltrating our government. They have even subverted our terrestrial nemesis, the Black Book. But why?

More importantly, I think, is why now? The greatest question facing Aegis is determining why the aliens are here now. Certainly there are some who argue that aliens have been among us all along, but there is little or no scientific evidence to support this claim. We can only say with assurance that aliens have been here among us since the mid-1940s. Anything else would be pure speculation. Now if we were dealing with just one alien race we could dismiss the question of "why now" easily. Why now? Because that is when they got here. Unfortunately, we face not one but three very distinct alien races.

The question of the three races burns in the mind of every Aegis researcher. The questions they ask are questions you should ask yourself every day. Without answers Aegis cannot do its job. We need to know what kind of threat these alien invaders represent. What are their intentions? Why are all three races making themselves known now, at this particular moment in our history? What special place does Earth hold in their interstellar schemes? What are their relations to one another? Is there a way that we can pit one race against another? Why have they not attacked in force? What kind of force do they have at their disposal? There is just so much that we do not know.

For several decades Aegis scientists, agents, and operatives have been working to answer these and other questions. In that time, we have learned a great deal, but there is still much more to find out. At this point, most of what we do focuses on the gathering of information. We cannot fight a war until we know for sure who the enemy is and what they are planning. As members of Aegis, it is your job to find out everything you can about the alien threat, including identifying exactly what that threat might be. We cannot for a moment doubt that there is a threat. While there may have been no formal declaration of war, there is plenty of anecdotal evidence for the hostile intentions of all three alien races. Do not fall into the trap that the Black Book has succumbed to. You cannot make deals with the devil and come out ahead.

As important as gathering intelligence is, we must remember that gathering information is only a means to an end. Data about our enemies carries great value, but we should never sacrifice our national security for it. To do so would be a terrible confusion of priorities. Furthermore, if the information you gather does reveal a threat, you should never hesitate to act against that threat. We are, on every level at every moment, soldiers fighting a desperate battle. Aegis Cells are made to act, to fight the alien threat wherever it rears its head. Never be afraid to attack, subvert, or even inconvenience the enemy. Every time you fail to act, it is a victory for the enemy.

The Bodyguard of Lies

New recruits and even old hands often ask the question "Why all the secrecy?" Why keep the existence of aliens a secret from the public? There are plenty of arguments against secrecy. The public has a right to know. It would rally support behind our cause. It would help flush the aliens out of their secret enclaves if everyone knew what to look for. While these arguments are not entirely without merit, they become inconsequential when weighed against the problems that public disclosure would cause Aegis, the United States, and the world as a whole.

The first issue is one of morale. Telling the public that alien invaders walk the Earth would very probably create mass hysteria and panic. While this might serve to rally the support of the people for a while, it would have disastrous effects on the general state of mind of the U.S. citizenry. Furthermore, once it became known that some of these aliens looked just like humans, that others are capable of controlling minds, and others of making themselves to appear human, the level of paranoia in the country would rise immeasurably. Every man, women, and child would look at their friends, coworkers, and neighbors in a new light. Trust would all but evaporate.

Trust is an important part of the secrecy pledge. Aegis relies heavily upon government funds, agencies, facilities, and equipment to do its job. As important as the government is, it is also rife with alien and Black Book infiltrators, not to mention our own operatives. Public opinion of government is already at an all time low. Should they discover how bad things really are, how pervasive corruption and influence peddling really are, trust would collapse completely. As bad as the situation in the government is, Aegis' official policy is "better the devil you know than the devil you don't." We know we can work with this government. Should a new system replace the current one -- a real possibility were alien infiltration to become public knowledge -- much of Aegis' power and influence would be lost. It is in our decided interest to keep the current system alive, all the while fighting to cleanse it of from within.

The notion that the public has a right to know has no place in Aegis thinking or operations. The public is better off not knowing. Chaos, turmoil, discontent -- these make us weak and make our enemies stronger. Revealing the alien threat would do Aegis no good, and might even help the enemies we seek to defeat. Can you imagine open Congressional debates on the subject of alien policy? It is more than likely that the aliens would themselves find supporters among the people, after the chaos following the initial revelation died down. It is almost certain that a

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number of Federal legislators are already puppets of the aliens. In open debate, these corrupt men and women could argue for alien rights, treaties of friendship, and even alien citizenship. Admittedly this is not likely, at least not right now. If it were, the aliens would probably have revealed themselves already. Currently they are not prepared to bet that they would be accepted. Aegis is not willing to bet that they would not.

Thus, the ability to cover up, deceive, and outright lie is important to any Aegis operative. This means that Aegis is often forced to do some decidedly unconstitutional and even immoral things. Remember, we answer to no one but ourselves, for whom else can we trust to do the right thing? If it becomes necessary to silence one individual in order to protect the great secret, that is a small price to pay in wartime. We can only hope that when we have to do something regrettable, we will do it as humanely and painlessly as possible. Sometimes all that is necessary is to discredit someone's account of a UFO sighting. Other times more extreme measures must be taken. Remember, this is war -- a most insidious, secret war.

Winning the War

If we as a people are going to prove victorious when all is said and done, we must have courage. There is a long bloody fight ahead of us, but it is definitely one that we can win. For now the aliens have the advantage. Our society is an open book to them, while we must struggle for every scrap of information about the enemy. Every day we learn more of them. Every day Aegis scientists and researchers discover new secrets about alien technology, biology, and psychology. We are quickly catching up to them. Now more than ever the Aegis Cells must fight the good fight. Every bit of information brings us closer to victory. We must learn from every defeat and inflict defeats upon the enemy at every turn. It is your sworn duty to protect your country and your world. You owe it to them and you owe it to yourself.

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CHAPTER ONE



CHAPTER SUMMARY

Chapter One: Approach includes an Aegis mission statement, introductory comments and a timeline of important events in the history of Aegis and its host, the U.S. government.

Chapter Two: Operatives is the revamped character creation section. Here you will find everything you need to create interesting and full characters. We have included all that is in the main rulebook, in an abbreviated, expanded or clarified manner, and much more. New skills, training, psych profiles, medical histories, talents and abilities, and backgrounds and resources are presented. A series of charts and tables are also provided to ease the character creation process.

Chapter Three: Hosts greatly expands on the organizations from which Aegis draws its personnel. We have set forth the backgrounds in accordance with the departmental structure of the U.S. government (the Aegis specialized backgrounds and the independent agencies are presented separately). New professions and pulling strings are included. The old ones have been merged into the new information (some slightly revised) in order to keep all the background information in one place.

Chapter Four: Anatomy gives information on the structure of Aegis. Aegis Prime, the three tiers of agents, child Cells and more are discussed. Cell creation has been streamlined and clarified and both new and old Cell resources have been listed. Again, worksheets and charts have been added to facilitate the Cell creation process.

Chapter Five: Operations a wealth of working knowledge on the operation of conspiracies and spies. The chapter offers players tips on how to succeed at some of the more common types of missions they will undertake. Furthermore, we provide several useful tactics for use in covert and undercover missions, as well as information on how to examine, clean up after, or fake a crime scene. We also include a section detailing the psychological effects of working for Aegis on Aegis agents, allowing players to help their characters grow and react appropriately to their game experiences. Here you will find all you need to know to complete your missions, and more importantly survive the dark world of Conspiracy X.

The Appendices: Collect all the charts, tables and worksheets necessary for character and Cell creation on one easily accessible place. These player aids provide handy page references so equipment and characteristic descriptions can be consulted as needed during the creation process. New rules are also presented.

DESIGN TEAM NOTES

A central force in Conspiracy X is Aegis -- the organization from which most players create their characters and to which the characters report. It is only fitting that the organization have a sourcebook dedicated to it. Unlike many sourcebooks, which contain information for the Game Master only, this book is meant expressly for the players. The Aegis Handbook is designed to expand the role-playing horizons for Conspiracy X players and Game Masters alike.

The great design debate surrounding this book involved the already published material from the Conspiracy X main rule book. Some argued that repeating that material would antagonize players. Others wanted everything in one place to ensure that character and Cell creation did not require leafing through two separate books and trying to make sense of the connections between the two. In the end, the design team decided to put the old and new information in one place. This allows the player to have a book of their own, especially designed to contain the information that they need. At every turn, however, we have worked to minimize the repetitive information and to add new twists to keep this material fresh. We have also crammed as much new material as possible to make this book the definitive player handbook (at least for Aegis-based campaigns). Obviously, we welcome any and all feedback from our readers and players on this design decision (our email and snail-mail addresses may be found in the opening pages of this book).

Players will note that while the material of Aegis Prime and Aegis organization has been expanded, we have not provided names or exact organizational details. This is entirely intentional. Initially, given the shifting and secretive nature of politics and conspiracies, we did not want to pin ourselves to one set of characters, king-makers or puppet-masters. We want our Game Masters to have full reign to fit the exact pieces of the conspiracy together from their own source materials and imaginations. Again, we welcome any and all of submissions regarding this information, and any adventure ideas or campaign summaries you care to share. We will review it and disseminate it on our website, giving you full credit for your work (if you want your real name associated with it). Secondly, this book is intended to be a manual for Aegis agents. For obvious security reasons, all but a precious few of these operatives are unaware of the exact details of Aegis Prime and its power brokers. The ever-present questions about the real motivations and allegiances of those governmental agents that characters encounter increases the tension, fear and fascination of the Conspiracy X world.

The Aegis Handbook will prove an invaluable resource for any Conspiracy X player, making for richer, more exciting role-playing sessions. As always, the focus of the book is on heightening the game playing experience, and allowing players to reach new levels of detail and excitement in their game play.

CONVENTIONS

At various points in the course of this sourcebook, the reader will notice symbols highlighting certain paragraphs, and abbreviations used in rules discussions. These conventions are explained below.

This symbol precedes a paragraph or more of text which presents an illustrative example. These examples should flesh out and help explain rules or points made in the regular text. The example icon will only appear for substantial examples. From time to time, small one-sentence examples will be given. These examples are not highlighted by an example icon.

The abbreviations used when presenting rules are explained in detail in Chapter Four: Tradecraft of the Conspiracy X main rule book. We represent only the most common here.

Df	Difficulty Level
t	Target Number
Ar	Armor Rating
Bl	Blast Rating
CP	Character Points
RP	Resource Points
AP	Aegis Points
AttributeX	An attribute test with a Df of X
SkillX	A skill test with a Df of X

RULES MODIFICATIONS

As with any game, the last year and a half of customer playtesting has highlighted a number of minor flaws, or simply ways of doing things better. Also, we have had more time to think things through, and change our minds about rules and game play. We have incorporated both outside suggestions and internal revisions in this book. We want to express our sincere thanks to all who contacted us with their comments, questions and suggestions. It is a delight knowing that serious gamers are giving our work serious attention.

As a result of the changes adopted, a number of modifications have been made to rules, game play descriptions, CP costs and values, RP costs, and other features of the game. The major rule changes have been collected in Appendix A. The other changes appear throughout the text. Thus, certain rules or descriptions in this book vary from those contained in the first or second printing of the main book, or the first printing of the GM screen, Nemesis or Cryptozoology. The material presented here takes precedence. We will update and harmonize the rules in the upcoming third printing of the main book, and second printing of the GM screen.

We apologize for any inconvenience or confusion our changes cause. In our opinion, all changes significantly enhance game play, or eliminate loopholes that destroy game balance. We hope you agree, but if you don't, please write or email us. We welcome your comments.

WEBSITE AEGIS SUPPORT

During the research and writing of this book, we collected significant material that, if included, would have expanded this book by hundreds of pages. A good deal of this background information can be found on the World Wide Web. We have created a special page on our website (www.conspiracyx.com) containing links to the best and most helpful of these web pages. We encourage all to visit these sites and use the reams of background material presented there.





AEGIS TIMELINE

1789 U.S. Marshall Service established.

Office of Attorney General created.

Department of Treasury formed.

Customs Service begun.

U.S. Army established.

1794 U.S. Navy reestablished.

1865 U.S. Secret Service established.

1870 Department of Justice established.

1875 Customs becomes part of Department of Treasury.

1891 Bureau of Immigration begins operations as part of Department of Treasury.

1903 Bureau of Immigration moved to new Department of Commerce and Labor.

1906 Bureau of Immigration granted naturalization duties and is renamed.

1908 Bureau of Investigations formed under Department of Justice jurisdiction.

1915 National Advisory Committee for Aeronautics created.

1919 Prohibition Unit of IRS enforces the Prohibition Amendment.

1930 Bureau of Narcotics created under Treasury jurisdiction.

Federal Bureau of Prisons formed.

1933 Walter Stein flees Germany one step ahead of the Nazi Occult Bureau.

After meeting with Churchill and Roosevelt, Stein and an administrative official form the Watch.

1934 Alcohol Tax Unit created within Bureau of Internal Revenue.

1935 Bureau of Investigation renamed the Federal Bureau of Investigation.

1939 Stalin establishes covert psychic/occult research agency.

1940 INS moved to Department of Justice.

1945 After 12 years of successfully countering Nazi occult efforts, the Watch contributes significantly to his downfall and death. In the waning days of World War II, Watch operatives secure the Spear of Destiny.

Defense Technical Information Center (DTIC) founded.

1947 Roswell Incident takes place. The Watch splits into Aegis and the Black Book. Grey specimens, living and dead, and alien technology recovered.

Aegis Prime established.

The Department of Defense, National Security Council and Central Intelligence Agency created. Aegis Prime moves several members into the newly created U.S. Air Force and CIA.

1949 Aegis Prime begins to branch out and form high-level child Cells in a number of military and intelligence organizations, concentrating on its established power bases in the U.S. Air Force and CIA.

1950 "Queens Tome" on supernatural phenomenon penned by unknown author.

1951 Aegis operatives in the CIA discover a document describing a secret conspiracy labeled "The Majestic 12." Although obviously a product of misinformation or disinformation, the MJ-12 document is accurate enough to convince Aegis Prime that internal security measures must be overhauled.

Alcohol Tax Unit of the IRS renamed Alcohol and Tobacco Tax Division.

1952 Under effective control of Aegis Prime, U.S. Air Force establishes Project Bluebook.

National Security Agency (NSA) formed by Presidential directive as part of the Department of Defense.

Aegis Prime begins conversion/construction of a principal base of operations at the Ranch on the Nellis Bombing and Gunnery Range in Nevada. Recovered alien artifacts and specimens are moved to the Ranch.

A massive computer system and database is installed at the Ranch which forms the backbone of the Aegis communications system. The system is dubbed HERMES. Specially constructed secure HERMES Mark I terminals begin to be disseminated to Aegis Cells.

Project MKULTRA formulated by the CIA. As with prior mind control research and experimentation conducted by the CIA, Aegis Prime exerts subtle but powerful influence in the creation and direction of the numerous research efforts that fall under the Project MKULTRA umbrella.

1953 Project Moondust is created as part of Project Bluebook. Moondust is an entirely covert operation under direct control of Aegis Prime.

Department of Health, Education and Welfare created.

1954 Aegis Prime begins to divide its members into working groups in certain subject areas. Committee assignments are divvied out.

Stalin's psychic research agency renamed Project Rasputin.

1958 National Aeronautics and Space Administration (NASA) established as independent agency.

1960 Center for Disease Control (CDC) founded.

1961 Defense Intelligence Agency (DIA) established.

1962 Project MKULTRA officially terminated. Aegis Prime maintains control over the bulk of the scientific research and devices, and moves to contain, monitor and co-opt a number of the more promising scientists and programs.

1963 President Kennedy discovers that one of his Secret Service agents is a member of Aegis. As events spin somewhat out of control, Kennedy is assassinated. Although the affair is resolved without undue compromise of Aegis, Aegis Prime secures further evidence that one or more secret conspiracies, other than itself and Black Book, are operating within the U.S. government.

1968 Peter Henry Westmane accepts Aegis Prime's invitation to establish a center for the study of supernatural phenomenon significantly funded by Aegis. The Center for Advanced Phenomenological Studies (CAPS) is established.

Bureau of Drug Abuse Control in Department of Health, Education and Welfare merged with Bureau of Narcotics in Department of Treasury to create Bureau of Narcotics and Dangerous Drugs within the Department of Justice.

1972 Bureau of Alcohol, Tobacco and Firearms (ATF) becomes a separate agency in the Department of Treasury.

1973 Bureau of Narcotics and Dangerous Drugs becomes the Drug Enforcement Agency (DEA).

Bureau of Customs redesignated U.S. Customs Service.

1977 Satellite Alexis launched by Project Rasputin.

Department of Energy and Office of Energy Research established.

1978 Rasputin's Tatyana Markova disappears from the Soviet Union.

1979 HEW renamed Department of Health and Human Services.

1983 "Queens Tome" secured by Aegis operatives. Aegis Prime assigns the text to the Center for Advanced Cognitive Phenomenon for translation and study.

1986 Challenger shuttle disaster precipitated by Black Book/Saurian sabotage results in a focused recruitment and placement drive by Aegis into NASA.

1987 MJ-12 document released to public. Aegis Prime cannot determine the origin of the document or how it was smuggled past Aegis suppression controls.

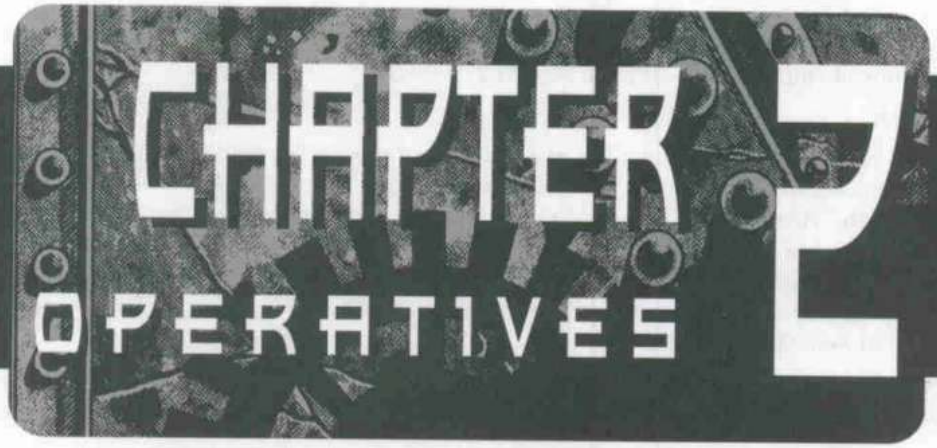
1991 Aegis begins dissemination of smaller, portable HERMES Mark II links with improved graphics, scrambling and interface. Security features are improved by thermal scans.

With the fall of the Soviet Union, Project Rasputin comes under the control of Aegis Prime.

1996 Aegis begins dissemination of disguised, advanced HERMES Mark IIa links. Again, security features are updated to include DNA sampling and matching protocols.




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RECRUITMENT

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//Central Office for Recruitment Services overview and commentary on solicitation of Aegis operatives.//

0:36 **Introduction**

The challenges facing Aegis grow larger with every passing day, and create a constant need for more recruits. Recruiting agents into Aegis is a delicate process, fraught with pitfalls. Recruitment is almost always done by individual Cells, usually for particular needs. Aegis Prime seldom recruits anyone directly into the inner sanctum of Aegis, for a new recruit is always a significant security risk. New recruits must first prove themselves loyal and capable of keeping a secret. Secrecy is paramount in all things when it comes to Aegis. The organization relies on its nonexistence to allow it to operate freely. One zealous Congressional investigating committee could cause significant curtailment in operations and even mandate elimination of one or more Cells. Given the amount of influence Aegis wields in the U.S. government, such an event is unlikely, but one can never be too careful.

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1:02 **Potential Recruits**

1:18 Potential members must always meet a few basic criteria before a Cell even considers recruiting them. First and foremost, they must be trustworthy. Determining the trustworthiness of a potential recruit is no easy task. Extensive background checks and surveillance operations must be conducted before the potential recruit is ever approached. If these reveal no potential risks, the Cell will often put the potential recruit into compromising situations. This can be anything from offering him bribes, to revealing secrets he is known to possess, to actually kidnapping and interrogating the recruit. It is important to see how the potential operative will behave "under fire."

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1:37 Secondly, the potential recruit should have some talent, ability, or influence to bring to the organization. One might suppose that this is a vital necessity, and the primary concern of Aegis agents. In fact, character, as examined in the first step of recruitment, is much more important to most Cells. Smart, capable people can be taught useful skills and can gain influence. The stupid and unreliable are never worth the time and effort. Having said this, it is obviously even better to find a reliable recruit who brings more than raw talent to the Cell.

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Aegis primarily recruits from government agencies and organizations. Since most Cells tend to rely on the U.S. government for resources and financing, it is only natural that Cells would want to expand their base of influence within the government. Recruiting from the government rank and file also means that much of the necessary background checking has already been done for the Cell. Likewise, the potential recruit is likely to already have some sort of track record for keeping secrets. Furthermore, government agents often have much of the training and expertise that Aegis Cells are looking for. From skilled combat troops, to expert investigators, to top-notch scientists, the government employs them all in one capacity or another.

The Approach

Once a Cell has picked out a likely candidate, the recruitment process has hardly begun. Having conducted all the obligatory background and character checks, and found no reason for concern, the Cell must actually approach the recruit about joining Aegis. Becoming an Aegis operative is a tremendous commitment. Joining this secret war means changing your life forever. Everything you know and believe will be turned upside down. It will be hard to trust anyone ever again, even your closest friends and family. Optimism turns to pessimism; hope, to fatalism. Once you understand the enormity of the truths that Aegis agents face every day, you will bear the scars of that revelation for the rest of your days, or until Aegis is victorious, whichever comes first.

There are two schools of thought as to how best to bring agents into the fold. Cells tend to employ one or the other, but there is no officially sanctioned or proscribed method.

Total Immersion

Some prefer the total immersion tactic. A member of the Cell approaches the potential recruit, asking to speak with them in private. The recruiter is usually someone that the potential recruit is likely to see as an authority figure of some sort -- an army officer, CIA agent, or whatever else seems most suited to the particular situation. It is important to make sure that the recruiter is someone who demands the recruit's respect without arousing resentment or anger. That is why background checks are so important. If a potential recruit blames the army for his father's death, sending an army officer to recruit him will probably result in disaster.

Once the recruiter has the potential recruit somewhere private, the recruit should be sworn to secrecy. Again, background checks are of the utmost importance in such instances. Can this person keep a secret? The recruiter then offers the recruit a chance to serve the country in a way never imagined possible. Talk about commitment, secrecy, and the will to fight no matter what the cost. This is a confusing time for the recruit. He still does not know what is happening, and is wildly trying to guess. The recruiter must be a shrewd judge of character, carefully monitoring the recruit's state of mind and making sure not to alienate or anger the recruit. This is the last chance for the recruiter to back out. No secrets have been revealed, it's not too late to change one's mind. The recruiter takes the final step only if he is supremely confident that the recruit will accept the offer to join Aegis.

If the recruiter judges that the recruit really is up to the rigors of serving Aegis, he should proceed with the recruitment process. The recruiter reveals the truth about the alien menace to the usually incredulous recruit. The recruiter presents his doubtful audience with incontrovertible proof of the existence of aliens. Of course, only the bare outlines of the truth are revealed. There is still a chance that the recruit will refuse to join the Cell, and it would be unwise to reveal too much. The recruit learns just enough to realize the nature and magnitude of the threat that faces everything he holds dear.

Naturally enough, most new recruits need some sort of proof before they will believe that an alien menace threatens his friends and family. Surprisingly, photos, video tapes, and even a quick look at classified documents are usually enough to win over most potential recruits. This is due in large part to the fact that most Americans are so used to the idea of UFOs and extraterrestrial visitors, that it often comes as somewhat of a relief when they learn the truth. Part of them has suspected the truth all along, and now those nagging suspicions are revealed to be truths. Some have surmised that this is actually a product of the latent ESP that most humans possess. The truth about aliens is fast becoming part of the collective human consciousness, and as more people learn the truth, the more it pervades in the general psychic emanations of our race. Others hold that recruits are so eager to believe because of the mass indoctrination of popular culture; with movies, television, and books all putting forward theories and stories about aliens on earth. No doubt both theories are true to a certain extent.

Having convinced the new recruit, it is now time to integrate them into the Cell. There typically follows a probationary period where the recruit is made aware of some of the Cells members and resources, but not all of the secrets. The recruit may still be somewhat skittish about his new duties, and most Cells find that it is best to ease new operatives into assignments slowly. Recruits need time to get their bearings, and learn more about what their duties as Aegis operatives will entail. During this time the Cell discreetly and constantly monitors the recruit, following him wherever he goes, tapping his phone, opening his mail, and bugging his home. In many cases, these surveillance measures are already in place from the background check portion of the recruitment process. These remain in effect for the length of the probationary period, in order to ensure that the new agent does not break his new trust. If the Cell determines to remove the devices, all information and recordings should be transferred to the Internal Security Service through arrangements made via HERMES.

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Gradual Enfolding

The alternate method for recruitment takes more time but is also much more secure. This is a tactic best used by small Cells who do not have the resources to fully monitor a recruit or do an exhaustive background check. It is still necessary to run such a check to the best of the Cell's ability, but sometimes a Cell just cannot be sure what the recruit's reaction will be. Larger Cells use this second recruiting method on low priority recruits: people they would like to have on board, but who are not so important that they need to be made full Cell members right away. Instead of dumping the truth in the recruit's lap and in effect scaring him into joining up, this method slowly works the recruit into the Cell's organization.

Again a Cell member approaches the recruit as someone who will impress and intimidate the potential operative. However, rather than offering the recruit a position in Aegis, the recruiter asks the recruit to do a simple job. Obviously this has to be something that will both start the recruit on the path of enlightenment about the alien presence and not compromise his current job and security responsibilities. When recruiting researchers, the recruiter often asks the potential Aegis scientist to analyze some piece of alien technology or other alien relevant material. The recruiter informs the scientist that this is a highly classified project, and that the security of the nation depends on the answers he comes up with. Recruiting investigative or covert operations agents is a little more complicated. The recruiter needs to give the potential agent some sort of simple task, such as following a suspected Black Book agent or breaking into a warehouse thought to contain some evidence of alien operations.

The Aegis Cell closely watches the recruit before, during, and after the assignment, checking to make sure that there are no violations of the recruit's oath of secrecy. Should all go well, the Cell will ask the recruit to do another little job for them. Over time, as the jobs grow more and more important, the recruit is gradually eased into the Cell. This is much like the probationary period of agents who are recruited more quickly: the recruit is under constant surveillance during this time. Eventually, once he has proven himself time and again, the recruit becomes a full fledged Cell member.

Indoctrination and Training

Once a recruit has gone through the entire probationary period and moved on to operative status, the training period begins. While Aegis agents might be recruited because of their existing expertise and influence, they still need a lot of training before they can be truly valuable to the Cell. The first step most Cells take is to introduce their new comrade to the HERMES system. The Aegis computer network contains a software package designed to walk new recruits through the basics of Aegis and its mission. Recruits learn about the group's history and its mission. The new agent has a chance to look through some of the data about the aliens that has become common knowledge within Aegis. Naturally, the new agent has the lowest possible security clearance, and much of the data contained in HERMES remains unavailable to them. The recruit learns only enough to have a working knowledge of the kinds of threats he will face in the field.

Along with the downloading of bare facts and figures, the Cell usually begins a process of indoctrination. Unit cohesion is of paramount importance within each Aegis Cell. While it is not necessary that all Cell members like one another, it is vital that they trust one another. Aegis has found that one of the best ways to engender an appropriate level of camaraderie is to press home the truth about just how important Aegis is. The idea that Aegis stands between the alien menace and the fall of the United States and even the world cannot be overstressed. Through a series of lectures, pamphlets, and earnest talks with fellow Cell members, new agents learn that the only people they can depend on are their fellow agents. No one else can ever really be trusted.

All the while the agent undergoes a series of psychological tests. HERMES is equipped to administer some of these, while in other instances Aegis psychiatrists and physicians may be requested to come in and examine the individual. This is the final check to ensure that the agent has no overriding mental or physical defects that might prevent them from serving effectively and loyally. Counseling and other psychiatric services are made available through HERMES to help the new recruit deal with the stress that always accompanies the Aegis lifestyle. Having invested so much effort in getting the agent this far through the recruiting process, the Cell does not want to lose the new agent to fear or high stress.

Finally, the new agent is ready for his first mission as a full-fledged Aegis operative. Having passed innumerable background checks, months of constant covert surveillance, and a battery of physical and psychological examinations, the agent has come to trust and depend on his fellow Cell members. Recruiting the new agent has entailed a tremendous expenditure of time and effort on the part of the Cell, but it is the only way to ensure top quality, highly reliable agents. Beyond all the high-tech equipment and forbidden knowledge, it is the individual agents who form the backbone of Aegis and who make success in its mission possible.

7:37 >>>>>>>>>>>>>>>>>>>>>>>>>>>END DOWN LOAD<<<<<<<<<<<<<<<<<<<<<<<<<<<





CHARACTER CREATION BASICS

The first step for any Conspiracy X player is generating a character. The manner and methods of creating characters vary as widely as individual tastes and preferences range. There are several steps that must be taken, and several that may be taken. We will suggest a particular order, but by no means require it.

Our recommended order of character creation is as follows:

CHARACTER CREATION PROCESS

1. Devise character concept.
2. Choose profession.
3. Purchase or modify attributes.
4. Pick traits.
5. Fill in details and personal history.

These steps are explained in greater detail in the remainder of this chapter, and in Chapter Three: Hosts. A handy flowchart and trait lists are provided in Appendix B to facilitate character creation.

CHARACTER POINTS (CPS)

Before we get into the steps of character creation, we want to talk a bit about Character Points (CPs). No matter how you go about creating your character, you will have a base 100 CPs to spend doing so. Your Game Master may vary this amount – check with her first.

Character Points are used to purchase character advantages. Each advantage has a cost in CPs that is deducted from your pool of CPs. Once you are out of CPs, you cannot buy anymore advantages.

Most players find that really interesting characters have flaws or disadvantages that they must overcome during game play, or which hinder them in some way. Most real people are like that, so character's with problems are easier to relate to. These flaws may be worked into the game scenarios and serve to bring the character alive. The best thing about disadvantages, however, is that they give players more CPs to buy skills or abilities. In effect, by weakening your character in one aspect, you strengthen him in another. Each disadvantage has a value in CPs that is added to your pool of CPs. Remember, just as a character with no flaws is two-dimensional and unreal, characters with too many flaws are unplayable and unreal. Strive for a balance.

CHARACTER CONCEPT

Many players want an overall plan or concept for their character before they begin. Others want to jump into purchasing skills, advantages and flaws and worry about the big picture later. Regardless, at some point, you should devise a character concept for your alter ego. At various points in a role-playing game, your character will be called upon to react to a situation or instigate a storyline that is not directly governed by a game mechanic or character attribute or trait. At these times, you should have an overall concept of your character's personality to call upon to justify your actions. These moments demand that you think on your feet, respond "in character" and move the story along. They flesh out your character and make the whole enterprise spontaneous and fun.

Character concepts are infinitely varied. People around you have personalities; characters in plays, movies, books and games have personalities. You even have a personality. Choose one for your character. Better yet choose a combination of aspects of people or characters you know or have experienced. Some examples may be summed up by the terms Inquisitor, Leader, Scientist, Driven, Explorer, and Brute. But these are only labels and their details are up to you. We suggest you choose a concept that has good points and bad points. Again, this makes your character more realistic and interesting to play.

DETAILS AND PERSONAL HISTORY

Hey, didn't you say to do this last? Yes, we did and we continue to recommend that you do this step last. However, some like to explore these ideas early in the character generation process. Also, there is not a great deal to say here from a game mechanic standpoint, and we don't want it to get lost in the details below.

A character's details include name, age, height, weight, eye/hair/skin color, demeanor, style and speech patterns. These items are crucial to playing your character and interacting with the story personalities your character encounters. Some are heavily dependent on your attributes or traits. For example, if you choose a Size 5 below, there is little chance you will be under 5 feet tall. On the other hand, you can settle these features now and build your character into them.

Personal history is your character's life experiences. Details on birth, childhood, schooling, home environment all help define a character and make her more alive. Did the character have a happy home life, was she abused, did her parent's die when she was young? Did she go to an elite school, did she drop out when she was 15? Did she have brushes with the law as a youth or was she a model citizen? These questions and more can be sketched out in broad terms now, or settled in detail later. Alternatively, they can be answered as the game progresses depending on storyline developments. Again, traits chosen later will have some impact, such a Severed Ties, so we recommend that this step be done last.

PROFESSION

One of the main reasons your character is part of an Aegis Cell, or will soon be recruited by a Cell, is his regular profession. Few street people, sandwich makers or gardeners are called upon to battle the alien menace within the confines of the Aegis conspiracy. Aegis targets military, law enforcement and scientific personnel to perform its missions. An agent's "day job" is called his profession.

Chapter Three: Hosts explains the various professions available to Aegis characters. Each profession belongs to a Credential – the organization that employs the character. For example, the Scientist/Technician profession may be found in Groom Dry Lake Research Facility, the Centers for Disease Control, NASA, or any number of other Credentials. Most Credentials in turn belong to a Department of the U.S government. For example, the Air Force Credential is found in the Department of Defense.

Professions list available skills and trainings. Credentials and Departments list available pulling strings. Chapter Three: Hosts explains all of this in more detail. We recommend that you turn to that chapter now and pick your character's profession. The profession you choose will have some impact on the attributes and traits you want. For example, if you want to be a member of the FBI, you cannot choose the Wanted by the Law flaw and gain the CPs associated with that. So go ahead, flip to Chapter Three: Hosts and choose a profession. Then come right back here.

ATTRIBUTES

The core values that define a character are her attributes. These non-skill capacities are **Strength, Size, Agility, Reflexes, Intelligence, Willpower, Perception, Luck** and **Influence**. All physical and mental attributes range from one to five in humans. Most people, however, vary little in any of their mental or physical attributes. The vast majority, fully 80%, of all humans on Earth would be rated three, the average, in all physical and mental attributes. Having an attribute higher or lower than average is very uncommon.

Strength and **Size** measure a character's overall health and fitness. A character's coordination, manual dexterity, balance and flexibility are all reflected in the **Agility** attribute. **Reflexes** addresses only with the speed of an individual's reactions. A character's natural mental faculties are gauged by the **Intelligence** and **Willpower** attributes. **Perception** measures both the acuity of a character's five senses and the ability to interpret and comprehend what is sensed. The various physical and mental attributes are explained further in the tables on the next page.





Strength

1 Cripple or infantile, barely able to hold your head up
2 Child-like or weak, can get around in life but can't lift anything bulky or over 15 pounds
3 Average, from a petite girl to a strapping athlete
4 Enormously strong, body builders or weight-lifters in the prime of their careers
5 Nearly superhuman, the peak of human physical conditioning

Size

1 Very small, a baby to a five-year old
2 Small, a thirteen-year old, a dwarf
3 Average, anywhere from 4'6" to 6'2", rail thin to burly
4 Huge, pro basketball and football players
5 Monstrous, almost the size of a small car

Agility

1 Cripple or infantile, barely able to walk
2 Clumsy, always tripping over phantom objects, very ungraceful
3 Average, from a slightly ungainly teenager to a regular martial artist
4 Poetic, professional dancers, Olympic skaters and gymnasts
5 Breath-taking, a walk across a room is an art-form

Reflexes

1 Painfully slow, avoid busy streets
2 Slow, no fly catching even on your best day
3 Average, from an out-of-shape teenager to a minor league ball player
4 Quick, professional boxers and .300 big league hitters
5 Lightning, can fish with your bare hands

Intelligence

1 Dumb as a post, can work your way through tying your shoes
2 Simple, can work your way through long division if given enough time
3 Average, from a D student to a doctorate with several advanced degrees
4 Brilliant, master-class chess players, innovative scholars and scientists
5 True genius, routinely devising ground-breaking concepts

Willpower

1 Pathetic, addicted to every passing fad, unmovable as Jell-O
2 Weak, buys a great deal of unnecessary stuff
3 Average, from an insecure teenager to a tough-as-nails prosecutor
4 Tenacious, will persevere through mental or physical pounding
5 Iron, cannot be dissuaded or intimidated, will die before yielding

Perception

1 Clueless, sometimes loses track of body parts
2 Obtuse, much of life remains beyond your grasp
3 Average, from slightly drunk to long range spotters
4 Sharp, the best professional detectives and bodyguards
5 Uncanny, never misses a clue and always puts the pieces together correctly

All physical and mental attributes have the same CP costs and values associated with exceptionally high or low ratings. Everyone is assumed to be average. No cost or value is attached to choosing 3s in all physical and mental attributes. The nearby table sets out the CP costs and values for attributes.

Attribute	Cost	Value
1	--	40
2	--	20
3	--	--
4	20	--
5	40	--

Luck

The Luck attribute indicates how often Fate makes her presence known in a character's life. A character's Luck can be skewed toward fortune or misfortune, or it can be perfectly balanced between the two. In game terms, the Luck attribute is defined by two numbers, Good Luck and Bad Luck. In certain situations, a player or the GM may request that a Luck Test be made to see if an otherwise automatic success or failure does quite work out that way. If the sum of the roll of two six-sided dice is equal to or less than the character's Good Luck, Fate smiles on her (the GM will adjudicate the result). If the sum is equal to or greater than the character's Bad Luck, Fate is not so kind. If the roll falls between the two, Fate turns a blind eye to the character and the expected outcome prevails, be it success or failure.

Generally, Good Luck is 2 and Bad Luck is 12. Fortune seldom meddles in the affairs of normal people. If a player so desires, a character's Good Luck may be raised, or Bad Luck lowered. To raise Good Luck by one point (to a maximum of 6), 10 CP must be spent. Conversely, for each point decreased from a character's Bad Luck (to a minimum of 8), 10 CP are added to a character's CP pool. Fate always ignores you when you roll a seven.

Influence

One of the key elements allowing Aegis Cells to operate as independently and autonomously as they do is the degree of power, authority and pull held by Aegis operatives. Aegis Cells rely on their own resourcefulness in equipping themselves and providing back-up support necessary to their investigations and operations. To this end, each agent contributes whatever supplies and support he can through requisition, redirection, or threat. Further, in conducting its clandestine war, Aegis agents often need to call upon the resources and capacities of their Credentials and Departments. Such legal, scientific and bureaucratic maneuvering is called **pulling strings**. The pulling strings available to an agent depend on his Credential. Pulling strings are detailed more in Chapter Three: Hosts. The character's ability to redirect resources to his Cell, and call upon Credential capacities during missions, is reflected in the Influence attribute.

The actual value of the Influence attribute indicates rank or position within your character's Credential, as well as your character's personal charisma, manipulativeness and sheer force of personality. Some examples will help explain Influence values. By sheer virtue of his office, the President of the United States would never have an Influence of less than 6. Six, however, is low for a U.S. President and would only be assigned to such light-weights as Pierce, Buchanan, Arthur and Harding. Even before the massive increase in government after WWII and absent a deep national crisis, strong Presidents like Jefferson, Teddy Roosevelt and Wilson would be listed as 8 or more. In the era of big government, and during deep national crises, great Presidents like Washington, Lincoln and FDR can reach over 10. Another good example of the fluid nature of Influence is J. Edgar Hoover. Simply as the Director of the FBI, Hoover could wield an Influence of between 5 and 6 depending on the size of his organization and the publicity granted that department. As a result of his long term as FBI Director (from 1924 to 1972) and his own force of will, personality and sheer power politics, Hoover's actual Influence could not be said to have been less than 8.

These same considerations may be applied to your character. For example, your character may be a new employee of little standing officially and thus have an Influence of 1. However, with the right glad-handing, the proper maneuvering or possibly a relative among the organization brass, his Influence could be as high as a 2 or 3.

All Aegis operatives receive a one Influence level at no cost in CP. Influence can be increased at a cost of 15 CP per rating, up to an initial maximum of five. Influence may be improved during game play through Downtime (see Chapter Four: Tradecraft in the main rule book). No character may begin the game with less than a rating one Influence.

Traits

Traits give a character a unique identity and define her abilities and personality. All characters have the same nine attributes, and most have the same values (3) in those attributes. Traits are neither always present or predictably uniform. Traits flesh out the high-points of your character's life and learning. They form the basis for most character details, personal histories and personalities.

To avoid abusing the game system, and to keep characters playable, it is suggested that Game Masters limit the number of flaws that may be taken by one character. Playtesting shows that limiting players to five or less flaws (traits that grant CPs) is optimal.





Each trait is assigned either a cost or a value, depending on whether it is beneficial or detrimental to the character overall. If the trait has a cost associated with it, the cost is subtracted from the player's CP pool when it is selected. If the trait has a value, that number is added to the player's CP pool. Character Points that are not used during the creation process are lost, so there is no reason not to spend them all.

Variable Tests

Some traits call for a Variable test based on a skill or attribute. Variable tests are explained in Appendix A

The character traits available to a player are divided into five general categories: **Skills and Trainings**, **Psych Profile**, **Medical History**, **Talents and Abilities**, and **Background and Resources**.

SKILLS AND TRAININGS

SKILLS VS. TRAININGS

Skills are areas of knowledge where the degree of knowledge that the character has is very important. It is necessary to know, for example, not only whether a character knows how to handle a firearm, but just how accurate he is. A character may begin the game with any skill at level 1 or 2. Characters may only have skills at level 3 or higher if they are listed in the professional skills heading for the profession and Credential from which the character was recruited. There is one exception: a character may have one skill at level three or higher that is not in her professional skills. This represents private study or specialization.

In contrast, **trainings** cover areas of competence in which the fact that the character is capable of the procedures in question is the key concern, rather than the level of that character's expertise. As a result, unlike skills, trainings have no levels and are never tested. Instead, a training will allow a character to perform a particular set of activities, which may require some related skill or attribute to be tested. For example, while the SCUBA Diving training is never itself tested, a particular SCUBA diver may have to make Agility tests to perform certain, stressful actions. In most cases, acquiring proficiency in a training area is much less time consuming then learning a skill. Most training can be accomplished in just one or two weeks of solid instruction. In order for a character to take a particular training, it must be listed in the professional trainings associated with the profession and Credential from which he was recruited.

ATTRIBUTE MODIFIER

Each skill has an attribute that modifies it. This attribute modifier is listed in the skill list and skill description. Tests using a particular skill are affected for those with high or low attributes. The table to the right details changes in the Target Number of skill tests.

Attribute Level	Modifier
1	-2t
2	-1t
3	--
4	+1t
5	+2t

BUYING SKILLS

The Skill Costs table lists the Character Point cost for buying each level of a given skill. In order to buy a certain level in a skill the player must buy all of the preceding levels. For example, in order to buy a level 3 skill, levels 1 and 2 must also be purchased. The Skill Costs table to the right lists both the cost per level of skill, and the cumulative cost for each level.

Skill Costs Table

Level	Skill Cost	Total Cost
1	2	2
2	4	6
3	8	14
4	16	30
5	32	62

The actual value of the skill reveals your proficiency. The chart below give some description of skill values.

Skill Level	Description
1	Novice, you have some familiarity with the skill but not much
2	Competent, you are conversant with the skill but would be hard pressed to do any complex task
3	Professional, you are thoroughly familiar with the skill and can make a living selling your services to others
4	Best in Field, you are the best and brightest your field has to offer and can command extraordinary recognition and compensation
5	Seminal Master, you have helped define portions of your field

FREE SKILL/TRAINING

All characters begin with skill level one Brawling and Drive (Car), and the Swim training for free (no CP cost).

Skill List

Skill	Attribute Modifier
Animal Handling*^	Perception
Athletics^	Agility
Autofire	Strength
Blind Maneuvers*	None
Boating^	Perception
Brawling	Strength
Cartography	Intelligence
Computer Programming	Intelligence
Computer Use	Intelligence
Cryptology	Intelligence
Cryptozoology	Intelligence
Demolitions	Intelligence
Diplomacy^	Willpower
Disguise	Perception
Drive^	Reflexes
Engineering^	Intelligence
Escape	Agility
Fine Arts*^	Perception
First Aid	Intelligence
Forensics	Perception
Forgery	Perception
Gambling*	Agility
Gun Fu	Agility
Gunnery	Reflexes
Heavy Weapons	Agility
Hobby*^	Varies
Humanities^	Intelligence
Hypnosis	Willpower

^ These skills are meta-skills.

Skill	Attribute Modifier
Language*^	Intelligence
Lockpicking	Agility
Martial Arts	Varies
Medical^	Intelligence
Meditation	Willpower
Melee Weapon^	Agility
MHIC-EDOM	Intelligence
Occult^	Intelligence
Parapsychology	Intelligence
Photography	Perception
Pilot^	Reflexes
Psychotron	Willpower
Repair/Build^	Intelligence
Research	Intelligence
Ritual^	Willpower
Sailing*^	Perception
Science^	Intelligence
Shadow	Perception
Small Arms^	Agility
Stealth	Agility
Teaching	Perception
Throw*	Agility
Tracking	Perception
UFOlogy	Intelligence
Video	Perception

* These skills may be taken by any starting character to level 5. They are not limited to a certain skill level, and need not be on your character's professional skill list.

Skill Descriptions

Each skill is listed with the attribute that modifies it in parentheses.

Animal Handling (Per): Animal Handling is a meta-skill covering a wide range of sub-skills as varied as the animal kingdom. Most characters that choose it will focus on horses – how to care for them and how to ride them. The skill, however, is not so limited and may be applied to any mammal, reptile, amphibian, or other beast. Attempting a test outside your sub-skill increases the Df by 1.

Athletics (Agl): This skill covers a variety of physical activities and sports. It includes such sub-skills as baseball, football, hockey, dancing or gymnastics. Any skill test attempted outside the sub-skill chosen incurs a +1Df penalty, unless the Game Master feels the two activities are so dissimilar as to require a greater penalty. Athletics: Gymnastics allows the character to use the Martial Arts move Back Flip.

Autofire (Str): Characters with this skill are experienced in firing fully automatic weapons. When firing a long burst, the maximum number of bullets that might hit a target is equal to the character's Autofire skill level plus the character's Strength attribute modifier. However, if the weapon being fired is a light machine gun, heavy machine gun or minigun, the Strength modifier is not added, replaced by a straight +2 bonus.

Blind Maneuvers (None): Those who are either blind from birth, become blind, or decide to train without the use of sight may learn this skill to better make their way in the world. The skill is not tested itself but merely indicates how proficient a character is using other skills that normally require sight.





At **skill level 1**, the user may attempt any skill employed in very close proximity. Examples are Athletics: Gymnastics, Martial Arts, Repair/Build, and Lockpicking. All of these are attempted at +3Df.

At **skill level 2**, the user is more comfortable with his surroundings and can attempt close proximity maneuvers at only +2Df. He may also attempt some distant maneuvers such as ranged combat at point blank range, and Gun Fu -- all at +3Df.

At **skill level 3**, the user has reached a degree of mastery such that close maneuvers only suffer a +1Df penalty. He can extend his ranged maneuvers to short range at +2Df.

At **skill level 4**, the user has improved his ability so that he suffers no penalties to close maneuvers. Further, ranged maneuvers to effective range only suffer a +1Df. If aided by an assistant who can describe what can be seen, the user can attempt pilot maneuvers and long distant shooting -- all at +2Df.

At **skill level 5**, the blind agent has reached a true sense of one with the world around him. This ability is more an art form than skill, and few have ever achieved it. The user must have the Heighten Senses: Hearing trait (see later in this chapter) to achieve this degree in the skill. He gains a +1t advantage when fighting in close combat, working in close proximity, or shooting up to short range. He may shoot up to long range if it is silent out and he may hear his opponent. Anything that definitely requires sight such as First Aid or Computer Programming can be achieved with an assistant to describe what is going on.

BOATING (PER): This meta-skill covers the piloting and maintenance of non-sail powered water vehicles. The sub-skills vary from jet skiing to crewing to yachts to ocean liners. Character chose a particular sub-skill. Tests outside that sub-skill incur a +1Df penalty.

BRAWLING (STR): Brawling is the "art" of untrained street fighting. A less disciplined fighting style than Martial Arts, relying more on strength than finesse. Each time a level in this skill is gained, the player may choose five moves. These may be in the form of combinations, but each move in a combo counts toward the five per level limit. For example, upon gaining a level a player could reach the limit by choosing Punch, Knee, Block, and Grab-Smash (three separate moves and a two-move combo). Each move in a combo requires a separate skill test, but all moves in a combo can be performed in a single combat action. Common combos for specific brawling styles are listed in the Appendix.

CARTOGRAPHY (INT): Cartography is the ability to create detailed and accurate maps and charts of land, air, water or space terrains. The user will be familiar with the symbols and techniques used in the drafting of maps. A character who purchases Cartography to level 3 or higher gains the Navigation training for free.

COMPUTER PROGRAMMING (INT): This skill involves familiarity with several computer languages and how to use them to solve specific tasks and create programs. This skill can also be used to "hack" other computer systems in order to gain unauthorized access. This skill does not replace or supersede the Computer Use skill. Computer Programming does not represent a general knowledge of popular commercial software and applications. A skilled programmer with little or no Computer Use skill could write a word processing program, but would be lost in using one. Sadly, this situation is not as uncommon as one would think.

COMPUTER USE (INT): With Computer Use, the individual can perform most computer-related tasks to one degree or another. She can create and delete files, install software, and search a system for specific information. Also, this skill represents a measure of familiarity with common software and hardware products for computers like telecommunications programs, image enhancement software and databases. In order for a research project to benefit from a computer system, some member of the research staff must succeed in a Computer Use test. The Difficulty Level of the test is equal to the PV of the project.

CRYPTOLOGY (INT): Cryptology is the study of codes and how to devise and decrypt them. A cryptographer uses complex mathematical formulae to create codes that can only be broken with great effort and time, if at all. All modern cryptography relies on the use of computers -- the more powerful, the better. A skilled cryptographer with a powerful computer can break most non-military codes in just a few days, perhaps even hours. Although a computer is required for serious work, a good cryptographer can create or decrypt simple codes with a pencil, paper, and a little time.

CRYPTOZOOLOGY (INT): Cryptozoologists study strange or misplaced animals, such as "Nessie" (the Loch Ness Monster), Bigfoot, the Yeti and the more obscure Canadian "Wendigo". Cryptozoology also covers the mysterious disappearance or appearance of animals, such as alligators in New York City sewers or kangaroos in Midwest America, and, of course, the ever-enigmatic frog and fish falls. Cryptozoological phenomena are discussed in detail in the Conspiracy X Cryptozoology sourcebook.

DEMOLITIONS (INT): This dangerous skill encompasses the handling, setting, and detonating of all types of explosives. Most often the end result of the demolition is the destruction of a structure or the breach of a barrier, so the Demolitions skill also includes the knowledge of the best placement and amount of explosives. Someone skilled in demolitions also knows how to create basic explosives out of common materials like detergents and cleansers.

DIPLOMACY (WIL): Diplomacy is a meta-skill covering the knowledge and facility with all forms of human communication, including acting, bargaining/negotiation, etiquette, intimidation, leadership, oratory, persuasion/fast talking, seduction. When taking this skill, one particular sub-skill of Diplomacy must be selected, although the skill may be taken repeatedly to represent a truly manipulative personality. Diplomacy tests outside your sub-skill incur a +1Df penalty.

DISGUISE (PER): This is the skill of using make-up to change someone's appearance, either to just be unrecognizable or to mimic someone else's appearance. When creating a disguise, the character assigns the disguise a level from 1 to 5. That number is both the Difficulty Level of creating the disguise, and of seeing through it. If the desired result is just to make someone look different, and not necessarily like someone specific, the test Difficulty Level to see through the disguise remains the same, but the Df to create the disguise is lowered by one.

DRIVE (REF): The Drive skill is another meta-skill, covering the operation of a number of different types of land vehicles. A character may have several of the sub-skills, and the GM is free to add sub-skills to the list as desired. Sample Drive sub-skills include motorcycle, automobile, tractor-trailer, tracked vehicle, backhoe. Tests within the meta-skill but outside your sub-skill are performed at one Df higher.

ENGINEERING (INT): The Engineering meta-skill encompasses several sub-skills, each specializing in a particular field of technology. A character with Engineering skill may analyze machines or structures in that area and undertake research projects to design new or better versions. An aerospace engineer, for example, could analyze a particular aircraft to determine its flaws or efficiency, or could conduct research into new or better aircraft or aircraft components. Sample Engineering sub-skills include aerospace, construction (architecture), electronic, electrical, mechanical, and micro-mechanical. Tests outside a character's particular sub-skill have their Df increased by one.

ESCAPE (AGL): The skilled escape artist is practiced in stretching, dislocating, and contorting parts of her body to free herself from bonds, or to fit into small spaces such as airducts. The Difficulty Level of escaping from bonds and the time it takes depends on the type of bonds. For example, handcuffs are Df3 and take 4 rounds to avoid, ropes are Df4 and 1 minute, straight jackets are Df5 and 2 minutes.

FINE ARTS (PER): Fine arts is a meta-skill which includes such endeavors as drawing, drafting, instrumental or vocal music, painting and sculpting. The character should pick one sub-skill. All test outside that sub-skill but still within the meta-skill are at +1Df. Fine Arts generally refers to artistic capability for aesthetic, rather than practical purposes. Here, we use the term more generally to mean any type of artistic endeavor, whether for display or for work. For example, a Fine Arts (Painter) might show her work in a gallery and actively seek buyers. Alternatively, the Fine Arts (Painter) might work for an ad agency creating billboard images. Note that this skill is more professional and serious than the part-time efforts covered by the Hobby trait.

FIRST AID (INT): Basic paramedic training covers procedures for stabilizing wounds or just keeping someone alive long enough to make it to a medical facility. Basic resuscitation techniques are also possible. A first aid kit or its equivalent is required to use this skill without a +1 Difficulty Level penalty.

FORENSICS (PER): This skill covers the recognition, collecting and analyzing of physical evidence at a crime scene. The character can lift fingerprints, preserve the scene with photographs, analyze fibers, perform DNA matching, and any number of other techniques used in modern law enforcement work.





FORGERY (PER): A forger is skilled in the creation of copies of official documents, including currency. A forger also is able to detect such fakes. An example of the original document to be forged, and the proper tools, must be available to create a forgery. The tools necessary to pull off a successful forgery vary depending on whether the individual is creating a fake driver's license or bogus twenty dollar bills. The equipment ranges from a standard commercial color laser printer and lamination machine to state of the art printing equipment. Often the most difficult component to acquire is the proper paper stock, which could give the forgery away instantly. The base Difficulty Level of detecting a fake is the skill level of the forger. Forgery can also be used to forge signatures, which requires no special tools or equipment (except a pen).

GAMBLING (AGL): Gambling is the skill of playing games for money or profit. Gamblers know all the rules of the various games, and have a varying degree of skill in counting cards, legerdemain, playing the odds, bluffing, and cheating. Catching a gambler requires a successful Perception test at a base Df equal to the gambler's skill.

GUN FU (AGL): Gun Fu is a modern close combat technique that uses a pistol as an extension of the combatant's body. Students of Gun Fu train using pistols in much the same way that students of other martial arts use more traditional weapons such as sai, swords and knives. Characters skilled in this martial art may add the moves Draw Pistol, Shoot, and Pistol Whip to Martial Arts or Brawling combos along with the other usual moves. When these moves are performed, the character uses his Gun Fu skill level to determine success rather than his Martial Arts or Brawling skill. Only the following guns may be used with Gun Fu: all auto pistols, derringer, hold-out pistol, machine pistol, and all revolvers. The Small Arms: Pistol skill is not required to use Gun Fu. Gun Fu may only be used in close combat at point blank range.

GUNNERY (REF): The Gunnery skill denotes a familiarity with all types of vehicle-based weapon systems and countermeasures. This skill covers all vehicular ordinance from a helicopter gunship's minigun, to surface-to-air missiles fired from an anti-aircraft battery, to advanced electromagnetic pulse weaponry fired from the Aurora interceptor. The Gunnery skill also covers the deployment of vehicular weapon countermeasures like chaff pods, flares and radar jammers.

HEAVY WEAPONS (AGL): This skill covers all manner of personal or crewed heavy weapons such as flamethrowers, missile launchers, machine guns and grenade launchers. Heavy Weapons skill includes knowledge of the weapon's use and basic maintenance. The skill does not cover the same weapons if they are part of a vehicle's integral weapons system (see Gunnery).

HOBBY (VAR): This is a catch-all title covering a variety of pastimes, such as knitting, fishing, pool, darts, crossword puzzles, sewing, and so on. These abilities are not purchases as skill, but with the Hobby trait detailed under Talents and Abilities later in this chapter.

HUMANITIES (INT): Humanities is a meta-skill covering the knowledge of all of the traditional humanities including, but not limited to: accounting, anthropology, archaeology, business, economics, finance, geography, history, journalism, law, literature, occult, oratory, management, philosophy, sociology, theology. When taking this skill, one particular sub-skill of humanities must be selected, although the skill may be taken repeatedly to represent multi-disciplinary knowledge. Humanities tests outside your sub-skill incur a +1Df penalty. Characters with the Humanities skill may attempt Science skill tests at +2Df.

Characters with the Humanities skill may further pick a specialty within their sub-skill (such as ancient history, or business law). The Difficulty Level of any Humanities test in that particular specialty is decreased by one. Humanities tests outside the specialty, but covered by your sub-skill, have a +1t penalty.



Dr. Watson is a classical historian (specialty in history). Prof. Holmes is a legal historian (specialty for either law or history). Angel has studied theology. They separately attempt to recall the exact holding of a certain relatively historic search-and-seizure case of the Supreme Court (a Df3 test). Holmes' test is at a Df of 2 because it is within his specialty. Watson's test incurs a +1t penalty because it is outside his specialty but still within his sub-skill. Angel is in the wrong discipline so her test is Df4.

HYPNOSIS (WILL): This skill allows a character to place a subject in a trance-like state. While in a trance, the subject can recall any memory to the smallest detail, even if that memory had been consciously forgotten or even buried due to trauma or brainwashing. However, if the memory is particularly traumatic, the person may not be able to answer questions coherently. In addition to questioning, the hypnotist may implant suggestions and commands that the subject must obey when released from the trance unless she can succeed at a Willpower test vs. the hypnotist's skill. Only the hypnotist may ask questions or plant commands, and only a willing subject may be hypnotized. The Difficulty Level of hypnotizing someone is equal to the subject's Willpower and usually takes about ten minutes.

LANGUAGE (INT): The Language skill is actually a group of sub-skills each covering the ability to use a separate form of verbal or non-verbal communication. The sub-skill must be specified when the skill is bought and the Language skill may be taken more than once to represent the ability to communicate in more than one language. Most common sub-skills include a foreign language such as German, French, Russian, Spanish, Arabic or

Japanese. However, this skill also could embrace proficiency in Sign Language, Morse Code, Semaphore, Braille or Lip Reading. In most cases, the GM should not require the player to make a language skill test every time he or she tries to say something. Rather, the skill level should be used to give an indication of the speaker's fluency and mastery of the language.

At **skill level 1**, the character is a complete novice and will not be able to handle much more than tourist basics with a painfully thick accent.

At **skill level 2**, speakers are comfortable with the language and have little trouble expressing themselves adequately. The nuances of pronunciation have yet to be mastered, and the character still has a noticeable accent and may make an occasional faux pas.

At **skill level 3**, the speaker is completely fluency in the language. The speaker is capable of expressing herself eloquently regarding complex subjects and is likely to betray an accent only when excited or angered.

At **skill level 4**, true mastery of a language has been achieved. The character speaks with the flawless accent of a native and could be capable of writing excellent poetry or other creative literary works.

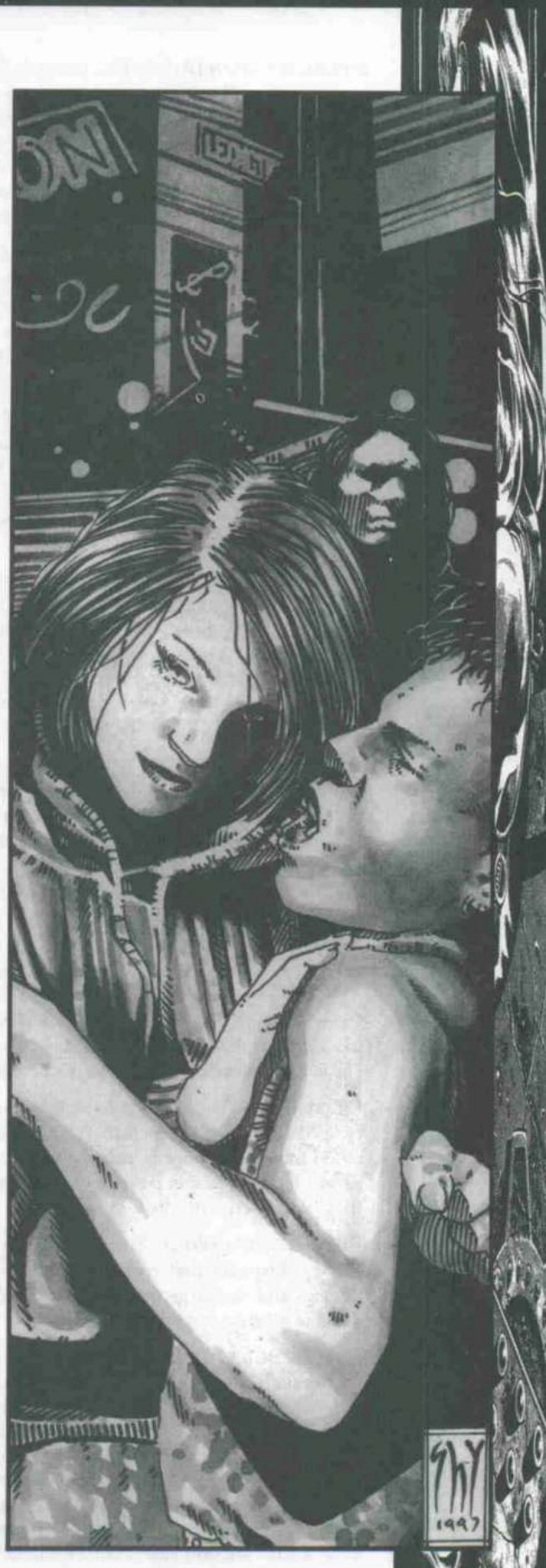
At **skill level 5**, speakers have not only mastered the core language, but several dialects and local accents as well as ancient variants no longer in use. The character can pass as a native among any population that speaks some variant of the language.

LOCKPICKING (AGL): The skilled lockpick is capable of opening virtually any modern mechanical key lock, if given the right tools. Otherwise, small bits of wire or a credit card may do in a pinch (at a +1Df penalty). The Lockpicking skill also enables a character to use welding torches, a stethoscope or similar devices to attempt to open combination locks and safes. More sophisticated locks require the use of more advanced tools: drills, small explosive charges, metal acid, etc. A skill in Repair/Build (Electronics) or Engineering (Electronics) is required to open electronic or magnetic locks. For such locks, a character may use the higher of either the Electronics or the Lockpicking skill.

MARTIAL ARTS (VARIES): This skill encompasses any trained fighting art such as boxing, wrestling, karate, tae kwon do, savate, and military hand-to-hand combat training. Each time a level in this skill is gained, the player may choose five moves. These may be in the form of combinations, but each move in a combo counts toward the five per level limit. For example, upon gaining a level a player could reach the limit by choosing Punch, Kick, Block, and Grab-Throw (three separate moves and a two-move combo). Each move in a combo requires a separate skill test, but all moves in a combo can be performed in a single combat action. Common combos for specific martial arts styles are listed in the Appendix.

MEDICAL (INT): Medical is a meta-skill covering several sub-skills, one of which must be chosen. The sub-skills include dentistry, veterinary, surgery, general practice, and other specializations. Attempting a task outside your sub-skill merits a +1Df penalty.

MEDITATION (WIL): This is the skill of entering a calming, introspective state of mind through controlled breathing exercises, mantra chanting, yoga and other techniques. The skill allows a practiced mediator to produce several effects for game purposes. Focus Chi Power induces an adrenaline surge (Df5/1 combat round). Become One With the Universe gives the character one Strong ESP point or one Psi Point, but it must be spent immediately (Df5/15 minutes). Restive Contemplation allows the character to reduce the Df of any Willpower test by one, and to increase his Willpower attribute modifier by one, as long as he is meditating (Df3/5 minutes).





MELEE WEAPON (AGL): This meta-skill covers the use of melee weapons such as a sword, garrote, knife, etc. in close combat. The character must choose one sub-skill based on weapon type (sword, knife, baton, etc.), but the skill may be taken more than once to represent mastery of several weapons. This skill includes the ability to block with your chosen weapon. Only characters with a particular Melee Weapon skill may incorporate the Martial Arts moves Melee Weapon Strike and Melee Weapon Block into Martial Arts combos. The Martial Arts skill is not required to take Melee Weapon. The base Df of striking an opponent with a melee weapon is 2, but movement and defender actions can modify things. All close combat tests outside your sub-skill incur a +1Df penalty.

MHIC-EDOM (INT): The MHIC-EDOM or "Mickie Doom" is a hand-held device developed by Project MKULTRA. It allows the operator to artificially induce desired mental states in subjects remotely. The device can temporarily throw the target into a homicidal fury or reduce him to an obedient sheep. A second function of the device interrupts the brain's short-term memory, blanking the duration of the device effect from the subject's mind permanently. The MHIC-EDOM's main limitation is its complexity, requiring a skilled operator to produce the desired effects.

OCCULT (INT): This meta-skill covers the study of magic and the supernatural. Characters with the Occult skill pick a sub-skill in such areas as witchcraft, ritual magic, alchemy, astrology, palmistry, numerology, demonology, creatures of folklore, etc. The sub-skill includes knowledge of places, dates, objects and people significant to that particular branch of the meta-skill. It does not provide skills in the performance any specific occult rituals (see the Ritual skill later in this chapter). Occult test outside your sub-skill incurs a +1Df penalty. Occultists may perform any Humanities test at +2Df.

PARAPSYCHOLOGY (INT): Parapsychology is a field of research covering a wide range of paranormal studies, focusing on psychic disciplines, ESP and the supernatural. Parapsychologists also study ghosts, spirits, channelers, out-of-body and near-death experiences, as well as more esoteric paranormal phenomena such as Vorteci and Spontaneous Human Combustion. A skilled parapsychologist is familiar with important cases, people and events in the field and is fully qualified to conduct useful research into psychic abilities, supernatural phenomenon and related subjects. While there is some overlap, parapsychologists approach the supernatural from a more scientific, clinical angle. Occultists treat it more as a historical, sociological phenomenon.

PHOTOGRAPHY (PER): This is the skill of using cameras and developing equipment to take high quality pictures. Just about anyone can use a camera, but this skill is required to take professional quality pictures or develop film personally. This skill can also be used to retouch and alter photographs, and detect faked photos as well. A skilled photographer will often capture elements of a scene that were undetected or undetectable when observed first hand. To reflect this, a skilled photographer can use her Photography skill in place of her Perception to make Perception tests to notice visual clues in a scene that she photographs.

Two operatives arrive on the scene of a murder just moments before the local police show up. Sam quickly searches the area (using her Perception of 3) while Beth photographs the scene (Photography skill 3) before the pair takes off to avoid the police. The GM has determined that there are three key clues that can be gained from the scene by a Perception test: a bloody three-finger handprint on the wall (Df2), several 9mm bullet casings (Df3), and a small triangular burn on the victim's temple (Df4). Sam, rushing her search, fails to notice anything but the handprint. Later, when Beth develops her film of the scene, she may make a Photography skill test for each of the three clues, with a skill of 3. She is likely to have picked up the shell casings, and may catch the burn on film as well.

PILOT (REF): The Pilot meta-skill includes a group of sub-skills each covering the operation and control of one type of aircraft or spacecraft. The sub-skill must be specified when the skill is bought and the Pilot skill may be taken more than once to represent the ability to fly more than a single type of aircraft. Sample Pilot sub-skills: prop plane, jet plane, passenger jet, hang glider, helicopter, fighter jet, and even space shuttle. Other sub-skills may be chosen with the GM's approval. Pilot tests outside a character's sub-skill incur a +1Df penalty.

PSYCHOTRON (WIL): The character is versed in the use of psychotrons, devices developed by the Russian Project Rasputin that collect and store psychic energy for later release. This skill is required both to use the devices and to charge them with psychic energy (which also requires the user to be a psychic). Without this skill, there is no chance to use a psychotron.

REPAIR/BUILD (INT): The Repair/Build meta-skill is the implementation counterpart to the Engineering skill, and as such has the same sub-skills: aerospace, construction, electronic, electrical, mechanical, and micro-mechanical. The Engineering skill pertains to the design and analysis of machines or structures; the Repair/Build skill represents knowledge of the methods, tools and procedures necessary to actually build and repair the machines and structures that the engineers design. Repair/Build is a more practical and general skill that also includes the ability to perform quick unorthodox "repairs" with inadequate tools and alternative materials. This quick-fix technique is called jerry-rigging and will reduce the Df of a repair test by one while reducing the time required to just 2D minutes. The downside to jerry-rigged repairs is that they will only work reliably for 4D minutes, after which time a Malfunction roll must be made. If the machine continues to function, another roll must be made after another 4D minutes of operation, and so on until the machine dies again. Additionally, any Malfunction roll that is made for a machine with jerry-rigged repairs must add 1 to the result for each such repair currently in effect.

RESEARCH (INT): This skill is vital to the success of any research project, from library research to scientific experiments. Those conducting research projects gain a +1t on skill rolls per level of the leader's Research skill. Not all members of a research team need the skill, only the leader of the project. The level of Research skill the project leader possesses is also the maximum number of people that may participate in the project. If some of the participants also have the Research skill, they may act as project leaders themselves, heading groups working on a smaller part of the whole project.



Dr. Jones is a level 3 archeologist with Research 3. He is attempting to discover the origin of certain mysterious Mayan artifacts. The GM calls for an Archeology (x3) task. Dr. Jones sets his PV at 3 and with his Research skill, has a Target Number of 10. Note that the Research skill does not affect the subsequent breakthrough roll.

RITUAL (WIL): The Ritual meta-skill represents knowledge and instruction in a particular occult or religious ritual. The specific ritual that this skill represents must be chosen when the skill is bought. Most characters generally have very little access to this type of knowledge, so the GM should feel free to restrict a player's choice of Ritual to one that the character could conceivably have been exposed. Given the unique nature of each ritual, Ritual tests outside your character's sub-skill may not be attempted.

SAILING (PER): The Sailing meta-skill governs the piloting, maintenance, and equipping of a wind-powered water vehicle. The sub-skills range from windsurf boards to sunfish to 80-foot sailing yachts to the tall ships of the 19th Century. Character chose a particular sub-skill. Tests outside that sub-skill incur a +1Df penalty.

SCIENCE (INT): Science is a meta-skill covering the knowledge of all of the traditional sciences including, but not limited to: agriculture, astronomy, biology, botany, chemistry, geology, mathematics, meteorology, paleontology, psychology, pharmacy, physics or zoology. When taking this skill, one particular sub-skill of science must be selected; the skill may be taken repeatedly to represent multi-disciplinary knowledge. Science tests outside your sub-skill incur a +1Df penalty. Characters with the Science skill may attempt Humanities skill tests at +2Df.

Characters with the Science skill may further pick a specialty within their sub-skill (such as astrophysics or biochemistry). The Difficulty Level of any Science test in that particular specialty is decreased by one. Science tests outside the specialty, but covered by your sub-skill, have a +1t penalty.



Dr. Blake is a marine biologist (specialty in biology). Prof. Groom is a biochemist (specialty for either chemistry or biology). Jim has studied zoology. They separately attempt a Biochemistry 3 test. Groom's test is at a Df of 2 because it is within his specialty. Blake's test incurs a +1t penalty because it is outside his specialty but still within his sub-skill. Jim is in the wrong discipline so his test is Df4.

SHADOW (PER): Shadow is the skill of following someone unseen through an urban environment (your skill level vs. the target's Perception). The skill covers following both on foot or by car. If only one person is shadowing, the target must be kept in sight nearly at all times. Thus, the technique is best performed by a number of shadowers who can cooperate. In this case, the various shadowers must keep in constant communication, often by radio, as each follows the target before passing off to another. This reduces the chances that the target will realize he or she is being followed. Apply normal teamwork benefits.

SMALL ARMS (AGL): The Small Arms skill is composed of two sub-skills: Pistol and Rifle, each of which must be bought separately. Each skill covers the use and basic maintenance of the appropriate weapons.

STEALTH (AGL): Characters with the Stealth skill are well versed in hiding themselves and moving without being detected (your skill level vs. the target's Perception). They use shadows and natural cover to conceal themselves, and employ techniques in moving silently, camouflage and distraction. The success or failure of any attempt at Stealth is still heavily dependent on the particulars of the situation, as not even the most stealthy operative will be able to cross open, guarded ground in daylight without detection. As a result, choosing the right time and place for infiltration is as large a part of this skill as moving quietly and effectively using shadows.

TEACHING (PER): This is a facilitating skill that allows those with a particular knowledge to convey that learning to another. The teacher must have a skill level in another skill higher than that of his pupil. During Downtime, the teacher tests his Teaching skill against the student's skill level of the skill being taught. If successful, the student gains an additional CP, bringing her total to 3CPs for the week. For trainings, a successful Teaching test grants a +1t bonus to the student's Int(Per) 3 test roll.



Jason wants to help Maggie improve her Small Arms: Pistol 2 skill. Jason is more proficient with a Small Arms: Pistol skill of 3, so the first condition of teaching is meet. Jason is not as good a teacher however, his Teaching skill is 2. Jason devotes a week of Downtime to teaching Maggie. Without Jason, Maggie automatically gets 2CPs toward her next level of Small Arms: Pistol (level 3 costs 8CPs). Jason tests his Teaching skill against Maggie's current Small Arms: Pistol skill (t=7). Jason rolls a 9, and Maggie gains little but company during the week of training.

THROW (AGL): The Throw skill allows a character to use weighted or balanced projectiles accurately and effectively. Such projectiles include shuriken, throwing knives, axes and throwing spikes. This skill does not apply to the throwing of non-aerodynamic projectiles like rocks and grenades, which is governed by the Strength Attribute. Difficulty Level is dependent on the weapon and range.



TRACKING (PER): Tracking is the ancient art of following a creature (human, animal or otherwise) through a wilderness environment by tell-tale signs such as footprints, spoor, broken vegetation and other subtle signs of passage. Because of the nature of the skill, it is of limited, if any, use in most urban environments. Key elements in determining the Difficulty Level of a tracking attempt are the size and number of the target or targets, the age of the tracks and the terrain through which the tracker's quarry is traveling. For example, tracking a group of three men through muddy terrain just minutes after they passed would be simple (Df1). A more typical situation would be tracking a single individual through a forest with slight underbrush a day after he passed (Df3). A true master tracker would be able to follow week-old rabbit tracks over solid rock back to his hole (Df5). The Tracking skill also incorporates knowledge of techniques of covering one's tracks to elude hunters, making any hostile tracking attempt much more difficult.

UFOLOGY (INT): The study of Unidentified Flying Objects and related phenomena such as crop circles, cattle mutilation, ancient astronauts, the Bermuda Triangle, the Men in Black, etc. Includes knowledge of specific incidents, cases and reports, and various theories, but does not include any knowledge of Aegis or the Black Book. Much of this skill's use for Aegis operatives is separating the fringe reports from the valid sightings, but a decent UFOlogy skill is also necessary to infiltrate civilian UFO groups.

VIDEO (PER): The skill of using a videocamera and editing videotape to produce broadcast quality videos, similar to the Photography skill. A skilled videographer with a videocamera can substitute his skill for his Perception attribute for the purpose of Perception tests just as described in the Photography skill. However, this skill alone does not allow the faking or retouching of videotape. For that the Computer Use skill is also necessary.

TRAININGS LIST

Training	Profession Cost	Non-Profession Cost
Awareness	3	5
Biohazard Controls	10	NA
Communication	10	15
Investigation	10	15
Navigation	5	8
Politics	10	15
Parachutist	5	10
Rappelling	10	15
Savoir Faire	10	15
SCUBA Diving	10	15
Surveillance	10	15
Survival	10	15
Swim	NA	5
Zero-Gravity Movement	10	NA

TRAINING DESCRIPTIONS

AWARENESS: Awareness training covers a wide variety of programs intended to teach people how to detect some specific situation more easily. Depending on the source of the training the situation could be Detect Ambush, Notice Concealed or Hidden Weapons, Spot Sniper, Detect Lies, Detect Disease Symptoms, Crime Scene Clues, or any number of other possibilities (subject to GM approval). The end effect is to reduce the Difficulty Level of Perception attribute tests in the applicable situation by one. This training may be taken more than once for different situations, but the same training may not be taken more than once for additional benefit. Players should be sure to match their awareness specialty to their character's profession. A soldier would have Awareness: Spot Sniper, a doctor would have Awareness: Detect Disease Symptoms. A plausible explanation would be necessary for a scientist to have Awareness: Notice Hidden Weapons, and have it considered a profession training . Actual performance using Awareness training involves Perception tests.

BIOHAZARD CONTROLS: The agent has received extensive training in the safe handling, control, and procedures for work with all kinds of biohazards. This includes how to recognize the effects of various known biohazards, work in biohazard safety suites, and the actions to take in the event of a loss of control of a biohazard. The agent has worked with one or more hazardous agents, and is now immune to the infamous "choke factor" that novices in biohazard situations often encounter. Actual performance in using Biohazard Controls training may require Willpower or Intelligence tests.

COMMUNICATION: This training familiarizes the character with the use of a number of high-tech communications systems. This training is necessary for a character to effectively use satellite uplinks, vehicle and base radios, signal scramblers, radar systems and radar jammers. Actual performance may require Intelligence tests.

INVESTIGATION: The agent is fully versed in the correct procedures for conducting a legal investigation, including crime scene search, questioning of witnesses, handling of material evidence, and proper follow up for prosecution. The agent is capable of running a legal investigation from start to conclusion, and will be able to detect significant clues, and differentiate truly useful information from hearsay or speculation. The Investigation training provides Forensics 1 for free. Actual performance may demand Perception or Intelligence tests.

NAVIGATION: This training encompasses map and chart reading, course computation, landmark use and facility with navigational equipment. Navigation covers land, water, air and space techniques. Those with Navigation gain Cartography 1 for free. Actual performance may require Perception or Intelligence tests.

PARACHUTIST: This training is necessary for a character to be able to perform parachute jumps without assistance. Untrained individuals require the aid of a trained parachutist, who must remain with the character for the entire jump. Trained parachutists also are familiar with controlling their fall and can land in a target no larger than a few meters across. Actual performance may call for Agility tests.

POLITICS: This training involves knowing the ins and outs of both the political process and the key people in power, and the instincts to use both. The agent will understand all procedures and forms that must be completed. Also, the character knows who to call on, question, haggle or intimidate to get the job done quickly and quietly. Most importantly, the agent is adept at working with bureaucrats, politicians and other figures of authority. Players must pick State or Federal when they choose this training. Diplomacy skill tests for political maneuvering in the area outside your expertise are +1Df; influencing local politics is -1t for either training expertise.

RAPPELLING: Rappelling is the technique of using ropes to quickly descend sheer surfaces in a series of long controlled jumps. Rappelling works equally well down a rock cliff or the side of an skyscraper. Rappelling also enables an operative to descend quickly from a hovering helicopter to the ground. Rappelling is used extensively by rescue teams working in mountainous areas, by SWAT teams for surprise entry into large buildings, and by paramilitary units for quick deployment from helicopters. Actual performance may require Agility tests.

SAVOIR FAIRE: A character with Savoir Faire is comfortable in any situation and has an engaging personality that puts all others around him at ease. This training includes many forms for etiquette and no small amount of empathy with the audience, no matter what the size. The agent's tools of persuasion and influence are not limited to the positive. If necessary, the agent can be intimidating, conniving or pitiful -- whatever is needed to win over the target and accomplish the desired task. Savoir Faire training grants a +2t bonus to Diplomacy tests.

SCUBA DIVING: Characters with SCUBA training are instructed in the use of various types of Self-Contained Underwater Breathing Apparatus and the proper techniques in prolonged underwater diving. SCUBA gear is used extensively by scientists performing marine research, military forces and adventurous civilians. As should be apparent, a character must be able to swim before he or she can take SCUBA training. Actual performance diving may require Agility, Intelligence or Perception tests.

SURVEILLANCE: Surveillance training familiarizes characters with the proper placement and use of a variety of advanced surveillance gear. This training is necessary for characters to be able to use bugs and bug detectors, wiretaps and wiretap detectors, laser eavesdroppers, and shotgun microphones. Actual surveillance performance may require Perception or Intelligence tests.

SURVIVAL: Survival training teaches techniques of survival with little or no proper equipment in a particular type of wilderness environment. This includes methods of acquiring food, clothing and shelter using only materials readily available in such an environment. It also connotes a familiarity with the dangers inherent in particular weather, terrain or animal hazards. The training is tailored to a specific environment, which must be specified when the character is trained, but much of the survival training in one environment will often be applicable to other, similar environments. Possible survival training includes forest (temperate), arctic, mountain, desert, and marine (at sea). Actual survival performance may require Willpower or Intelligence tests.

SWIM: The character has the ability to swim, tread water, and keep from drowning immediately. Actual performance while in water may require Agility or Perception tests.

ZERO-GRAVITY MOVEMENT: A character trained to move easily in a zero gravity environment generally is or has been part of a spaceflight program, as there is little need for it otherwise. Moving without the familiar pull of gravity is very difficult for those not used to it and generally degenerates to clutching desperately to whatever surface is available and pulling oneself along slowly. Individuals properly trained, however, move easily in such situations by kicking off available surfaces and performing slow motion acrobatics to control direction and speed. The result is a strangely graceful combination of swimming and controlled falling. Individuals trained in Zero Gravity Movement are also familiar with E.V.A. (Extra Vehicular Activity) equipment, such as spacesuit jet packs and compressed gas rockets used for movement on space walks outside of orbiting spacecraft. Actual performance may require Agility tests.





PSYCH PROFILE TRAIT LIST

Trait	Value	Cost
Believer	10CP	---
Cautious	10CP	---
Cautious: Extremely Cautious	15CP	---
Clinical Depression	20CP	---
Code	5CP	---
Corrupted by the Supernatural	30CP	---
Creature of Habit	5CP	---
Curious	10CP	---
Death Wish	10CP	---
Detached	---	15CP
Driven	10CP	---
Egotist	10CP	---
Flashbacks	10CP	---
Homicidal Tendencies	10CP	---
Jumpy	15CP	---
Killer Instinct	10CP	---
Impulsive	10CP	---
Impulsive: Extremely Impulsive	15CP	---
Maverick	15CP	---
Multiple Personality Disorder (MPD)	30CP	---
Pacifist	10CP	---
Pacifist: Extreme	15CP	---
Paranoid Delusions	10CP	---
Paranoid Delusions: Acute Paranoia	20CP	---
Phobia	5CP	---
Phobia: Major	15CP	---
Prejudice	10CP	---
Prejudice: Severe	20CP	---
Schizophrenia	15CP	---
Skeptic	10CP	---
Unpopular Beliefs	10CP	---
Unpopular Beliefs: Extreme Beliefs	15CP	---

PSYCH PROFILE TRAIT DESCRIPTIONS

BELIEVER: Whether from personal experience, observation, or logical deduction, you are absolutely convinced that the paranormal exists. Unfortunately, you see the paranormal's influence in almost everything – the recent power outages, your partner guessing the right winning team of a football game, etc. You aren't gullible, just really anxious to see the unusual in every situation. You must make a Variable Willpower test to avoid assuming a paranormal explanation for any situation which is currently unexplainable. When searching/exploring the unexplained, you are so anxious you suffer -2t to all tests (including combat, research, skills, attributes, and so on).

CAUTIOUS: A character that is cautious lives by the adage "measure twice, cut once". She feels that if something is worth doing it is worth taking the time to do well the first time. She is rather unappreciative when placed under strict time constraints. If a cautious character wishes to rush any test, she must make a Normal Willpower test to be able to overcome her careful nature (this includes snap shots in combat).

CAUTIOUS: EXTREMELY: This character must make a Normal Willpower test to resist taking his time on a test. If the agent passes that, and wants to rush that action, he must make a further Hard Willpower test.

CLINICAL DEPRESSION: No mental illness effects more people in America than depression. It comes in all shapes and sizes, from mild "blue periods" to deep, suicidal pathologies. Typical causes of depression include loss of a loved one, low self esteem, dissatisfaction with one's current job, and chemical imbalances in the brain. Symptoms of depression entail lack of energy, no motivation, irritability, a sense of nihilism, unsociability, and a general malaise. All of us suffer from such feelings from time to time, but the clinically depressed can suffer from chronic, intense bouts of depression. Usually, but not always, these bouts come in cycles of weeks or months of being depressed interspersed with more positive periods.

In game terms, a depressed individual suffers greatly while under the effects of a depressed state. The characters will not want to do anything, preferring to lie at home and stay apart from people. He will follow orders if he has have to, especially if he feels that his life or livelihood is at risk. However, for a depressed agent to undertake any spontaneous action requires a Willpower test. The Game Master determines the Difficulty Level of the test. Simple tasks such as getting up to go to the store and buy milk require would be Normal test at +2t bonus. Actions that require more motivation or energy like volunteering to run a surveillance on a suspected Black Book agent might require a Normal test. Really complicated tasks like running an entire operation are Hard tests. If the depressed character fails the test, he simply does not have the motivation to undertake the action and will most likely just sit there in front of the TV. Even if he succeeds he will undertake the action in a depressed state, something that should come into a player's role-playing.

CODE: Some characters live by an unbreakable code of conduct derived from their basic concepts of morality or honor. These codes are an essential part of the character's personality and will never be consciously broken. For example, if a character lives by the code "Never Betray a Friend" and is put into a situation where the only alternative to betraying his friend is to go to prison, he has no choice, he must choose prison. If the character accidentally breaks the code, or is tricked into breaking the code, all tests attempted thereafter will suffer a -2t penalty until the transgression is righted. If the character mentioned in the previous example was tricked into betraying his friend, which resulted in the friend being imprisoned, he would suffer the penalty until he was able to free her (by clearing her name, or perhaps breaking her out of prison). The exact requirements of atonement will depend on the circumstances, and, as usual, the GM has final decision.

If atonement is not possible, the character's guilt and its subsequent penalty may be absolved by spending a week of Downtime in psychotherapy. If successful, the character's conscience is cleared along with the penalty. No agent may have more than three codes without Game Master approval.

CORRUPTED BY THE SUPERNATURAL: Prolonged or intense exposure to supernatural phenomena can corrupt a character's mind. Once a character has been corrupted by the Seepage, she is slowly driven insane by her heightened sensitivity to this pervasive energy. Eventually, the individual succumbs entirely, becomes a focus for the energy of the Seepage, and is removed from the player's control.

The exact nature and manifestation of this corruption depends on the circumstances that caused it. Corruption can be caused by curses, possession by spirits, participation in occult rituals, or any number of other events. None of these situations need be voluntary.

CREATURE OF HABIT: Somewhere along the line, the character has picked up a habit that he just can not kick. The behavior is so ingrained that the character usually doesn't even realize he is doing it. Habits are usually restrictive and possibly annoying to a character's teammates, but if the character is unable to indulge in his habit, he suffers a -2t penalty to all tests.

Kicking a habit is tough. In order to do so, the character must make a successful Hard Willpower test at the beginning of each week for four consecutive weeks. During this time, the character can resist his habit, but still suffers the -2t penalty. At the end of the fourth week, a final Hard Willpower test is made. If it is successful, the habit is permanently gone. If a psychologist counsels the character during the preceding week and makes a successful Psychology test against the character's Willpower, the weekly test needed decreases to a Normal Willpower test. At very stressful moments in the agent's life over the next years, the GM may require the agent to make a luck test. Bad luck indicates a return to the habit.

Note that certain chemical or substance addictions are handling through the Drug Addict trait described later in this chapter. Creature of Habit should not be used to duplicate any of the Drug Addict flaws.

CURIOUS: A healthy amount of curiosity about the world around you is an important part of any Aegis operative's psychological make-up. Curiosity means you ask questions when others merely accept, and that you are more aware of your surroundings. The benefits to both researchers and field agents are obvious. Unfortunately there are those who's curiosity gets the better of, men and women who do not know when to stop being curious and just get the job done. These individuals will constantly stick their noses where they do not belong, even at the risk of endangering the mission. Agents with this trait will be forced to make Willpower checks when confronted with situations that might arouse their curiosity. The player and Game Master should work together during game play to bring the trait into play. The player should think to themselves about what might arouse the character's interests, while the GM may ask the player to make tests in situations they feel appropriate. The Difficulty Level of the test will vary depending on the situation and the discretion of the Game Master. Be sure to account for any interests the character might have that would add to his feeling of curiosity. For example, a curious computer programmer might have a harder time resisting trying to break into an unmanned terminal than would a curious fighter pilot.

DEATH WISH: For whatever reason, this character has a secret desire to die. Perhaps it is some kind of lasting guilt over some past crime, or maybe his thrill seeker nature is out of control. The character must make a Variable Willpower test to avoid any dangerous situation or encounter. The agent gains +1t to Fear tests.





DETACHED: Emotionally, this character might as well be dead. This makes it difficult to relate to normal people, but renders the character immune to any normal fears or emotional baggage. The character receives a -1Df to all tasks involving resisting abnormal emotional stresses (including Fear tests), though this modifier doesn't affect other mental disadvantages. The player may define the cause of this detachment. The agent may not pick other traits that call on emotions, as the agent has none. Examples are Jumpy, Driven, Believer, Cautious, Curious, etc.

DRIVEN: Something in the agent's past has caused her to force herself above and beyond the normal expectations of her job. The character has no life outside of Aegis and her parent agency, and is unable to take much free time. Any attempt to leave work, or to take off duty time for personal business, requires a Variable Willpower test. More importantly, the character must make a Hard Willpower test to quit on a mission before it is fully completed. The agent gains +1t to Fear tests. Aegis Prime loves this trait, but it can be a real pain to the rest of the Cell.

EGOTIST: The character is absolutely full of himself. He is fully confident in his abilities and destiny. This is a general feeling, but a player should feel free to pick an area or two about which his character is especially egotistical. Maybe he is the best computer programmer in the group, or the most able leader, or the fastest draw, or the most attractive. He will constantly try to show others just how good he is.

Egotists are often very jealous of anyone who threatens their position. They will be very hostile towards anyone who they perceive as trying to usurp their authority or lessen their stature in the eyes of others. They may even come to the point where they will actively work to disrupt the reputation of allies who they feel threaten their position.

During play, egotist characters will attempt to promote themselves in any situation. Egotists must make a Variable Willpower test in order to avoid trying to take charge of a situation. Should an egotist try to take control, but fail, he will harbor resentment towards whoever stood in his way. Unless he makes another Variable Willpower test, the character will try to harm the offender in some way. This does not mean the character will use violence or do anything to permanently damage the offender. It usually involves nasty comments, sabotaging reports the offender is supposed to file, stealing cigarettes, and other harmless but annoying tactics.

FLASHBACKS: The character is haunted by vivid flashbacks of some horrific event in her past. The flashbacks usually occur suddenly, often triggered by a particular sight or smell or sound, and completely overwhelm the individual. Luckily, flashbacks seldom last more than a few moments. The player should first determine what event the character flashes back to (with the GM's approval) and then determine what sort of stimuli are likely to trigger a flashback. When the character encounters a stimulus that could trigger a flashback, she must make a Variable Willpower test or stand frozen and unaware of her surroundings for 1D combat rounds.

Dr. Richard Vallen is tormented by flashbacks of the slaughter of his first Cell, a research team, in their lab. He arrived too late to save them and was the only survivor. His flashbacks are caused by the sight of multiple, recently killed corpses or sometimes by the strong smell of chemicals and blood.

HOMICIDAL TENDENCIES: An individual with a homicidal bent tends to go a little overboard in combat situations. She often favors automatic weapons in gunfights and forms of martial arts that result in multiple broken bones. Her "enthusiasm" during combat often leads to problems for the rest of the group as the body count threatens to rise beyond their ability to explain or cover up.

Whenever a character with homicidal tendencies gets into a fight, any fight, she must succeed in a Variable Willpower test in order to avoid taking the most lethal action possible. In gun battles, this means firing long bursts of autofire whenever possible, taking head shots whenever feasi-

ble and using the largest weapon available. In hand-to-hand combat, this means using the most damaging combos at her disposal, and taking full advantage of the lethal potential of her surroundings (homicidal characters wind up throwing a lot of opponents off rooftops or out of windows).

JUMPY: In every crowd, there is always one person who is wound too tight. Characters with this trait are easily spooked, and tend to fly off the handle in stressful situations. Any time that the character is presented with a stressful situation, his first test check receives a +1Df. If spooked, the character must also conduct a Variable Willpower test to avoid a rash and sudden response. All Fear tests by this character are performed at a +1Df.

KILLER INSTINCT: Some people are just a little too high strung in tense situations. Some like to call this "well honed combat reflexes". Others call it very dangerous. In any case, the character's first reaction in any fight is to attack. Questions can wait. While this may occasionally save the character's life, it also may end up killing bystanders or teammates.

Whenever the Killer Instinct character has a weapon drawn, he is considered to be continually operating under the declared opportunity action "I attack the first thing that surprises or startles me." The character may attempt a Variable Willpower test to curb this destructive instinct.

IMPULSIVE: An impulsive character strongly believes that "she who hesitates is lost" and has little patience. She acts quickly, feeling that any action is better than inaction. This does not necessarily mean that she acts without thinking, but she will make speed a priority.

The impulsive character must make a Normal Willpower test to take her time with any test (this includes taking careful aim in ranged combat).

IMPULSIVE: EXTREMELY: An extremely impulsive character must make a Normal Willpower test to resist rushing any test. If the agent passes that test, and further wants to take her time with that action, she must also make a Hard Willpower test to do so.

MAVERICK: There are people who can not accept authority of any kind, and who have trouble operating inside the bounds of an organized group. A character with this problem, when faced with an order, must make a Variable Willpower test to operate without friction in any group that is not under his control. Failing the test results in a +1Df to the task at hand, and will cause other friction in the group at the Game Master's discretion.

MULTIPLE PERSONALITY DISORDER (MPD): Someone with MPD has developed a second fully formed personality that will sometimes surface and take control in times of stress. The second personality will have a different name, mannerisms, and speech patterns, and will not be aware that it is sharing its body with another personality. When either of the personalities are in control, the other blacks out completely. The second personality may not use any of the traits of the "main" personality and must have a completely separate Psych Profile. The player may purchase talent, skills and abilities for the secondary personality just as he would for the primary personality, drawing from the same base CP total as the "main" personality. The alternate personality, however, may not have any skills higher than level two and any points gained from taking disadvantages for the secondary personality may only be spent on advantages for that personality. The second personality will take control of the character during any stressful situation, such as combat or interrogation, if the player fails a Variable Willpower test. The main personality will regain control 2D minutes after the situation is over. Regardless of which personality is in control, anytime a test is required to avoid losing consciousness, a Variable Willpower test must be made to determine if the other personality arises.

PACIFIST: The pacifist character is opposed to any type of physical violence. A pacifist will always try to find a non-violent solution to any problem or conflict. She will avoid direct combat, but may not have a problem with non-lethal means of subduing opponents, such as tear gas and tranquilizers. The pacifist may also practice some form of "non-violent" martial art that consists only of blocks, throws, and holds, such as Tai-Chi-Chuan or Judo. In order to take any violent action, she must succeed in a Normal Willpower test.

PACIFIST: EXTREME: The extreme pacifist must make a Normal Willpower test to make any aggressive action, even the use of gas, tranquilizer, or "non-violent" martial arts. If the agent passes that test and further wants to take a violent action, a Hard Willpower test is needed to do so.

PARANOID DELUSIONS: The paranoid character believes that he is the target of some sinister, and usually unfathomably powerful, conspiracy. Coincidences that hinder the character will be proof to him that the conspiracy is engineering events against him. The paranoid sees strangers in dark suits following him everywhere. Friends who try to assure him that everything is all right are obviously being controlled by his unseen adversaries. Paranoid Delusion may be taken with the Believer trait.

The GM is responsible for making this trait come to life. She should work to create situations that play upon the agent's paranoia. Examples include having the agent see or hear someone following him, or smell poison in his food, or see ominous black helicopters circling overhead. The GM should take care to assure the paranoid delusions are plausible, so that their delusional nature is not immediately apparent to the player.





PARANOID DELUSIONS: ACUTE PARANOIA: The acutely paranoid character calls for more serious treatment. The GM is encouraged to create actual storylines that continue from scenario to scenario, deepening and expanding the paranoia. The agent will come to believe that Aegis has been infiltrated, his family is out to get him, his superiors in his Credential are working for the Black Book, Cell members are double agents, and so on. These paranoia tendencies are much more dangerous, for they lead to more extreme reactions.

PHOBIA: A traumatic childhood experience has given rise to an irrational, overwhelming fear in the phobic character. It could be fear of water, heights, spiders, corpses, open spaces, the dark, or just about anything else. When confronted by the source of her fear, the character must pass a Variable Willpower (+2t bonus) or become paralyzed with fear, and either stand still, or retreat from the fear as quickly as possible regardless of those around her and their safety. The agent may make a Normal Willpower test 1D combat rounds later to try and shake off the fear if the phobia trigger is still present.

PHOBIA: MAJOR : An agent with a major phobia gets no bonus to her Variable Willpower test and must make a Hard Willpower test every 2D combat rounds to shake the effect whether the phobia trigger is present or not.

PREJUDICE: The prejudiced character has developed very strong, irrational feelings towards a particular kind of person or belief. The hatred is so strong that it colors all of the character's thoughts and actions when dealing with the object of his prejudice. Depending on the personality of the character, he will verbally abuse, physically attack, or quietly despise anyone or anything subject to the prejudice. The prejudice even extends to those who are friendly towards or supportive of the object of the character's hatred. The character will do all he can to ensure that the object of his prejudice does not receive positive attention, promotions, help, civil treatment, or even service in a restaurant. Typical subjects of prejudice include race, gender, sexual preference, political affiliation, religious beliefs, and even those who hold some sort of prejudice.

Prejudiced characters will have to make Willpower checks in order to even try to deal with someone they hate in an unprejudiced manner. The Difficulty Level of the test differs depending on the situation. It is only a Df1 test to allow someone you hate to pour your gas or serve you food. It is Df2 to buy services from a store owned by someone you hate. A Df3 test includes working for a short time with a person who fits your prejudice, while it would be Df4 to agree to work for a long time with that person. Df5 tests include risking your life or going out of your way to help someone of the hated class.

The Game Master should review suggested prejudices to ensure that it is substantial and will impact game play.

PREJUDICE: SEVERE: Severely prejudiced characters suffer all aspects of prejudiced characters (see above). They also incur the Unpopular Beliefs trait targeted at their prejudice.

SCHIZOPHRENIA: A schizophrenic sometimes hears voices telling him what to do or mocking him. The voices may come from a physical object, or may just be disembodied. In any case, it is very, very distracting and unsettling. Of course, the schizophrenic's state of mind is not at all helped by the fact that no one else can hear these voices. When a schizophrenic finds himself in a stressful situation (combat, interrogation, defusing a bomb), he must succeed in a Variable Willpower test or become distracted by the voices. For the duration of the situation, the character suffers a +1Df penalty to any actions.

SKEPTIC: The agent is not able to accept the existence of the paranormal without extreme evidence. After any encounter with the paranormal, the agent will attempt to rationalize what she has seen, and will probably fail to realize the significance of the events. The agent cannot possess a starting skill in Parapsychology, UFOlogy, or Occult greater than 1, and takes twice as long to learn anything in those skills. In addition, in any encounter involving the paranormal, the agent has a +1Df modifier to all tasks involved with understanding or accepting it. On the other hand, the agent is more resistant to the negative effects of the paranormal, receiving a -1Df to all Willpower checks against harmful effects or corruption, or Fear tests involving the paranormal. The operative also gains a -1Df to all checks involving detecting fraudulent claims of paranormal activity, or in cases where the cause of events is really something mundane. Cannot be taken with the Believer trait.

UNPOPULAR BELIEFS: The character with unpopular beliefs holds views and opinions that will cause friction with many of the people that he comes in contact with. The character may be a Communist, or believe that the American government is behind an international conspiracy to defraud consumers. Perhaps the agent's views are merely very bizarre, or acted on at inappropriate times. In any case, anyone who hears these views and does not share them will likely react poorly, arguing with the agent, refusing aid, or even leaving the area in an offended huff. The agent will take a +1Df penalty to all actions if forced to keep his opinions to himself. An agent cannot choose an Unpopular Belief trait that mirrors the Prejudice trait.

UNPOPULAR BELIEFS: EXTREME: A character with extremely unpopular beliefs has views that are so offensive that they cause instant hostility in all those who don't agree. This could be cannabilism, rabid political views, or dangerously skewed views of reality. Listeners will definitely refuse to listen, and arguments or even violence may result. The agent must roll a Variable Willpower test to avoid stating his opinions when an opportunity presents itself. Even if he manages to contain himself, all action are at +2Df until he can let it out.

MEDICAL HISTORY TRAIT LIST

Trait	Value	Cost
Adrenaline Surge	- - -	10CP
Aged	25CP	- - -
Ambidextrous	- - -	10CP
Atlantean Nanotech: Aspect Modification	- - -	30CP
Atlantean Nanotech: Bio-Battery Energy	- - -	30CP
Atlantean Nanotech: Blood Surgeon Repair	- - -	30CP
Atlantean Nanotech: Pilot Interface Control	- - -	30CP
Blind	30CP	- - -
Body Double	20CP	15CP
Deep Sleeper	10CP	- - -
Distinguishing Mark	5-15CP	- - -
Drug Addict: Nicotine	5CP	- - -
Drug Addict: Alcohol	8CP	- - -
Drug Addict: Cocaine	15CP	- - -
Drug Addict: Heroine	20CP	- - -
Drug Addict: Pain Killers	8CP	- - -
Extraordinarily Average	- - -	10CP
High Metabolism	- - -	10CP
High Pain Threshold	- - -	15CP
HIV Positive	10CP	- - -
HIV Positive: AIDS	40CP	- - -
Illness	20CP	- - -
Light Sleeper	- - -	10CP
Limp	5CP	- - -
Low Pain Threshold	15CP	- - -
Missing Eye	10CP	- - -
Missing Limb: One Arm	15CP	- - -
Missing Limb: One Leg	20CP	- - -
Missing Limb: No Arms	30CP	- - -
Missing Limb: No Legs	30CP	- - -
Physical Training	- - -	10CP
Poor Eyesight	5/10CP	- - -
Poor Eyesight: Extreme	10/15CP	- - -
Psychic Burnout	10CP	- - -
Runner or Swimmer	- - -	10CP
Sharpened Sense	- - -	5/10CP
Slow Metabolism	- - -	10CP
Weakened Sense	5/10CP	- - -

MEDICAL HISTORY TRAIT DESCRIPTIONS

ADRENALINE SURGE: A character with Adrenaline Surge is capable of working herself into a frenzy, flooding her system with Noradrenaline and Endorphins. This gives the character a brief burst of inhuman strength and completely blocks pain signals from reaching the brain. An Adrenaline Surge lasts 1D rounds, during which time the character's Strength and Willpower for all purposes are increased to five. While a character is operating under the influence of an Adrenaline Surge ignore all damage short of instant death (the stage above Splatter). Once the Surge wears off, immediately apply the effects of any damage taken by the character during the Surge, plus an additional Tw2 wound. Taking this advantage allows a character only a single Adrenaline Surge per mission, but it may be bought more than once.

AGED: Aegis doesn't normally employ agents who are elderly, but sometimes a member of a Cell becomes too important to retire when they get older. The agent may know too much, or hold some secret that Aegis can not let out. The agent is old enough to be suffering the symptoms of his age, but not yet too old to function normally. He may choose three nonprofessional skills that can be bought to level three or more, and may also pick two of his professional skills to start at level three free of charge. However, the agent may not take Strength,





Agility, Reflexes, or Size at more than three, and one must be a two. The character gets no additional CPs for the lower stat, and treats it as the base number from which to buy up or down. Finally, every six months of game time, the character must make a Good Luck Roll or be out of commission for a week due to illness or disability. If Bad Luck is rolled, the character suffers an age-related crisis (heart attack, stroke, broken hip) that imposes a Sp3 injury (no staging). On a roll of 12, the crisis is so severe that one of the agent's physical stats is lowered by one permanently, due to the crisis.

AMBIDEXTROUS: An ambidextrous character can use either hand equally well, without suffering the off-hand penalty (+1Df). The character is still penalized for trying to perform more than one action simultaneously.

ATLANTEAN NANOTECH

Most of the enigmatic Atlanteans' impressive personal abilities are derived from their mastery of nanotechnology, microscopic machines capable of working on a molecular level. The Atlanteans inject themselves with a solution containing specially designed nanotechnology machines, called nanites. The nanites are transported by the bloodstream throughout the Atlantean's body, and quickly perform amazing alterations to cell structures.

The Atlantean nanites are specialized. Some nanites construct delicate cybernetic systems throughout the body, giving the Atlantean conscious control over its natural organic systems. Others connect its nervous system to the wireless computer network that the Atlanteans use to pilot their spacecraft. Other nanites rework the very structure of the Atlantean's body, making it superhumanly strong and fast.

Humans and Atlanteans are similar physically, and it has been discovered that Atlantean nanites perform much the same function in human bodies as they do in Atlantean bodies. For some reason, most likely because of unknown differences between the two races, Atlantean nanites do not function as flawlessly inside a human body. Nonetheless, some humans have been injected with Atlantean nanites successfully. Such injections usually occur through human experimentation with captured technology. More rarely, the Atlanteans perform the injections themselves.

All Atlantean nanosystems are very susceptible to high levels of electromagnetic radiation. Whenever a character with one or more nanosystems is exposed to high levels of radiation, a directed burst of microwaves, or the beam of a particle accelerator or an EMP weapon, the individual will take Wn2 damage (no staging). Further, there is 1 in 6 chance each that the nanosystem will be burnt out and destroyed completely. It is theorized, but as yet unproved, that the metallic bodysuits often worn by Atlanteans shield them from this effect.

Players may give any of the following nanite systems to their characters, but because of the rarity of Atlantean technology, an explanation should be given in each character's background and history.

ATLANTEAN NANOTECH: BLOOD SURGEON REPAIR SYSTEM: This system maintains a constant level of medical nanites in the subject's blood stream, waiting for any sign of damage. Whenever a character with the Blood Surgeon system receives lethal damage, the nanites immediately cluster at the wound site and begin to repair the damage. No stabilization test is necessary, as success is automatic. Thereafter, the nanites speed the healing process, allowing the character to heal in half the time usually required. The reduction of healing time also applies to any non-lethal damage the character sustains. The nanites will also reduce the pain caused by any wound (lethal or non-lethal), reducing the usage penalty associated with the wound by one stage (Splatter Wounds and Breaks only result in a +1Df usage penalty, and Flesh Wounds and Bruises cause no penalty at all). This effect is not cumulative with the similar effect gained by successful Medical or First Aid treatment.

Atlantean Blood Surgeon systems operating in humans sometimes malfunction. Occasionally, the Blood Surgeons will fail to properly diagnose the injury, and actually harm the host by attempting to repair nonexistent wounds. Whenever the Blood Surgeons are activated by lethal damage, the player must roll a die. If the result is 6, the Blood Surgeons have malfunctioned and cause an additional Wn2 damage (no staging) to the host. After the Blood Surgeons malfunction, they will not treat either the original wound or the additional damage caused by their error. If the nanites are reactivated by another wound, they will take into account the original wound and the subsequent damage caused by their malfunction. That is, provided they don't malfunction again.

ATLANTEAN NANOTECH: ASPECT MODIFICATION SYSTEM: The Atlanteans have developed a nanotech Aspect Modification System that allows them to significantly modify their physical features at will, just by concentrating on the desired appearance for a few moments. The system can modify eye color, skin color, and hair length, color and style within seconds. The system can also produce (or reproduce) skin coloration abnormalities such as blemishes, tattoos and scars. The Aspect Modification System can also change the host's facial features by adjusting subcutaneous musculature and fat deposits, though this may take a few minutes. If the host is willing to lie still and allow the system to work undisturbed for at least an hour, it can even modify the host's height by up to six inches by lengthening or shortening key bones, though body mass cannot be as easily adjusted.

The system is not easy to control for humans. A human host attempting to control the Aspect Modification System must concentrate intensely for the duration of the change. Each modification is an extremely taxing process. Skin, hair and/or eye color modifications require five rounds and a Df2 Willpower test. The exertion deals Br3 damage (no staging) to the host, even if it fails. Changing the host's facial features requires ten rounds

and a Df3 Willpower test. The process does Tw2 damage (no staging) to the host, even if it fails. Changing the host's height requires a full hour of concentration and a Df4 Willpower test. The extreme pain from such a process causes Tw3 damage (no staging), even if it fails.

ATLANTEAN NANOTECH: PILOT INTERFACE CONTROL SYSTEM: Possibly the most valuable Atlantean system, at least as far as Aegis Prime is concerned, is the Pilot Interface Control System. These nanites rewire the host's nervous system to enable it to link directly to the standard cybernetic interface that controls any Atlantean vehicle. Since Aegis engineers have incorporated an Atlantean control system into the Aurora interceptor aircraft, only pilots who are "equipped" with the Pilot Interface System can use the jet to its fullest capacity. A pilot who is host to such a system needs very little other training to fly an Atlantean craft due to the incredible sophistication of the ship's cybernetic systems.

The incredible speeds at which Atlantean craft operate also require faster reflexes than possible with an unaugmented human (or Atlantean, it would seem) nervous system. To keep the host from turning the craft into so much hypersonic debris, the Pilot Interface System temporarily boosts its host's speed well beyond the norm. In humans, this requires a round of concentration and a Df3 Willpower test, and lasts for 2D rounds. During the duration of the boost, the host's Reflexes attribute is increased by one.

Unfortunately, as with all Atlantean systems, the Pilot Interface does not mesh as well with the human body as it does with the Atlantean. In a human host, the system tends to produce slight nervous twitches and ticks, particularly after it has been implanted for a while. The twitches are just a nuisance, however, compared to the main side effect. Occasionally (roll a 6 on 1D), when a human host triggers the Reflexes boost function, the system overloads the host's nervous system, producing a blackout and seizure.

ATLANTEAN NANOTECH: BIO-BATTERY ENERGY SYSTEM: The Bio-Battery Energy System produces electrical energy from waste chemicals and substances in the host's body. This makes the host's metabolism incredibly efficient and removes any need for the host to eliminate solid or liquid waste. The Bio-Battery system stores the generated energy in nanite batteries located subcutaneously in the palms of the host's hands. The system also renders the skin of the host's palm a superconducting circuit, which acts as an energy output link for Atlantean tools. The host simply grasps the tool and it is powered. A little ingenuity and some electrical jerry-rigging will allow the host to power small terrestrial devices that are usually run off batteries.

The system produces a number of interesting and useful side effects. The host can consciously generate a build-up of electrical charge to be discharged when the host touches a conducting surface. This electric discharge is capable of frying any non-shielded electronic device, like a computer or car starter, or stunning any human for 2D rounds who fails a Df4 Size test. Use of the system in this way leaves it depleted, however, and it will be unavailable for any purpose for a full hour.

As usual, the system was not designed for human physiologies, and some unpleasant side effects exist. The amount of energy created by the host's system is now much greater than the human norm. The body temperature of a host runs in excess of 100 degrees on average. This increase in body temperature causes the host to stand out like a beacon on any infrared vision device. Further, the human host's inability to radiate this heat effectively makes her very susceptible to heat exhaustion, particularly in warm climates. Whenever the host exerts herself continuously for more than five rounds (running or fighting, for example), she must make a Df2 Willpower test, +1Df for each addi-





tional five-round period she continues exerting herself. For example, if a Bio-Battery host is engaged in a prolonged foot chase, she must make a Willpower test after the fifth, tenth and fifteenth rounds, against a Difficulty Level of 2, 3 and 4, respectively. If the host fails any such test, she will pass out for 2D rounds.

BLIND: The character cannot see at all. The blindness may be a birth defect, disease related, or the result of some sort of injury. The character is unable to perform any actions involving seeing, including making ranged attacks, or even brawling. The character has the option of buying the skill Blind Maneuvers which will allow them to do some things more like a sighted person. No other traits may be taken that affect eyesight such as Heightened Senses: Sight, Missing Eye, and so on.

BODY DOUBLE: There is a true twin in the character's past, someone who looks exactly like the agent. In order to qualify for this trait, the twin must be involved in the character's career, either for good (Cost: 15) or ill (Value: 20). The twin is not always a relative, but can be someone else who somehow looks like the agent -- paranormal or alien science may be responsible. In the event that the twin means the character ill, the Game Master may apply any effects she desires. A helpful twin will provide alibis and other assistance to the agent in time of need.

DEEP SLEEPER: When the character sleeps, he falls quickly into very deep REM sleep and is extremely difficult to awaken. Anything short of physical damage has little chance of stopping the character from sleeping a full, uninterrupted eight hours. When the character is aroused from slumber prematurely (any damage at all will do it), he will remain groggy and suffer a +1Df penalty on any tests until he has gotten a full eight hours of sleep. After eight hours, the deep sleeper will wake up normally and without prompting.

DISTINGUISHING MARK: The character possesses some noticeable trait or mark that lends itself to easy identification. It may be possible to disguise the mark, but it would be difficult to remove entirely. The mark could be a prominent tattoo or scar, a skin discoloration, strange eye color, or a behavioral trait like a nervous tick or limp. The GM, as always, has final approval. The mark makes identification easy, increasing the Difficulty Level of Shadowing or hiding in a crowd by one. The more predominant the mark, the more it is worth. A full facial scar would be worth 15CPs, while the scar on a hand that is easily hidden by gloves would be 5CPs. Your Game Master will help you decide what your mark is worth.

DRUG ADDICT

The character has become desperately addicted to some sort of drug. Unlike the compulsion involved in the Creature of Habit trait, this is a full-fledged chemical addiction. Breaking the addiction will be a hard, time consuming task, requiring months, years, or even a lifetime. The character will suffer extreme discomfort and possibly even health problems when she does not have access to her drug of choice. An addicted character will go out of her way to get her drug and will be almost unable to avoid taking the drug if the opportunity presents itself. Going a single day without the drug requires a Df3 Willpower test. The Df increases by one for the second and third days. From the fourth day on, apply an additional -1t penalty. If the character fails the test she will immediately do whatever she can to get the drug she craves. Note also, it would be out-of-character for most addicts to attempt to go without their drug of choice, even if they say they want to quit. The character should have a good reason for trying to abstain, such as a mission to undertake. Specific drug addictions are listed below.

DRUG ADDICT: NICOTINE: The character is a chronic smoker and quitting will not be easy. In game terms, this is the least devastating of the addictions, as the health effects have little impact on game play. If the character does not have access to cigarettes for a prolonged period (more than a day), he will become crabby and anti-social. All non-stressful activities incur a -1t penalty. In stressful situations like combat or chases, the adrenaline will more than make up for the nicotine withdrawal and the penalty does not apply.

DRUG ADDICT: ALCOHOL: Addiction to alcohol is much more debilitating than smoking. The character probably has a high tolerance for drink, built up after years of heavy imbibing. All the same, at least once a day, the character needs to drink enough to take the edge off life. While the player is under the influence, all tests incur a +1Df penalty. The GM may decide that the character has been drinking long enough to have a +2Df or even +3Df (a serious drinker!). The effects last from an hour to all night, depending on the GM's discretion. When the character does not have access to his precious liquid, he suffers a -2t penalty on all tests for the first day. The second day, a +1Df is applied, and from the third day on he suffers a +1Df, -1t penalty. This represents the ill effects of the character's withdrawal symptoms.

DRUG ADDICT: PAIN KILLERS: Prescription pain killers such as percocet or percodan are some of the most commonly abused drugs in America today. Pain killers put the user in a calm, relaxed state, and are often accompanied by some drowsiness. The effects can last from two to four hours, depending on the dosage. During this time the player suffers a -1t penalty on all tests due to the drowsiness and general fuzziness of thinking. Additionally, unless the character remains active, she must make a Df2 endurance test in order to remain awake. On the plus side, the character does not suffer from any penalties induced by chronic pain. Withdrawal symptoms for pain killers are not as severe as some other drugs. Going a day without a hit of pain killers means that the player suffers a +1Df on all tests involving Intelligence, Perception, and Willpower-based skills, reflecting the character's agitated state of mind. After three days this penalty goes up to +2Df.

DRUG ADDICT: COCAINE: Cocaine addiction includes an addiction to crack cocaine. Cocaine is a costly habit to maintain. Upon taking cocaine, the character experiences the benefits for next half hour to an hour. She gains +1t on any physical actions. After that, she sinks into the depression stage and suffers a -2t on all tests. The serious addict needs several hits a day just to make it through the normal trials of life. If the character finds herself in any type of stressful situation, she must make a Df4 Willpower test to refrain from using an additional dose of the drug. Going without the drug for a day causes even greater withdrawal, leading to a +2Df on all tests until the agent gets her fix.

DRUG ADDICT: HEROIN: Heroine users suffer from one of the most addictive drugs that are commonly in use today. The effects of heroine include a deep happiness, a restful peace, and a remoteness from the world. The drawback is that once the high ends, the addict will do anything to get back to that state of drug-induced bliss. While under the influence of heroine, the character becomes quite happy, caring little about the world's troubles. He has a +1Df on all tests performed while under the influence. If the player tries to go a day without using the drug, he suffers a +2Df on all tests. Longer attempts to go cold turkey will effectively debilitate the character for days or even weeks as his body is wracked with illness and even hallucinations.

EXTRAORDINARILY AVERAGE: When trying to keep a low profile, anonymity is a blessing. This character takes that to an extreme and epitomizes the statistical average for the population she lives in. The character blends in with crowds extremely well, and just about everyone knows someone who fits the character's description. APBs and requests for info bulletins generate many false leads. The character gains a -1Df bonus to any attempts to Shadow or remain unnoticed in a crowd and the Difficulty Level of picking her out of a line-up is increased by one. These effects will not apply in areas where the local populace looks sufficiently different that the character no longer looks "average". For example, an extraordinarily average Caucasian male will still stand out like a sore thumb in Haiti (but he will look like every other Caucasian the Haitians had seen). Extraordinarily average characters cannot have the Blind, Distinguished Mark, Missing Limb or other physically obvious traits.

HIGH METABOLISM: A character with a high metabolism burns fuel at a much faster rate than most people. The character is always restless, usually a little hyperactive and never gains weight regardless of how much he eats. This excess energy gives the character a +1t bonus to any Reflexes test, or skill test that is modified by Reflexes. In order to keep his energy levels up, such a character must eat a lot more food than the average person. The character must eat a full meal every three hours, or suffer a +1Df penalty to any Willpower test for every three hours she goes without eating. Because of the speed of the character's metabolism, drugs affect him twice as fast and wear off twice as fast. This could be a help or hindrance, depending on the circumstances.

HIGH PAIN THRESHOLD: A character with a high threshold for pain gets hurt and takes damage just like anyone else, it just doesn't seem to affect him as much. The Difficulty Level of any Stun or Knockout test the character needs to make are reduced by one.

HIV POSITIVE: The character has contracted the HIV virus and is on the way to developing full-blown AIDS. She suffers few ill effects right now, but is probably on a drug treatment program designed to retard the development of AIDS. The side effects of these drugs can be somewhat debilitating, and each day the character must make a Df2 Endurance test to avoid succumbing to the effects of nausea, headaches, upset stomach, and other side effects. Additionally, the character may become subject to strained personal relations with those around her should her condition become common knowledge. Eventually the character will develop full-blown AIDS, although it may take years. If the agent misses a major amount of his drugs in a month (40% or more), her Luck is tested. Once the agent fails three tests, her HIV has developed into full AIDS. This trait cannot be taken with HIV Positive: AIDS.

HIV POSITIVE: AIDS: When the character has full-blown AIDS, his immune system breaks down. In addition to the side effects of drug treatments (see above), the character suffers from additional health problems. Every month of game time, the character must make a Variable endurance check. If the player fails, he has come down with some sort of serious illness that effects his performance as an Aegis operative. Further, the player must continue to make a Variable endurance test every week. Three failures mean the character dies, three successes mean he recover. Once he recovers, the process of monthly checks start all over again.

ILLNESS: The agent is the victim of a chronic illness of some kind, from malaria to progressive cancer. Treatment is long and costly, and will frequently interfere with the character's life. Roll a Luck test (-2t) each week. On a Bad Luck, the character is out of action due to a need for treatment, or because of a sudden attack. The exact results are up to the Game Master.

LIGHT SLEEPER: The slightest noise or disturbance wakes this character from sleep, instantly alert and aware of her surroundings. Often this results in a fitful and unsatisfying sleep, but it is very difficult to surprise her when asleep, as she may make Perception tests without penalty.





LIMP: The character suffers from the effects of an old injury or birth defect in one or both of his legs. As a result, the character now walks with a pronounced limp that hampers movement. The Difficulty Level of all movement tests (running and jumping) is increased by +1Df. The Game Master may also impose other penalties if deemed appropriate.

LOW PAIN THRESHOLD: Some people are more susceptible to pain and injury than others. Characters with a low threshold for pain receive a +1Df penalty to any tests for avoiding stun or knock out.

MISSING EYE: Through some sort of mischance or simply the mysteries of genetics, the character is missing one eye. The player decides how the character treats this disfigurement: patch, glass eye, who cares? The glass eye option is the least noticeable, and players are encouraged to think up interesting gadgets to hide inside the character's false orb. The disadvantage is that the loss of one eye hampers distance vision significantly. When doing anything involving depth perception the player suffers penalties. Short distances (up to arm's length) offer no problems. Medium distances (up to five yards) give the player a -2t penalty, while at longer distances the player suffers a +1Df penalty. It is up to the GM to decide when these penalties apply, but they certainly come into play in ranged combat.

MISSING LIMB

The character has lost either an arm or a leg. The player should come up with some explanation as to why their character lacks a limb. The player may take this disadvantage more than once, but no more than four times (obviously!). If a character is missing all four limbs, he is considered a quadriplegic. Quadriplegics gain CPs equal to the cumulative CPs listed, plus an additional 10CPs. Having no arms or legs is serious hindrance! The penalties for missing limbs are detailed below.

MISSING LIMB: ONE ARM: The character is unable to perform a variety of action that involve using two arms, most of which should be obvious. Prosthetics allow the agent to make up for some of the problems associated with missing an arm, but do not provide any strength or fine motor skills. All Strength tests that involve two arms (lifting most things for example) are done at half the character's Strength attribute (round down).

MISSING LIMB: ONE LEG: The character's mobility is greatly decreased. Without prosthetics, the operative must have crutches to move about with any facility. The agent still suffers a +3Df on all running and jumping tests while on crutches. When using a prosthetic limb, the penalty is reduced to +2Df.

MISSING LIMB: NO ARMS: The disadvantage of having no arms is obvious. The character has probably developed the ability to use her feet in some of the same capacities as hands, although she can only pick up small objects like pencils and forks. Even then all Reflexes tests are made at +2Df. Special equipment for using a computer can be obtained for the character if necessary, including devices strapped to the forehead or held in the mouth for typing.

MISSING LIMB: NO LEGS: Not quite as disadvantageous as having no arms, the person with no legs has little mobility. In all likelihood, he will be confined to a wheelchair, although if his legs are only partially missing or damaged it is possible to have two prosthetic limbs. If the player wishes this to be the case, the value of having no legs is reduced by five CPs. Those with two prosthetic limbs suffer a +3Df for movement tests. Those confined to a wheelchair may move as fast as the ground, their wheelchair, and their Strength permit them. A typical hospital wheelchair is limited 10 meters per turn, although moving more than five meters per turn requires a Df3 Strength test. Racing wheelchairs can go twice as fast.

PHYSICAL TRAINING: A character in physical training spends several hours each day exercising and working out. This keeps her toned and fit and gives her a +2t to all Strength tests and +1t to her Strength attribute modifier. Physical Training also gains +2t to all endurance tests. The endurance test bonus may not be combined with that given by Runner or Swimmer.

POOR EYESIGHT: The character suffers from some deficiency in his eyesight, requiring him to wear corrective lenses. With the lenses in place, the agent may see and act normally. It is when the glasses fall off that things get difficult. First, the player must decide if they are near-sighted (can not see long distance; 5CP value), far-sighted (cannot see up close; 5CP value), or both (wears bifocals; 10CP value). If the character is not wearing his lenses at any time he suffer a +1Df penalty on all actions involving seeing at the problem distance. This can include using computers, firing guns, driving, and picking locks (just to name a few).

POOR EYESIGHT: EXTREME: Those with extremely poor eyesight are treated as those with poor eyesight, except they incur a +2Df penalty to tasks when they are without their corrective lenses.

PSYCHIC BURNOUT: At one point in the character's life, she possessed the ability to control powerful psychic disciplines. Tragically, that power was ripped from her by some disastrous event, making her a Psychic Void. This burnout could have been caused by an overdose of drugs (particularly the variety used by MKULTRA to enhance psychic powers), by psychic trauma (like contacting a powerfully psychic but hostile mind), physical trauma to the brain, or some other reason. Whatever the cause, the psychic burnout is irreversible and the ex-psychic must live with only a vague remembrance of the power she once knew. One mild advantage is gained through this tragedy, however. The formerly psychic still possesses the mental discipline that allows her to shield her thoughts from prying minds. Someone born a Void would never be able to develop that skill. The ability to shield her thoughts, paired with the usual difficulty "reading" a Void psychically, makes a burnout Void very difficult to affect with Empathy, Telepathy or Trance. Characters with this trait may not also have Psychic, Supernatural Focus, Psychic Void, or Psychic Sink.

RUNNER: The character maintains a daily regimen of running. This keeps him healthy and gives him a +2t bonus to all movement and endurance tests. The movement bonus applies only to movement on foot. A character must have both legs to take runner. The endurance test bonus may not be combined with that given by Physical Training or Swimmer.

SWIMMER: The character maintains a daily regimen of swimming. This keeps him healthy and gives him a +2t bonus to all movement and endurance tests. The movement bonus applies only to movement in water. A character must have the Swim training to purchase this trait. The endurance test bonus may not be combined with that given by Runner or Physical Training.

SHARPENED SENSE: One of the character's five senses performs better than normal; the character gets either a +1t (5CP cost) or -1Df (10CP cost) to tasks involving that sense. The Game Master may rule that the sense has been fooled, or will not assist in certain circumstances, and attacks involving that sense may actually work better on the character. Also, at the Game Master's discretion, characters may buy this advantage for only one sense.

SLOW METABOLISM: People with a Slow Metabolism use fuel extremely efficiently. They need very little food to sustain them and generally have rather high endurance, but must constantly fight against becoming overweight. Characters with a slow metabolism only need to eat one decent meal each day and get a +1t bonus to any endurance tests. Drugs take twice as long as usual to affect such characters and last twice as long.

WEAKENED SENSE: One of the character's five senses performs worse than normal. The character incurs either a -1t (5CP cost) or +1Df (10CP cost) to tasks involving that sense. The Game Master may rule that the sense has been fooled, or will not assist in certain circumstances, and attacks involving that sense may actually work better on the character. Also, at the Game Master's discretion, characters may buy this advantage for only one sense.





TALENTS AND ABILITIES TRAIT LIST

Trait	Value	Cost
Animal Animosity	10CP	- - -
Animal Empathy	- - -	10CP
Good Listener	- - -	15CP
Linguist	- - -	10CP
Past Lives	- - -	5CP
Photographic Memory	- - -	10CP
Psychic: Greater	- - -	60CP
Psychic: Lesser	- - -	30CP
Psychic Link	- - -	5CP
Psychic Sink	- - -	15CP
Psychic Void	15CP	- - -
Quick Draw	- - -	10CP
Sensitive	- - -	10CP
Strong ESP	- - - -	5CP per point/ability
Supernatural Focus	- - -	20CP
Time and Direction Sense	- - -	10CP

TALENTS AND ABILITIES TRAIT DESCRIPTIONS

ANIMAL ANIMOSITY: The presence of the character spooks all animals nearby. The animals will be openly hostile, and either run or attack if the character comes too close. Normally tame house pets will hiss or bark at the character, wild animals will attack immediately, and herds generally stampede at the sight of him.

ANIMAL EMPATHY: Animals never harm or attack someone with Animal Empathy, even if they have been specifically bred or trained to be hostile, providing she does not harm them. Both wild and domestic animals are affected. Neither will attack the character and they will be calm and quiet in her presence.

GOOD LISTENER: The agent is extremely good at listening to others, and can often determine more about the speaker than other agents would. There are two effects of this talent. First, people will naturally feel at ease around the agent, and will often offer more information, or become more helpful if they have nothing to hide (+1t to Diplomacy test rolls). Second, if able to interview someone for at least an hour in a relatively controlled environment, the operative may roll a Variable Perception test. Success at the task grants clues about the subject's mental state and background. Treat this as a less paranormal version of the ESP Read Auras ability.

LINGUIST: The character has a major talent for learning languages. This trait allows the agent to cut the cost of any languages bought during character generation by half, and doubles the speed at which she learns languages after the start of the game. The maximum number of languages which a character may learn with this trait is twice her Intelligence attribute.

PAST LIVES: The character has past lives that can be accessed through hypnosis. Accessing the past lives can provide the character with information about the past, and possibly even clues to current events. Much like a dream, these past life regressions often unlock hidden or subconscious memories in the character. The exact information learned, of course, is left to the discretion of the Game Master.

PHOTOGRAPHIC MEMORY: Some people have a nearly flawless memory and can remember every detail of things they have seen or heard, even years after the fact. Characters with photographic memory may recall anything seen in the past, allowing a Perception test as if they were right there, regardless of how much time has passed. This does not, however, allow them to see things that weren't detectable the first time.

PSYCHIC: LESSER/GREATER: While 99% of humanity possess psychic abilities in the form of ESP, only a relatively small number of individuals demonstrate advanced psychic powers. Such characters have spent a great deal of time and effort developing one or more of these powerful psychic disciplines. Only characters who have been recruited from certain backgrounds (Project MKULTRA, Project Rasputin and CAPS) may take these advanced disciplines during character creation. However, it is possible for almost anyone to develop these powerful disciplines later in the game. Characters with the Psychic Void, Psychic Burnout, Supernatural Focus or Psychic Sink traits may not take this trait.

PSYCHIC LINK: Some psychic disciplines and ESP abilities require the psychic to be able to see the target individual. Certain people have a strong psychic bond to another which allows them to target the other with these abilities regardless of distance, even if the other person is out of sight. Characters with a psychic link share a close emo-

tional bond. Family members, particularly siblings or twins, partners and couples have all demonstrated this psychic link. When a player chooses the Psychic Link trait for her character, she must decide who the character is linked to, and why. The other party involved often has a similar link, but not always. In relatively rare cases, an individual may have a link to several people (most often family members) so characters may have multiple psychic links. A character with the traits Psychic Void, Psychic Burnout, or Psychic Sink may not have this trait.

PSYCHIC SINK: Within the already small population of Psychic Voids, there exists a group of individuals with even more uncommon abilities. They are similar to Voids in their lack of psychic potential or ESP and the subsequent difficulty psychics have in affecting them. In addition, these individuals actually drain the power of psychics and supernatural phenomena around them. This strange effect has caused them to be named Psychic Sinks, or Psinks for short.

Anyone attempting to use a psychic discipline or ESP ability near the Psink must spend a Psi Point or Strong ESP Point to do so. This is in addition to any Psi or ESP point expenditure the discipline or ability would normally require. If the Psychic does not have the points available to spend, the discipline or ability may not be used. The power of supernatural phenomena are reduced in the presence of a Psink as well. Even the supernatural powers of the Incarnate are reduced when a Psink is present.

A Psink's dampening effect extends out from the individual in all directions for a number of meters equal to the Psink's Willpower attribute. If the Psink concentrates, he may increase the range of this effect by making a Willpower test. The player may decide how hard his character is concentrating by choosing the Difficulty Level of the test. If the test is successful, the normal range of the Psink's effects may be multiplied by the Df chosen for the test. If a psychic or the psychic's target lies within the range of multiple Psinks, the effects are cumulative!

PSYCHIC VOID: Often referred to just as Voids, Psychic Voids make up the small percentage of human beings that possess absolutely no psychic potential and are completely incapable of extra-sensory perception. These individuals are often loners who have difficulty relating to other humans on any level. Voids cannot use ESP or develop advanced psychic disciplines, and are unable to perceive the more subtle supernatural phenomena, particularly Telepathic Illusions.

Psychics find it difficult to "read" or effect Voids with psychic abilities such as Read Aura, Telepathy or Empathy. Whenever a psychic attempts to target a Void with any psychic ability or ESP, the corresponding Rhine test is reduced by one. Therefore a Lesser Empath attempting to "read" a Void would make an R1 test rather than the usual R2. By the same note, R1 tests become impossible when targeting a Void (R0) and normally automatic successes become R4.

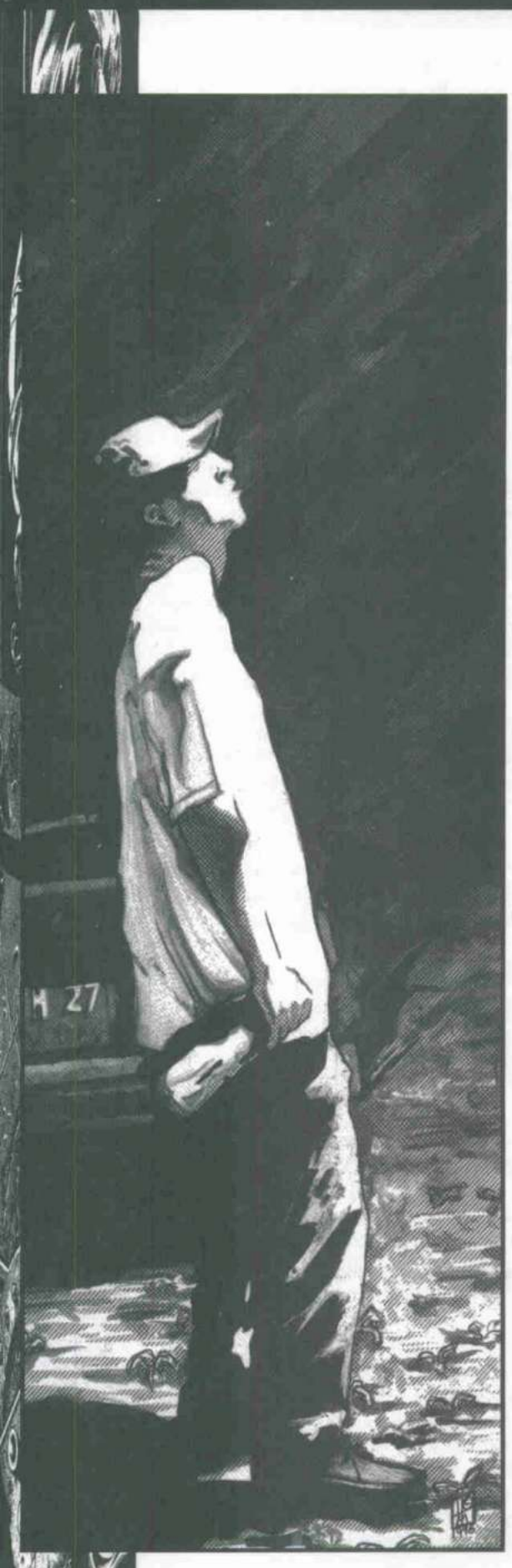
QUICK DRAW: The character has a gift for the fine art of the Quick Draw, which allows him to draw and use any small weapon in the same combat round without incurring the usual +1 Difficulty Level penalty. The weapon the character is drawing must be no larger than a machine pistol (knife, hold-out pistol, derringer, autopistols, revolvers, machine pistol, sawed-off shotgun and the like).

SENSITIVE: This trait represents the supernatural parallel to Strong ESP; the agent has an exceptional level of awareness for the supernatural. Any time the character is near a Focus or Seepage pool and concentrates, she will generate one extra SP, or receive a bonus of +1t to all task rolls of any kind. Note that, if the character doesn't have the Supernatural Focus trait, the extra seepage point is basically useless to her, but could be used by other characters. The Game Master should decide if there are other effects. Sensitives may get flashes of paranormal insight, or sudden gut instincts about people and paranormal events.

STRONG ESP: For each of the ESP abilities (Hunch, Sixth Sense, Read Aura, and Second Sight), the player may buy up to four points (total cost 20CP per ability) of Strong ESP. Each point allows the player to draw another Zener card if she fails when using that ESP ability. When a player uses a Strong ESP point, the Zener cards are not replaced or redrawn; the player gets another try with full knowledge of the card that has already been drawn. As long as a character has Strong ESP points, any successful use of that ability does not count toward the usual limit of one successful use of any particular ability per mission. All Strong ESP points for all abilities are replenished at the beginning of each mission. Characters with the Psychic Burnout, Psychic Sink, or Psychic Void traits may not have Strong ESP.



Jim (normal ESP) and Shirley (Strong Sixth Sense 2) are creeping into an abandoned warehouse when a hidden Black Book agent fires a machine gun burst at them. The burst does a great deal of damage so they both decide to try to use their Sixth Sense to warn them beforehand. The GM shuffles the Zener cards and Jim predicts the top card will be the Star. The GM flips the card and reveals the Wave, no good, Jim will be caught by the burst of autofire. Now it is Shirley's turn and the GM again shuffles the cards. Shirley concentrates and predicts the Square. The GM flips the top card and reveals the Wave again. Normally that would be it, but Shirley decides (wisely) to use one of her Strong Sixth Sense points to draw again. The GM flips the second card and reveals the Square! Shirley tackles Jim, throwing them both behind cover as the hail of bullets pass harmlessly overhead. Since Shirley only needed to spend one Strong ESP Point, she still has one left. This means that her Sixth Sense will still be available later in the mission should she need it.



SUPERNATURAL FOCUS: Some people possess a strange and rare link to the supernatural world. These individuals somehow focus the energy of psychic Seepage into the immediate area, greatly increasing the likelihood and power of supernatural manifestations. The life of a Supernatural Focus is likely to be filled with bizarre occurrences and weird phenomena. It is quite possible that the Focus has seen a ghost at some point, and may have been witness to some of the stranger aspects of the supernatural, such as fish falls or a perspective-warping vortex. Many Foci turn to the study of religion or the occult to explain the mysterious events that surround them.

A Supernatural Focus increases the ambient level of psychic Seepage in his immediate area, adding power to supernatural creatures and occult rituals. Sometimes the presence of the Focus will be enough to invoke a supernatural manifestation in and of itself. Such "random" manifestations may work to the Focus' advantage or may be dangerous, even lethal. Characters with the Psychic Void, Psychic Sink, Psychic Burnout or Psychic traits may not be Supernatural Foci.

TIME AND DIRECTION SENSE: Like some animals, the character has a keen sense of time and distance. She is aware of the exact time of day or night at all times, as well as the date. The character will always know the direction and approximate distance to anywhere she has been before. This does not mean she necessarily will know where she is, but she will know how far and what direction she has traveled, and how to get back to someplace familiar. If a character with direction sense awakens in a dark room after being knocked unconscious, she will know exactly how long she was out as well as how far and in what direction she was taken. It will not tell her exactly where she is. For example, her talent may tell her that she was unconscious for three hours and is now a hundred miles north of where she was and 300 feet underground, but not that she is now in the sub-basement of a tenement on Davis Street in Peoria.

BACKGROUND AND RESOURCES TRAIT DESCRIPTIONS

ABDUCTEE: There are only a very few of these people in the world, and even fewer work for Aegis. At some point in the character's past, she was abducted by aliens. The exact details of the event are up to the player and Game Master, but there are a few automatic effects. Whichever group abducted the character is assumed to know all about the character's life history, and may still be watching her. More importantly, the character receives a free level two skill in UFOlogy, and may automatically treat it, and both the Parapsychology and Occult skills as professional skills. Lastly, any attempts to receive resources from Aegis will have a -1Df modifier, and the character gains the UFO Group Connection trait.

ACADEMIC OUTCAST: You once tried to pursue a career in traditional academia, but your interest in bizarre lines of research made you a pariah among your peers. It is now impossible for you to gain respect in traditional academic circles. This makes research more difficult, adding a -2t penalty for all Research/research project tests. Can only be taken by whose profession holds the Science and Research Influence Icon.

CAN'T SWIM: The character has never had the opportunity or desire to learn how to swim. In water, he can only flail around and scream for a few rounds before sinking.

COMBAT EXPERIENCE: Someone with combat experience is no stranger to violence, gunfire and explosions. Such hardened individuals do not need to make a Willpower test when exposed to automatic weapon fire or explosions. Combat experienced characters gain -1Df to non-paranormal Fear tests.

Background and Resources Trait List

Trait	Value	Cost
Abductee	- - -	25CP
Academic Outcast	10CP	- - -
Can't Swim	5CP	- - -
Combat Experience	- - -	10CP
Connection	- - -	see list
Conspiracy Buff	- - -	15CP
Criminal Connection	- - -	8/13CP
Criminal Contact	- - -	9CP
Dead	- - -	10CP
Disgraced	10CP	- - -
Double Agent	20CP	- - -
Favor	- - -	3CP
Guardian Angel	- - -	20CP
Hacker Contact	- - -	10CP
Hacker Contact: Expert	- - -	20CP
Haunted	20CP	- - -
Highly Educated	- - -	15CP
Hobby	- - -	3/5/8CP
Intelligence Contact	- - -	8CP
Loved One	15CP	- - -
Media Connection	- - -	5/10/15CP
Media Contact	- - -	5/10CP
Media Leak	- - -	5CP
Military Contact	- - -	10CP
New Identity	- - -	15CP
New Member	10CP	- - -
No Records	10CP	- - -
Notoriety	15CP	- - -
Patsy	30CP	- - -
Police Connection	- - -	15/20/25CP
Police Contact	- - -	7/9CP
Poor Agency	3*Influence	- - -
Pulling Strings	- - -	see list
Puppet	- - -	15CP
Science/Research Contact	- - -	8CP
Secret	10CP	- - -
Secret: Dark	15CP	- - -
Severed Ties	20CP	- - -
Shadow	- - -	45CP
Traitor	30CP	- - -
UFO Group Connection	- - -	8CP
Unbreakable Ties	- - -	15CP
Veteran	- - -	10CP
Wanted by the law: Federal	20CP	- - -
Wanted by the law: Multiple States	15CP	- - -
Wanted by the law: State	10CP	- - -
Watched	15CP	- - -
Wealthy Department	- - -	3*Influence





CONNECTION: The character knows someone in another organization that he can count on for help, and who can count on him for help. This allows the character to extend his influence to his connection's organization for any reason as if it were his own (no penalty). Having a connection within the character's own agency or organization grants -1Df to Influence tests within the organization. When the connection is taken, the player must choose the connection's organization from the list provided below. A connection does not grant the Influence Icon (see Contact trait), just the pulling strings of the chosen organization. The cost varies per connection and some are not available. An agent with this trait may not take a matching Traitor trait. If this trait is used in combination with Severed Ties, the connection cost 10CPs more and does not grant the -1Df bonus.

CONNECTION TRAIT LIST

Connection	Cost
Aegis	NA
Air Force (no Intense Training)	9
Army (no Intense Training)	9
ATF	11
CAPS	10
CIA	20
Customs	15
DIA	20
DEA	14
DOD	22
DOE/EOR	21
DOJ	10
DTIC	17
FBI	14
Groom Lake	20
HHS/CDC	27
INS	14
MKULTRA	11
NASA	23
Navy (no Intense Training)	9
NSA	NA
Project Moondust	13
Project Rasputin	12
Prison (no Network Of Colleagues)	7
Royal Cryptozoology Society (Cryptozoology)	18
Titanidae (Cryptozoology)	18
Treasury	19
USMS (no Police Contacts or WITSEC)	11
USSS	NA

CONSPIRACY BUFF: There are agents who, due to good connections or extreme paranoia, always seem to know a little bit more than anyone else. This trait enables an agent to check his sources for information on any given topic. The Game Master will roll a Luck test for the agent, adding half (round up) his Intelligence attribute to his Good Luck (Good Luck of 4 and Int of 3 = effective Good Luck of 6). On a Good Luck roll, the agent discovers some helpful tidbit of information. On a Bad Luck roll, the agent is either horribly misled, or someone comes looking for the "leak".

CRIMINAL CONNECTION: Connections with organized crime can be as dangerous as they are helpful. Such connections can provide the character with fast access to illegal or hard-to-get equipment and weapons, but she runs the risk of getting caught up in conflicts between rival syndicates and the police. Some examples of the help such a connection could give and the Difficulty Level of the corresponding Influence test are given below.

Chop shops: Give them a day, and just about any vehicle, commercial or private, can be acquired and modified to taste. Cabs, ambulances, delivery vehicles, armored cars, even police cruisers. A +1Df penalty is applied for each additional request within the same month. (Df3)

Muscle: If the character needs a little back up, a quick phone call can bring a carload of thugs itching for a fight. Don't expect subtlety. (Df3)

Safehouse: If the character or her Cell needs a safe place to lie low for a while, the criminal connection can definitely produce. All the modern conveniences and guaranteed safety from the authorities. (Df4)

Untraceable weapons: The character can be provided with nearly any small arm, guaranteed untraceable, within hours. A +1Df penalty is applied for each additional request within the same month. (Df2)

When picking Criminal Connection, a character must specify whether the crime group reaches throughout a small city (10CPs), or a large city (15CPs). Additional cities may be purchased for 1CP per city. If the above listed pulling strings are purchased separately through the Pulling Strings trait detailed later in this chapter, the scope of the criminal organization is considered one large city (which must be picked).

CRIMINAL CONTACT: The character knows a "snitch" who can get him information on shady dealings. The contact can tell him where to find specific criminals, crime scenes and info on criminal operations, details of security systems in most prominent buildings, and entrance to criminal establishments. Of course, the snitch is always a good source for the general "word on the street". The character also gains access to the Criminal Influence icon for purposes of spending Resource Points during Cell creation and Downtime.

When picking Criminal Contact, the informant's knowledge reaches throughout a small or large city (player designates area). Knowledge about additional cities may be purchased for 1CP per city.

DEAD: The character's death was faked at some point either to recruit him into a secret project without raising the suspicion of his former employer, or to protect him from hostile forces hunting him, or for some other reason. In any case, any records from the character's life before he "died" are now gone and background checks will not reveal any of the character's post-mortem activities. The character may have "died" before or after picking a Credential or profession. If after, Severed Ties with the former profession must also be taken. If the character now has a New Identity, a fingerprint or similar search will find the "dead" identity as well as the new one, on a Bad Luck roll. A "dead" character currently employed with a legitimate government background (a Department or assorted agency other than Aegis) must also take New Identity.

DISGRACED: Standing can be everything in an agency, and the character has made an unforgivable mistake that has ruined his standing. Being responsible for the death of a colleague, abandoning a partner in the field, or even having a history of failure on missions are sample reasons. Whenever the character attempts to pull strings in his Credential, a -2t penalty is applied. Further, those who know about the agent will react poorly when they meet.

DOUBLE AGENT: The agent is actually working for a separate organization as a spy, and is someday going to return to her original agency. The agent will be required to make contact with the parent group at the whim of the Game Master, and will need to ensure that her usefulness remains. Otherwise, she will likely be recalled to his parent group, or maybe even eliminated. The Game Master will need to determine the reasons for the spying. Further, the Game Master will have to decide the effects of discovery. Foreign intelligence agencies, criminal syndicates, Asian corporate families or outside conspiracies are sample infiltrators.

FAVOR: Someone in another organization owes the character a favor. The individual may not care much for the character but feels bound to honor her request, once. This allows her to extend her influence to his organization for any purpose, one time. If she plays her cards right and returns the favor, he might be willing to help her again.

GUARDIAN ANGEL: A benevolent supernatural spirit has attached itself to the character and is acting as the character's protector. The reason for such an "attachment" varies. The spirit could be that of a close relative who vowed to care for the character, or the spirit could be the result of a spell or ritual. The character need not even be aware of the reason for the spirit's strange affinity, or even of the existence of the spirit.

Regardless of the cause, the spirit will attempt to help the character in situations that threaten the character's life. When such a situation occurs (the spirit will not manifest for insignificant dangers), the player may roll 1D to determine whether the spirit can (or will) attempt to help. If the result is equal to or less than the ambient Seepage level of the area, the spirit may manifest itself briefly to aid the character. The player may use the spirit's powers of Telepathic Illusion or Telekinesis for one round (five seconds) to help the character. One caveat, however -- the forces of the supernatural are unpredictable, and if the result of the die is a six, the spirit turns hostile for a moment. The GM may then use the spirit's power of Telepathic Illusion or Telekinesis to harm, rather than help, the character. In these cases, the spirit will most likely act indirectly, by drawing attention to the character.

HACKER CONTACT/HACKER CONTACT: EXPERT: You have a friend or associate who has a knack of hacking into anything and everything associated with computers and online. With a Normal Influence check, you can get him to try to hack into an another computer system for you. If the target computer system is more secure than a National Online Service (Df4 or 5), a Hard Influence check is required. The standard hacker has Computer Use and Programming 3; the Expert has Computer Use and Programming 4.

HAUNTED: This is the evil counterpart of Guardian Angel -- a malevolent spirit has attached itself to a character for the purpose of driving him mad. The purpose of a haunting spirit is seldom the death of the victim, perhaps because, like a parasite, the fiendish specter would perish along with its host. The possible causes of a haunting are as varied as those of the benevolent Guardian Angel -- a curse, spell, ritual, or perhaps the character killed a particularly evil Supernatural Focus, or strong-willed Incarnate.



Whatever the source, the Haunt manifests in much the same way as the Guardian Angel. During any particularly dangerous or critical moment the character faces, the GM may roll a die to determine whether or not the spirit will seize the opportunity to act. As with its more kindly kin, if the result is less than or equal to the ambient Seepage level of the area, the spirit can and will manifest, but to the character's detriment. A Haunt has the same powers of Telepathic Illusion and Telekinesis at its disposal. The Haunt is also subject to the same mysterious and momentary change of heart as the Guardian Angel, if the result of the die roll is six. Perhaps it considers the threat to its host too great, in which case the player may use the spirit's powers to his or her advantage.

HIGHLY EDUCATED: With a background of excellent training and schools, this agent has completed an extremely rigid formal education. The agent may learn an additional 25CPs of skills in either Diplomacy, Computer Program, Computer Use, Cryptology, Engineering, Fine Arts, Forensics, Humanities, Language, Medical, Occult, Parapsychology, Research, Science, and Teaching (or any combination of these) for free. Also, the character may treat all of these skills as her professional skills. Due to her specialization, however, the character may only buy one of her professional skills not on the previous list to level three or higher, and treats all other skills as non-professional skills. All academics will react very well to her, but more physically oriented characters may treat her as an "egghead" (-1t to Diplomacy or any other social tests rolls with non-academics).



The Groom Lake Scientist/Technician profession normally has the following professional skills: Computer Programming, Computer Use, Cryptology, Drive, Engineering, First Aid, Forensics, Humanities, Medical, Photography, Repair/Build, Research, Science, Teaching, UFOlogy, Video. If this character takes the Highly Educated trait, she loses all but one of Drive, First Aid, Photography, Repair/Build, UFOlogy and Video as professional skills. She gains 25CPs of certain skills for free, and has difficulty dealing with the more brawny types.

HOBBY: The character has a hobby of some kind, which gives her a skill not otherwise listed at level 3 (Cost: 3). This can not be any work-oriented skill. Flyfishing would be acceptable, but not Microbiology. For extra CP cost, the character may have a level 4 (5CPs) or 5 (8CPs). Level 5 hobby skills are often skills that can generate the character a certain amount of fame, such as a chess grandmaster. The Game Master may use hobby skills as he sees fit, some examples are fishing, pool, darts, crossword puzzles, sewing, and so on.

INTELLIGENCE CONTACT: The character knows someone in an intelligence organization that can get her information. The player should choose one Credential with a profession that carries the intelligence Influence Icon. The character may extend her influence to the Credential for information and procurement purposes only. She gains access to the profession's Influence Icon for the purpose of spending Resource Points during Cell creation and Downtime.

LOVED ONE: There is someone in the character's personal life that means a great deal to her, and the character spends a good deal of time worrying about his welfare. The Game Master should be very careful not to allow this trait to devolve into "kidnap threat of the week", but should keep the loved one in mind through role-play, and interaction with the agent. Note that nothing prohibits the loved one from having his own skills and problems, either. The loved one cannot be the double provided in the Body Double trait.

MEDIA CONNECTION: The character has well-placed connections in the Media. The exact nature of the connection is up to the player. The player must choose a particular newspaper, magazine or television network for the connection, which will determine the nature of the help that is available. Some examples of the help such a connection could give and the Difficulty Level of the corresponding Influence test are given below.

Equipment: The connection may provide the character with news vans, video cameras, or even the "eye in the sky" news helicopters for short-term "assignments". If the equipment is destroyed or damaged, further requests are one Df higher for the next six months (Df3)

Press Pass: The character is provided with one official press pass allowing her to pose as a reporter or attend "invite only" functions. A +1Df penalty is applied for each additional request within the same month. (Df1)

Release False Stories: With enough influence, the character could convince the media agency to jeopardize its own credibility by releasing false news stories and reports to cover up the character's activities or to provide disinformation. (Df5)

When picking Media Connection, a character must specify whether the media group reaches throughout a small city (5CPs), a large city (10CPs), or nationally (15CPs). Additional cities may be purchased for 1CP per city. If the above listed pulling strings are purchased separately through the Pulling Strings trait detailed later in this chapter, the scope of the media organization is considered national.

MEDIA CONTACT: A contact within the media industry can provide a character with valuable information, as most media agencies have large intelligence networks of their own. Such a contact can provide unreleased information on stories in progress, tips that the organization receives, the names of sources, info on particular stories that get canceled from "high up", and media blackouts that are imposed by the government. Of course, the contact can also provide access to the agency's extensive archives. Through the contact, the Aegis agent gains access to Media Influence icon for purposes of spending Resource Points during Cell creation and Downtime.

When picking Media Contact, a character must specify whether the media agencies is active in a small city or large city (5CPs), or nationally (10CPs). Additional contacts may be purchased for 1CP per city.

MEDIA LEAK: The character knows a reporter for a newspaper, magazine, or TV news show that has less than the highest scruples. By giving the leak information anonymously and "off the record", the character can be assured it makes it into the news by the next issue. This is an ideal method for distributing disinformation. The player must choose which national news agency the leak is associated with when Media Leak is chosen.

MILITARY CONTACT: The character knows someone in a military organization that can get her information. The player should choose one Credential with a profession holding the military Influence Icon. The character may extend her influence to the organization for information and procurement purposes only. She gains access to the other profession's Influence Icon for the purpose of spending Resource Points during Cell creation and Downtime.

NEW IDENTITY: The character, or the character's allies, have gone through the considerable effort of creating a separate set of records for a new identity, complete in every detail. The character has most often maintained his normal identity and records, but has a complete and virtually perfect set of false records he can use as well. This is a great boon to the undercover or covert work the character performs, as the alternate identity will hold up under nearly any background check. The faked documents are usually detected only when a fingerprint or physical description check brings up the character's true identity records (a Bad Luck roll).

NEW MEMBER: The character is a brand new, unproven member of the parent group. The agent may not start with greater than level 1 Influence, and will receive a -1t penalty to all attempts to use Influence in the agency. After each mission that the character successfully completes, he may attempt to raise his Influence during Downtime. Once the character has reached Influence 3, this disadvantage disappears.

NO RECORDS: The character has managed to have all records of her life destroyed. Any background search, regardless how thorough, will turn up nothing. This is most often done for members of covert black operations teams to provide full deniability of the individual's actions. The CIA, DEA, NSA, Project MKULTRA, and Operation Moondust are among the organizations that employ these untraceable agents. A character with No Records may not be employed by overt government agencies such as the CDC, NASA, the Secret Service, or the Federal Marshals, and may not take the Dead, New Identity, Wanted by the Law, or Shadow traits.

Regardless of the reason for the erasure, a character with No Records will have no identification, passport, social security number, credit cards, driver's license or any other official records. If the character needs these or any other such record, he will have to find forged documents or some other way around the problem.

NOTORIETY: The character has attained some degree of fame within a certain group of people. This publicity is most definitely unwanted, even if its cause reflects favorably on the character. Whether it is for good or ill, being easily recognized is not an ideal situation for someone who is operating in a covert conspiracy. The player should detail the situation that brought the character this fame, and the type of people who are likely to recognize him. If the character is a Secret Service agent, she might be known among law enforcement or government officials for thwarting an attempt on the President's life. If she is an Occultist, she may be recognized by watchers of a particular pseudo-news television program due to a flashy expose on the occult. The GM of course must approve the player's choice. If the character comes in contact with someone who may recognize her, the GM should make a Variable Perception test at –1t to see if the non-player character recognizes the operative.





PATSY: Either due to unbreakable promises, a desire to repay an extreme favor, blackmail or some other means, the agent has become someone else's lackey. Each mission, the Game Master may, in the roll of the master figure, make any kind of demand on the character, even asking for an outright betrayal of the agent's friends and Cellmates. The operative must make a Variable Willpower test to avoid doing what is requested. Requests that are blatantly self-destructive, or that would result in very negative after-effects for the agent or his Cellmates grant a +2t bonus to the Variable Willpower test. Should the Game Master ever decide that the master's hold has been broken, the results will be highly dependent on the exact nature of hold. Blackmail will have great negative effects, while a former lover's hold on the character might not be too dangerous.

POLICE CONNECTION: A well-placed law enforcement connection can prove invaluable to operations or investigations. Access to police crime labs and evidence lockers can free a team from needing to send samples back to the Cell's lab (if they have one) and a powerful connection can ensure that the Cell can pursue its investigations without being harassed by the police. Some examples of the help such a connection could give and the Difficulty Level of the corresponding Influence test are given below.

Access to crime labs/evidence lockers: Police crime labs will usually not support more than a few researchers (less than six) but are well-furnished with equipment, particularly in the fields of pathology, ballistics, chemistry and toxicology. The evidence lockers store all evidence taken from crime scenes and suspected criminals. If the police have managed to take a piece of damning evidence first, this is the place to find it. (Df3)

Backup: The police are already on patrol all over the city, so one phone call can bring them running. The character's connection can assure that at least two squad cars arrive within 1D + 10 minutes. A +1Df penalty is applied for each additional request within the same month. (Df1)

Close investigation: If enough influence can be brought to bear, the character can have an entire investigation closed prematurely. This can help cover up the activities of the Cell and make sure they are allowed to complete their operation in peace. (Df4)

Safehouse: The safehouses used for important witnesses awaiting their turn to testify can be ideal for a Cell looking for a place to hide from prying eyes. (Df2) Protection for the house by the city's finest is even available. (Df3)

Vehicles and uniforms: Characters with particularly highly-placed connections can find themselves police for a day. There is virtually no better cover for an urban operation than that of the boys and girls in blue. Characters should be very careful not to be revealed as impostors, or they may find their connection serving time and be the subject of unwanted scrutiny. (Df5)

Vehicle check: Access to DMV databases can reveal vehicle and owner information, as well as outstanding warrants and traffic tickets. (Df3)

When picking Police Connection, a character must specify whether the police group reaches throughout a small city (14CPs), a large city (19CPs), or a state (22CPs). Additional cities may be purchased for 1CP per city; additional states may be purchased for 2CP per state. If the above listed pulling strings are purchased separately through the Pulling Strings trait detailed later in this chapter, the scope of the police organization is considered state-wide (must be specified).

POLICE CONTACT: An officer of a municipal police department is willing to provide the character with extensive information on the investigations and operations of the local police department. The contact can get the character access to the police computer system and records archive, information on current investigations in progress and ongoing surveillance information. The character can even get into closed crime scenes. He also gains access to the Police Influence icon for purposes of spending Resource Points during Cell creation and Downtime.

When picking Police Contact, a character must specify whether the jurisdiction of the police force reaches throughout a small city or a large city (7CPs), or an entire state (9CPs). Contacts in additional cities may be purchased for 1CP per city, and in additional states may be purchased for 2CP per state.

POOR AGENCY: The character's agency's resources are strained, and it is difficult to come up with the money that the character may need for funding. All funding tests are performed at one less level of Influence, and the agent can only attempt one funding test in any given mission.

PULLING STRINGS: An agent knowing the right person in the right spot can extend his influence outside his parent agency. Either through the use of a relative, a friend, a lover, or even blackmail, the agent can use a pulling string from another agency as if it were his own. The cost varies per pulling string and some are not available (see the Pulling String List on the next page).

PULLING STRINGS TRAIT LIST

Pulling String	Cost
Access Abroad (CIA)	6
Access to "Blanket" Wiretaps (NSA)	NA
Access to Crime Labs or Evidence Lockers (Police)	5
Access to DEA Training Facility (DEA)	6
Access to FBI Training Facility (FBI)	6
Access to Military Areas (DIA)	8
Access to New Technologies (DOE/EOR)	5
Access to Scientists (DOE/EOR)	5
Access to Spy Satellite Data and Images (CIA)	8
Agency Control (Treasury)	10
Alien Technology (Groom Lake)	9
Alien Technology (Moondust)	9
Alien Tidbits (UFO Group)	4
Asset Forfeiture (Customs)	6
Asset Forfeiture (DEA)	6
Asset Forfeiture (USMS)	6
Attorney (DOJ)	6
Aurora Aircraft (Groom Lake)	10
Backup (Police)	6
Base Clearance (DOD)	7
Believers (UFO Group)	6
Blue Fly Transport (Moondust)	8
CDC Labs (HHS/CDC)	6
CEASEFIRE (ATF)	4
Cheaper Military Aircraft (Air Force)	7
Cheaper Military Vehicles (Army)	7
Cheaper Military Watercraft (Navy)	7
Chop Shops (Criminal)	6
Classified and Complete Databases (DTIC)	5
Closing Investigations (DIA)	10
Close investigation (Police)	5
"Codebreaker" Supercomputer (NSA)	NA
Computer Security Database (NSA)	NA
Corruption Treatment (CAPS)	7
Criminal Resources (Prison)	7
Crowd Control (UFO Group)	4
Dangerous Virus (HHS/CDC)	9
Dangerous Toxins (HHS/CDC)	9
DARPA Labs (DOD)	5
Detaining Suspects (ATF)	6
DNA Database (FBI)	6
Documents Lab (Treasury)	6
DTIC Lab Analysis (DTIC)	8
Easier Funding Tests (DOD)	6
Energy Blackouts (DOE/EOR)	7
Equipment (Media)	4
Expedited Research (DOE/EOR)	7
FBI Forensic Laboratory Analysis (FBI)	8
Finger Printing (DOJ)	4
Immediate Access (Aegis)	NA
Increased Resources (Aegis)	NA
Intense Training (Air Force)	NA
Intense Training (Army)	NA
Intense Training (Navy)	NA
Lab Access (Customs)	5

Pulling String	Cost
Lab Access (FBI)	5
Lab Analysis (Customs)	5
Lab/Workshop Access (CIA)	5
Lab/Workshop Access (DOE/EOR)	5
Lab/Workshop Access (Groom Lake)	5
Lab/Workshop Access (Moondust)	5
Laundered Funds (Treasury)	9
Legal Resources (USMS)	9
Library (CAPS)	5
Litigation Pressure (DOJ)	6
Map Library (DOD)	3
Maps (CIA)	5
Medical Advantage (HHS/CDC)	6
MHIC-EDOM Device (MKULTRA)	7
Military Training Facilities (DOD)	6
Military SATCOM Spy Satellites (DIA)	8
Military Satellite Data (DOD)	7
Mind Control Drugs (MKULTRA)	6
Mission Access (NASA)	7
Mobility Over World (Air Force)	6
Mobility Over World (Army)	6
Mobility Over World (Navy)	6
More Equipment (CIA)	6
Muscle (Criminal)	5
Network of Colleagues (Prison)	NA
No Questions Asked (DEA)	8
No Questions Asked (NSA)	NA
Official Agendas (USSS)	NA
Orbital Psychotrons (NASA)	8
Police Cooperation (INS)	7
Police Contacts (USMS)	NA
Population Database (INS)	6
Press Pass (Media)	4
Psi-Drugs (MKULTRA)	4
Psychotrons (Rasputin)	8
Quarantine (HHS/CDC)	7
Release False Stories (Media)	6
Research Lab Analysis (Groom Lake)	7
Safehouse (Criminal)	4
Safehouse (Police)	5
Satellite Alexis (Rasputin)	8
Satellite Data (NASA)	8
Scientific and Technical Access (DTIC)	10
Search and Seizure (ATF)	7
Secret SDI Gun Stars (NASA)	8
Sending Presidential Orders (USSS)	NA
Smuggling (INS)	7
Smuggling (Customs)	7
Species Identification (DOE/EOR)	4
Translators (CAPS)	4
Unrestricted Access (USSS)	NA
Untraceable Weapons (Criminal)	5
Vehicles and Uniforms (Police)	6
Vehicle Check (Police)	5
WITSEC (USMS)	NA



PUPPET: A puppet is someone that the character can call on for information and aid. This person is generally not very powerful, but can personally aid the character. This person knows nothing of Aegis or of the truth about the conspiracies, but may suspect that not everything about the character is on the up and up. The puppet may be a government agent, or a member of a private research organization. Whatever the case, the puppet usually follows the character's instructions either because he believes he is doing the "right" thing or he hopes to be clued in onto what is actually going on. Some puppets, though, are just in it for the money or the adventure. A puppet is usually reliable, and is useful for situations where the Cell has need of someone who is not associated with Aegis, or when the Cell needs to be distanced from some action to avoid detection or blame. Still, puppets should not be endangered unnecessarily, as he can be a valuable asset and may prove worthy of recruitment into the character's Cell. Puppets are also excellent candidates to begin a new Cell if the characters feel that is necessary.

When a player takes a puppet, she should give the GM a description of the type of person the puppet is. The GM will then create a normal (100 CP) character for the puppet and play him as necessary as a non-player character.

SECRET: The agent has something to hide, something which would have negative effects on the remainder of her life if the secret were to come out. While all agents are trying to hide their membership in Aegis, perhaps this agent is hiding her involvement in order to protect her political career, or is dodging a previous conviction that will come into play if she is found out. Whatever the cause, she will be in trouble if the secret is revealed; the exact results should be decided by the Game Master, but should be painful.

SECRET: DARK: A dark secret is much worse. The consequences for revelation of this kind of secret are final, and inescapable. The agent is hiding from a murder conviction, or is an asylum escapee. Whatever the cause, if the agent's secrets are made public, the character is removed from play (goes to jail, dies, etc.). This fate may be avoided only through substantial role-play or influence brokering. No doubt such plot developments will occupy an entire game session or even a number of sessions.

SEVERED TIES: The character is no longer an active member of any government organization other than Aegis. She may only exert her influence through connections, contacts and favors. This only applies to characters who were once part of a non-Aegis governmental Department or agency.

SCIENCE/RESEARCH CONTACT: The character knows someone in a science/research organization that can get her information. The player should choose one Credential with a profession holding the science/research Influence Icon. The character may extend her influence to the organization for information and procurement purposes only. She gains access to the profession's Influence Icon for the purpose of spending Resource Points during Cell creation and Downtime.

SHADOW: A step beyond the No Records trait, this trait represents those people who literally do not exist as far as the world is concerned. Having been in the shadows for so long, the agent seems distant and cold, and frequently has difficulty making friends or associating with anyone who is not also a nonperson. This trait encompasses the effects of the traits No Records, Veteran, Unbreakable Ties, and Driven. Any character with this trait cannot buy those traits, or any outside Connections (the agent's Credential couldn't risk it), and cannot come from any legal Federal bureau. The Contract trait may be bought. Also, the agent receives Disguise, Shadow, and Stealth at level two, and the Surveillance training, all without paying any additional points. Finally, the agent is automatically eligible to buy either psychic abilities or Supernatural Focus. No amount of effort will ever find any substantial records on some one with this trait. The agent is effectively beholden to the parent agency, and will never be able to leave its employ, short of death or extreme invalidity. The player and Game Master should confer on the exact true background of the character.

TRAITOR: Like Severed Ties, only worse. In this case, the agent left her last organization under shady circumstances, having failed to fulfill the goals and desires of the agency. As a result, not only is the agent no longer a member, but has also been branded as a traitor. To legal organizations, this will lead to ostracizing and hostile reactions from other members of that group, while illegal or militant groups are probably watching the agent with the intent to harm her. Obviously, the agent no longer may use any of the Departmental or Credential pulling strings abilities from her previous agency.

UFO GROUP CONNECTION: The character is on good terms with someone deeply involved in an UFO/conspiracy-theory group. Watching out for the aliens they believe to be visiting us daily, these UFO/conspiracy enthusiasts would be surprised to know how many of their ideas are accurate. These connections are always considered national in scope. Some examples of the types of aid such a connection could provide and the Difficulty Levels of the corresponding Influence tests are given below.

Alien Tidbits: Among Believers, any alien item is a good item. Through her contacts, the character can gain access to many different items of questionable value, but unmistakably alien manufacture. Alien cooking tools, levitating chunks of hull plate, and other gizmos will all fall under this category. While these items are not directly useful, a clever player should be able to think of some use for the item, and all other Believers will definitely

take the character more seriously. The down side is, most Black Book agents think any alien item is good, too, and will probably zero in on the character once they know she has something. A +1Df penalty is applied for each additional request within the same month. (Df2)

Believers: There are a lot of people who actively believe in the paranormal, extraterrestrial and covert, and who spend a great deal of time researching these matters. UFO/conspiracy enthusiasts have access to quite a bit of these believers and this information. An agent may tap into this network of believers to get information about any paranormal, extraterrestrial or covert event. The response may be anything from a general overview of the commonly accepted facts (Df1), to an inside source about the actual events (Df5), or anything in-between. Add +1Df to any of these tasks for attempts to generate evidence or small, easily smuggled samples. (Df1-5)

Crowd Control: Agents may leak information about a site to the Believers, causing a large crowd to gather around any site in the continental US within 1D days. Operations of any group in the area will be greatly disrupted, and secret groups will frequently be forced to change their operating area, or take action against the Believers. While this action will most likely not be violent, it will still attract unwanted attention to the area, and will disrupt normal activities. The Difficulty Level of this pulling string varies from Df3 for most sites, to Df4 for highly classified or well hidden sites, to Df5 if the site is both well concealed and highly secure. (Df3-5)

UNBREAKABLE TIES: The character has become one of the unexpendables, those persons who, for good or ill, are never really out of their agency. Maybe they know too much, or maybe they have some kind of hold on the leaders of the agency, or maybe they have talents that the agency wants too badly to let them go. The agent cannot ever leave the service of that agency, and, if it needs his service, he must respond. However, the agent does receive a +1t bonus to all attempts to pull strings in that agency. An agent with unbreakable ties cannot take any traits which impose pulling strings penalties or would force him out of his Credential.

VETERAN: Characters who have been part of Aegis for a while often pick up skills and training that would not be available to others in their profession. Aegis veterans may add Small Arms: Pistol, Autofire, Martial Arts, Occult, UFOlogy and Parapsychology to the list of skills that they may begin the game with at professional level or higher. Veteran characters may also add Communication and Surveillance to their professional trainings list. Veterans gain -1Df to all Fear tests.

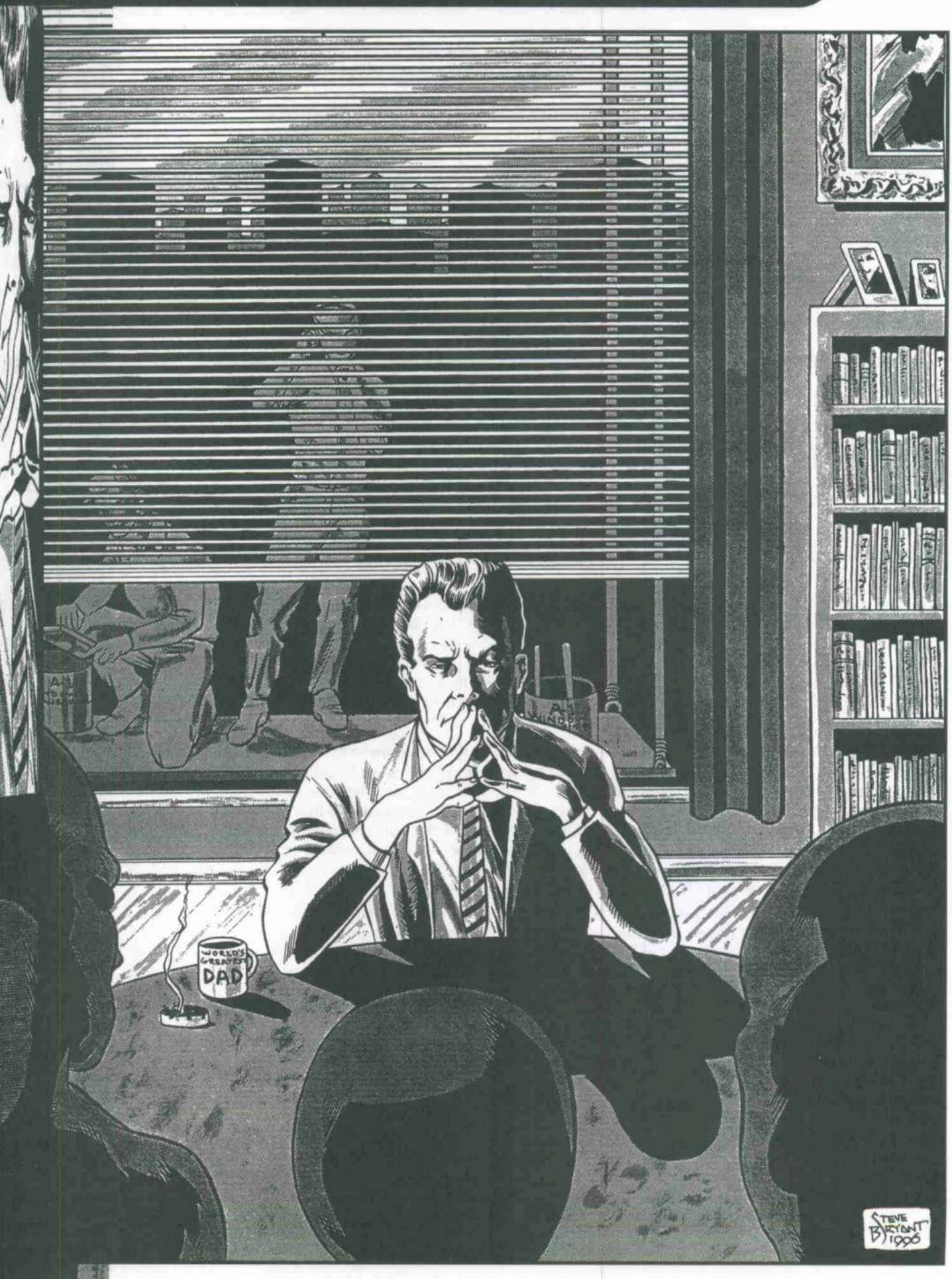
WANTED BY THE LAW: FEDERAL/MULTIPLE STATES/STATE: The character is wanted, perhaps justly, perhaps not, by law enforcement officials in connection with some crime. The player should determine exactly what the crime is, and whether the allegations are true. The character may be wanted by either State or Federal agencies, which determine both its value in CP to the player, and just how often the character is likely to run into trouble. A character wanted by the law may not be currently employed by a legitimate government department (DOD, NASA, DOE, DOJ, HHS, Treasury, or the CIA). If the law enforcement agency has not specifically identified the character, use the Dark Secret trait instead.

WATCHED: The character has attracted the attention of a group that could make things difficult for him and his Cell. The character may not be under active surveillance (people tailing him or bugging his home), but even so the player will have to be extra cautious not to arouse the group's suspicion. There are many organizations that could be watching the character. The exact nature of their suspicion and the methods they use to keep tabs on the character will vary greatly. It is likely that the group is unaware of the truth, particularly about the character's participation in Aegis, in which case it is vitally important that they remain unaware. Some groups, namely the Black Book or groups of extraterrestrials, may be aware of the character's connection with Aegis. These groups are usually just as interested in keeping the truth hidden as the character.

Any "suspicious" activity has a 1 in 6 chance of drawing the organization's attention. What behavior constitutes "suspicious activity" is left largely up to the GM and would depend at least partially on what "normal" activity would be for the character. In most cases, odd or sudden travel, unexplained absences at work, or an unusual frequency or type of visitors, would certainly count as suspicious. At that point, surveillance or investigations will probably be initiated into the character's activities.

WEALTHY DEPARTMENT: The agent doesn't need to worry about money; all funding checks made by the agent are performed as if the agent had an extra level of Influence. The agent can also generate 1RP for her Cell every week that she isn't busy, regardless of what other activities she preforms during Downtime.




WORLD'S GREATEST DAD
STEVE BRYANT 1996

CHAPTER 3
HOSTS



Aegis draws personnel from many organizations and agencies, both inside and outside of the U.S. government. An enterprising player may decide to choose an Aegis character from any walk of life and station. The conspiracy, however, recruits primarily from the most important military, law enforcement, and scientific communities of the federal government. Detailed in this chapter, essentially by Presidential Cabinet Department, are the principal agencies that players may choose when creating their characters.

The major security and law enforcement portions of the U.S. government are listed: Department of Defense, Department of Justice and Department of Treasury. To these have been added independent agencies and isolated divisions of larger Departments from which Aegis recruits. Finally, and perhaps most importantly, the projects central to Aegis Prime and most closely linked to the conspiracy are grouped under the heading Aegis. For purposes of this chapter these organizations will all be called Departments.

Each Department includes an overview of that organization. This introduction includes a short history, a mission statement and an organizational discussion. The Department material also includes a series of pulling strings that allow members to exert influence on the government or private citizens. These Departmental pulling strings are available to anyone who is employed in that department, regardless of the particular Credential or profession they choose. The degree of access to pulling strings that a character enjoys is measured by his Influence attribute. Remember pulling strings Influence tests may not gain Df modifiers by rushing or "taking your time."

Each Department is further divided into component agencies. These are the specific organizations from which Aegis characters are recruited. For example, within the Department of Defense, an agent may be recruited from the Air Force, the Army, the Defense Intelligence Agency, the Defense Technical Information Center, the National Security Agency or the Navy. These listed agencies are called background Credentials, or simply Credentials. Each Credential also includes a series of pulling strings that are available only to agents from that organization, again governed by the character's Influence attribute.

Credentials list one or more professions. These professions describe the Aegis agent's "day job" duties. Each profession has an associated Influence Icon used during Cell creation (see Chapter Four: Anatomy). Also for each profession, a series of skills and trainings are presented that encapsulate the most important capacities of that avocation. A player may choose any skill or training for his or her character during character creation. However, only skills listed under the chosen profession may be taken up to level three (3). All non-listed skills are limited during character generation to level two (2). The trainings listed are those most likely to be possessed by such a professional, and members of that profession will be particularly facile in them (listed trainings have a lower CP cost). Non-listed trainings remain available to the agent, they are simply not within his or her "specialization" (and are more expensive).

The assorted agencies listed at the end of this chapter do not fit into the Departmental structure used elsewhere. They are independent agencies, like the Central Intelligence Agency or the National Aeronautics and Space Administration, which are not part of any cabinet level Department. Alternatively, they are portions of larger cabinet level Departments, but, for one reason or another, Aegis does not significantly recruit from any of the other divisions or bureaus in that Department. The Office of Energy Research within the Energy Department, and the Centers for Disease Control in the Department of Health and Human Services fall into this category.

Careful readers will notice that some of the material presented here has evolved from (and may be slightly inconsistent with) the background or game play presented in the Conspiracy X main rule book (1st and 2nd printings). The rules and details of this chapter take precedence over any conflicting material in the main book or other supplements.



AEGIS



The conspiracy that was to take the name Aegis began in 1947 when the former members of the Watch's Operation Dove gathered with a few others and formed the "master" Cell. Worried and frightened by the events at Roswell, they dedicated themselves to protecting humanity from the depredations of alien visitors, supernatural threats and the machinations of evil conspirators. They would form a secret bulwark standing between innocent citizens and the nightmares hiding in the shadows. The members of the small cabal decided to call themselves Aegis, after Zeus' magic shield in Greek mythology.

For the next couple of years, Aegis Prime reviewed its membership, consolidated its power, weeded out the security leaks that lead to the disaster at Roswell, and installed strict security measures. During this time, it was decided that Aegis needed to grow simply to keep track of alien and conspiratorial activities. A centralized organization was rejected as too cumbersome, inefficient and insecure. Aegis' mission would be used to attract those who believed in protecting humanity, and who were self-motivated and flexible in their operations. As much as possible, the individual Cells would instigate and complete their missions as independent entities. In sum, Aegis Prime decided to implement a traditional a Cell-structured conspiracy. In 1949, Aegis Prime began instituting this plan by creating high-level child Cells in a number of military and intelligence organizations, concentrating on the U.S. Air Force and CIA. The Cells would each be run by a separate member of Aegis Prime, and none would know any details about the others, except that other Cells existed. These Cells would in turn recruit one or more child Cells and a national organization would be created.

In 1952, Aegis Prime responded to the obvious security leak which lead to the creation of the MJ-12 document by constructing a principal base of operations at the Ranch on the Nellis Bombing and Gunnery Range in Nevada. The previous hard copy communication system was dismantled in favor of a more secure electronic one. An enormous computer system and database, HERMES, was established to form the central link in Aegis communications. Since that time, Aegis Prime and its successive generations of child Cells have spread throughout the U.S. government and beyond.

As discussed, Aegis operatives work primarily on their own or in small Cells without strict or substantial direction from "above." Indeed, Aegis is structured so that Cell members know as little as possible about those above them in the organization. By 1954, however, Aegis Prime had established a rudimentary central structure based around its operations at the Ranch. Each Aegis Prime member was given authority to formulate virtual HERMES-based committees devoted to various aspects of Aegis' business. These committees rise, fall and are modified at the whim of the individual members of Aegis Prime. They have been devoted to various subjects including HERMES administration, recruitment and training, research and development, internal security, operation protocols and HERMES data collation and analysis.

At the same time, Aegis Prime began to exert expanded and particularly strong influence on several secretive programs and facilities: the Center for Advanced Phenomenological Studies (CAPS), the Groom Dry Lake Research Facility (the Ranch), Project MKULTRA, Project Moondust, and Project Rasputin. These extremely covert agencies were assigned the most sensitive projects and the most trusted personnel. These are the men and women who form the front line in the war against alien, supernatural and conspiratorial threats. As a result of their work and access, these personnel are closely watched by the Internal Security Section (ISS) and eliminated at the first sign of a security breach. The central operatives know that a conspiracy such as Aegis must occasional sacrifice a limb to save the body, and that the rigors of war allow no other alternative.



Aegis' mission is to investigate and combat the threat posed to mankind by alien and supernatural forces. Operatives are authorized to employ all means necessary to accomplish this goal. Bloodshed is to be minimized for obvious security reasons, and innocents are to be protected whenever such actions do not compromise the security of Aegis agents or the accomplishment of its goals. By no means, however, should Aegis operatives be considered as knights errant, traveling about righting wrongs and rescuing non-combatants in distress. Aegis agents do what must be done to battle a relentless, overwhelming, and nearly incomprehensible enemy. People die in war, and if a non-combatant must be sacrificed to save a soldier, so be it. There are times when operatives must place themselves in danger, but no soldier should be endangered unless absolutely necessary. Talented and experienced Aegis personnel are precious and difficult to replace.

Departmental Pulling Strings

Increased Resources: The following Credentials form the heart of the Aegis network. They are closest to Aegis Prime and enjoy a privileged and sensitive role in the war against the aliens and the supernatural. When agents in these Credentials requisition equipment or staff for use in their Cells, a great deal of pressure may be brought to bear to satisfy those requests. As a result, characters who chose Aegis professions gain seven (7) Resource Points per Influence attribute rating, instead of the usual five (5). These Resource Points are gained only during Cell creation and have no other impact on the game.

Immediate Access: Again, due to the relative importance of the Credentials listed below to the Aegis war effort, characters with Aegis professions gain a +2t to all Influence tests when attempting to pull strings within their Credential, or from their Connection and Pulling Strings traits.



CENTER FOR ADVANCED PHENOMENOLOGICAL STUDIES (CAPS)

With the close of World War II, and the events at Roswell, the remnants of the Watch that made up Aegis shifted focus to alien activity and research. For many years, occultism and supernatural research were treated as distinctly second-class topics. With the exception of one member of Aegis Prime, interest in the supernatural was almost entirely absent.

In the mid-1960s, however, a series of events occurred which forced Aegis Prime to reassess its priorities. Starting in 1966, a number of Aegis Cells began being slaughtered or disappearing. Those agents that were found appeared to have been torn apart by wild animals. The destroyed Cells were all tied by extended, remote and normally secure channels to the Cell involved in the Kennedy assassination. At first suspecting the mysterious entity or entities that interfered with the Kennedy assassination, Aegis Prime launched an intensive internal search for a mole. In late 1966, however, the one member of Aegis Prime who retained some interest in the supernatural received a surprise visit at home from a powerful occultist, Peter Henry Westmane. Westmane confronted the Aegis Prime member with a detailed description of Aegis' current situation and problems. As the Aegis Prime member was preparing to signal his bodyguards to shoot this stranger, Westmane indicated that he and his mystic society had been allies of the Watch in the past, and believed it was their duty to come to Aegis' aid.

Whether he was charmed by Westmane's personality, convinced by his reasoning, or simply desperate enough to accept his help, the Aegis Prime member assigned Westmane some mundane combat/espionage specialists and sent him to track down the murderers. So began Aegis' first counter-attack in the Aegis/Montague Club war. By late 1967, Westmane had successful closed the security leak and neutralized the most active and dangerous of the opposition Montague Club cabals.

Aegis Prime was now significantly aware of the power and threat they had been overlooking and quickly moved to address this deficiency. They offered to build and fund a research facility for Westmane on the Nellis Range. This offer had the dual purpose of enabling Aegis Prime to keep close watch on Westmane and his coterie. Although obviously aware of Aegis Prime dual motives, Westmane accepted and founded Aegis' Center for Advanced Phenomenological Studies (CAPS).

Westmane recruited a number of his disciples and most trusted occult associates. A few of these men and women were brought directly into Aegis. The others simply enjoyed the privilege of studying at the Center, and were granted top secret clearances. Over the years, CAPS has become a premier parapsychology and occult research organization, and has catalogued a large number of generally successful rituals. All characters with the CAPS credential have access to ritual magic skills at one CP per level cheaper, and Supernatural Focus trait at 15CPs. CAPS' major area of study has been in the prevention and correction of supernatural corruption, although the task is far from completed.

CAPS Professions

Occult Parapsychologist

Influence provided:

Professional trainings: Awareness

Professional skills: Computer Use, Cryptology, Cryptozoology, Diplomacy, First Aid, Humanities, Hypnosis, Language, Medical, Occult, Parapsychology, Research, Science, Teaching

Occultist

Influence provided:

Professional trainings: Awareness

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

CAPS Pulling Strings

Corruption Treatment: CAPS professions can gain access to a corruption treatment program with a Df4 Influence test. The subject must be brought to a CAPS facility and left there during treatment. Over time, the CAPS parapsychologists and occultists identify and expunge any spirits tied to the subject, and remove successive stages of corruption. Each stage removed requires the subject to endure three months of treatment, and succeed at a Hard Willpower test. Even then, there is a 1 in 6 chance the agent will return to the Seepage's embrace (all stages of corruption return immediately) each time she encounters threatening or extreme supernatural manifestations.

Library: Substantial occult libraries have been gathered and catalogued at the various CAPS facilities, particularly the central one on the Nellis Range. Access to one of the sublibraries grants a CAPS professional a –2t on any Occult research test, including the development of new rituals (adjudicated by the Game Master). Access to the Nellis Range library grants a –3t bonus.

Translators: CAPS maintains a number of specialists in a variety of living, dead, and arcane languages. These personnel may be called upon to translate any text in any language. The time required to translate depends on the Df of the Influence test attempted (Df2 = a month, Df3 = a week, Df4 = three days, Df5 = 24 hours). Particularly long, obscure or important texts may multiple that translation time by a factor determined by the Game Master.







GROOM DRY LAKE RESEARCH FACILITY (THE RANCH)

The Ranch was established as an Aegis base of operations in 1952 on the Nellis Bombing and Gunnery Range in Nevada. What was little more than a backwater air force facility became a top-notch, state-of-the-art complex. Over the years, Aegis has diverted military and other funds into the Ranch to maintain its status as the best operation headquarters technologically possible. A number of different Cells operate at the base, in a variety of different areas. A few of these personnel know about some of the others; many are unaware of any other part of the conspiracy. This increases security and keeps operatives on their toes.

Groom Lake operates like a standard military base and a few of the commanders just do their jobs, and report to their superiors. Soldiers, scientists, technicians and politicians with the proper clearances come and go and have access to the regular operations, and specially staged portions of the base. On the other hand, plenty of room is available at the sprawling complex for isolated laboratories, test facilities, shooting ranges and electronically locked offices. These are where the Aegis operatives perform their duties.

Once in a while, the highly classified activity involving extraterrestrial technology and supernatural research leaks out, and an "outsider" becomes privy to Aegis secrets. These unfortunate witnesses are recruited into the organization, or eliminated as a threat. This does not necessarily mean that they are immediately killed – that would raise the possibility of an investigation and further security compromises. Usually, an unsuitable or unwilling witness is "debriefed" by ISS using MKULTRA techniques and thus remembers little of what she saw. As an added security measure, these personnel remain "listed" with the Internal Security Section. Should it prove necessary, the ISS can act quickly to discredit and ruin them.

The professions listed below focus almost exclusively on the alien threat. Separate sections, facilities and complexes on the sprawling Nellis Range address psychic and supernatural activities. The pilots that test-fly alien aircraft are almost always part of Aegis Cells, as it is very difficult to hide alien technology in a spacecraft. Scientists and researchers at the Ranch become part of Aegis Cells if their work is valuable and sensitive enough. Both serve crucial functions expanding Aegis' knowledge of alien technology and physiology.

Ranch Professions

Scientist/Technician

Influence provided:

Professional trainings: Awareness, Biohazard Control

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

Test Pilot

Influence provided:

Professional trainings: Awareness, Communications, Navigation, Parachutist, Survival, Zero-Gravity Movement

Professional skills: Computer Use, Drive, First Aid, Gunnery, Martial Arts, Pilot, Repair/Build, Small Arms: Pistol, Small Arms: Rifle, UFOlogy

Ranch Pulling Strings

Alien Technology: The Ranch is Aegis' premier center for research and construction of alien technology. As a result, a number of such pieces of equipment may be found in various places throughout the facility at any given time. A request for any particular type of equipment via HERMES requires a successful Df4 Influence test. Delivery time anywhere in North America is 1D hours, elsewhere 2D+5 hours. A visit to the Ranch lowers that test to Df3 and delivery is immediate. Even this, however, does not ensure access. On a roll of 1 or 2 on 1D, the requested equipment is in use or unavailable for some other reason. Any further requests that week will be ignored unless the Cell has a very compelling need and can explain that need adequately. Returning equipment in a damaged or destroyed condition (or not returning equipment) results in the same treatment and repercussions as detailed under the Aurora pulling string, except the Influence loss is only one.

Aurora Aircraft: Aegis Ranch operatives have access to Aegis' six Aurora interceptor aircraft. If the Cell has an available pilot, an Influence Df3 test is required to gain the immediate use of one of the aircraft for a week. Full use of the Aurora capabilities requires a pilot with the Pilot: Aurora skill, the Atlantean Pilot Interface Control System trait, and Strong ESP. Aurora pilots are highly specialized personnel. Their abilities and presence invests immediate credibility to their requests for the vehicle. If the Cell has no such pilot, the Influence test to secure the aircraft is one level higher (Df4), as one of the few Aurora pilots must be brought in on the mission. A HERMES request for a craft is one Df higher. Delivery time anywhere in North America is 1D hours, elsewhere 2D+5 hours. Aegis is understandably very protective of these aircraft and pilots. If the borrowed aircraft is damaged or the pilot harmed, the Cell can expect an immediate visit by Aegis' Internal Security Section (which decreases the requesting character's Influence by one until the matter is resolved). Further, all Credential pulling strings requests while the matter is under investigation suffer a +1Df penalty. If the Aurora is destroyed and/or the pilot killed, the Cell's explanation better be compelling. The ISS investigators will not be gentle and the Cell status in Aegis will be tenuous at best (subtract two from the requesting Cell member's Influence attribute permanently to a minimum of zero).

Lab/Workshop Access: The labs and workshops available to Groom Lake professions are very good. With a successful Df2 Influence test, a Groom Lake profession may gain access to a good Quality Rating laboratory or workshop (+2t to any skill tests performed). A Df3 test will grant time in an excellent Quality Rating lab or workship (-1Df to any skill tests performed).

Research Lab Analysis: The extensive Ranch laboratories and scientists/technicians are always on call to analyze alien technology or other materials. A successful Df1 Influence test gains a skill level 3 Engineering or other Science analysis of a piece of unknown technology, material or substance. The results will be returned in a week. Each increase in the Df of the Influence test halves the testing time (Df2 = 84 hours, Df3 = 42 hours, Df4 = 21 hours, Df5 = 10 hours).





MK ULTRA

PROJECT MKULTRA

At the instigation of one of the members of Aegis Prime, the CIA commenced a secret program entitled Project Bluebird in 1950. The purpose of Project Bluebird was to advance mind control techniques through the use of drugs, hypnotism, electroshock and other questionable therapies. The project was renamed and refocused twice before it was labeled MKULTRA in 1952. During its "official" lifetime, MKULTRA was a broad-based program conducting research and testing into a variety of mind control techniques, toxins and drugs, biological weapons, and other highly dubious enterprises. The CIA's test subjects were more often than not unknowing or unwilling. In 1963, Project MKULTRA was officially terminated.

In reality, the most promising lines of research and development, including all the psychic programs, were redirected, relocated and suborned by Aegis. These research efforts are scattered about the country and not all scientists and subjects are aware of Aegis. A large group of the most sensitive projects are located at a medium-sized complex (housing several secret research teams, only some of which are MKULTRA) several miles away from the Ranch on the Nellis Range. These groups tend to specialize in the analysis of alien artifacts and psychic research. All, however, are directly monitored and controlled by Aegis affiliated personnel. Research findings are disseminated among the secret scientific teams without attribution, and a synergistic approach is encouraged. The pooled but independent research team structure has yielded impressive results in the areas of submerged personalities, psychic disciplines, psychic drugs and behavior modification. The official reports, however, show only consistently unimpressive results.

Other than creating a broad base of scientific researchers, MKULTRA has produced a number of psychically active operatives. These agents are carefully nurtured and tested to enhance their psychic capabilities. These personnel are some of the most important and valued of Aegis assets. They are subjected to a focused and intensive training regime.

Other psychically enhanced individuals grow up outside the careful grip of a MKULTRA facility. Once identified, these individuals are monitored and a subtle but determined recruitment operation is initiated. At some point, these psychics are given a direct choice to join Aegis. If they prove unwilling or too unreliable to be trusted, they are eliminated. Ruining their reputation is not sufficient in these cases. Psychically active people are too much of a threat to Aegis security and missions. "Outsider" psychics, as non-MKULTRA psychics are called, are not subject to the rigorous MKULTRA training program and thus have more eclectic skill packages. On the other hand, it is rare to find an outsider psychic who possesses a psychic discipline of Greater classification.

MKULTRA Professions

Outsider Psychic

Influence provided:

Professional trainings: Awareness, Investigation, Politics

Professional skills: Athletics, Brawling, Computer Use, Cryptology, Diplomacy, Disguise, Escape, First Aid, Forgery, Hypnosis, Meditation, Occult, Parapsychology, UFOlogy

Psychic Agent

Influence provided:

Professional trainings: Awareness, Investigation, Savoir Faire

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

Scientist/Parapsychologist

Influence provided:

Professional trainings: Awareness, Biohazard Control

Professional skills: Computer Programming, Computer Use, Cryptology, Engineering, First Aid, Forensics, Humanities, Medical, MHIC-EDOM, Photography, Repair/Build, Research, Science, Teaching, UFOlogy, Video

MKULTRA Pulling Strings

MHIC-EDOM Device: The Microwave Hypnotic Intracerebral Control -- Electronic Dissolution of Memory, or MHIC-EDOM (pronounced "mick-eedum", "Mickie Doom" or just "Mickie"), is one of MKULTRA proudest achievements. The MHIC-EDOM is a hand-held transmitter that reproduces, to a degree, the effects of the Trance Bio-PK psychic discipline. The device has two effects on the target's brain. The first uses microwaves to engender a hypnotic trance and then "program" the desired mental status (rage, lust, depression) into the brain. The second uses more microwaves and a controlled electric charge to temporarily disable the target's long term memory, effectively preventing the target from remembering anything that happens while the effect lasts, which is usually less than an hour. The MHIC-EDOM may only be used by a trained operative and has a range of only a few dozen meters. MKULTRA professionals must succeed at a Df3 Influence test to gain immediate access to a MHIC-EDOM for up to a week. A HERMES request increases the Df to four. Delivery time anywhere in North America is 1D hours, elsewhere 2D+5 hours. Damaged, destroyed, or unreturned devices result in a visit by the ISS boys and, if the debriefing goes poorly, a potential permanent one point decrease in the requester's Influence attribute (to a minimum of zero).

Mind Control Drugs: MKULTRA scientists have created a stable and effective series of mind-altering drugs. These drugs act quickly (within a few combat rounds) and may be administered through ingestion, contact or injection. Although the primary effects are damaging enough, MKULTRA scientists have succeeded in eliminating all but the most insignificant side effects. A drugged person must make a Willpower test with a Df of the number of doses applied. If this test fails, the victim suffers the effects of the particular drug for one hour per dose. A MKULTRA professional must succeed at a Df2 Influence test to secure immediately four vials (6 doses per vial), plus one Df for each additional vial sought within a one week period. Again, these Df levels assume an MKULTRA facility is visited. A HERMES request increases all Df levels by one. Delivery time anywhere in North America is 1D hours, elsewhere 2D+5 hours. The drug effects can be determined by the Game Master and player, but the following are suggested (as detailed in the traits section of Chapter Two: Operatives): Acute Paranoia, Killer Instinct, Flashbacks, Homicidal, Pacifist, Schizophrenia.

Psi-Drugs: Over the years, MKULTRA scientists and researchers have developed a battery of designer drugs that augment psychic powers. Each year, the developers increase the potency and duration of these drugs and seek ways to minimize their side effects. The job is not done – all the psi-drugs still retain some form of unpleasant and sometimes lethal side effects. MKULTRA professionals have immediate access to supplies of psi-drugs. The first vial requires a Df2 Influence test, and each additional vial requested in the same week increases the Df of the test by one, or necessitates a new Influence test at the higher Difficulty Level. These Df levels assume the operative is visiting a facility. If a request is made by HERMES, the Df levels are modified upward by one. Delivery time anywhere in North America is 1D hours, elsewhere 2D+5 hours. Each vial contains enough psi-drugs for six doses. Psi-drugs are explained further in the Conspiracy X main rule book.





PROJECT MOONDUST

PROJECT MOONDUST

Responding to the public outcry over the Roswell incident, the Air Force established Project Sign in 1947. Aegis Prime was still in its infancy and, as a result, the project was open to the public, and much too thorough for its own good. Up until 1949, Project Sign issued a series of report indicating that the technology necessary to explain the myriad of UFO sightings across the country must be alien. Once its power base had been consolidated and security reviewed, Aegis Prime moved quickly and assumed control over the research, renaming it Project Grudge. Not surprisingly, in late 1949, Project Grudge issued a final report that discounted all recorded UFO sightings and found no solid evidence for the existence of aliens.

The governmental about-face raised real public controversy, and the Air Force was again forced to commission a study on the UFO phenomenon. This 1952 program, Project Bluebook, was to be the definitive governmental statement. Aegis Prime determined that direct control of Bluebook was too risky, so it established a more secretive screening program entitled Project Moondust. Aegis Prime arranged that all UFO reports and "alien" downed aircraft be reviewed by Moondust first, and a "sanitized" version of the material was handed on the Bluebook. Through extraordinary efforts, the loyalty of the Moondust operatives, and no small amount of luck, this process survived until the issuance of Project Bluebook's final Condon Report in 1969. Again, not surprisingly, the Condon Report (named after the physicist heading the study group) revealed that no conclusive evidence supported the existence of alien life. Project Bluebook then closed it doors to the apparent satisfaction of the general public. Moondust, however, continues to this day and has become the first response team entrusted with recovery of downed UFOs, alien technology and alien subjects.

The remaining legitimate, overt portion of Project Moondust is called Project Blue Fly. Blue Fly's official duty is the retrieval of crashed foreign spacecraft, satellites, or missiles. For most of its existence, Blue Fly was directed at fighting the Warsaw Pact, but of late it has evolved into more of a space-oriented search and rescue operation. Like the rest of Moondust, Blue Fly is entirely under Aegis control.

Project Moondust procedures call for three to four person teams. Each operative specializes in a particular task, but all cross-train to promote mission success even in adverse conditions (i.e., casualties). The Ops Specialist ensures that the team operates safely and effectively to, from and at the crash site. One or two Tech Specialists concentrate on gathering data, material and photographs at the site, and work to "clean" the site for any possible public attention. Finally, the Linguist is responsible for surmounting any language or cryptological obstacles that the team may encounter.

Other professions are included within the Moondust Credential. Blue Fly pilots specialize in transport, quick response, and stealth insertion and extraction. The National Air Intelligence Center (NAIC) is a scientific study group that researches and exploits any data or wreckage retrieved by the Moondust/Blue Fly teams. The NAIC is a legitimate, broad-based agency entrusted with a great deal of weapons development and analysis, and is responsible for USAF computer security.

A large contingent of Moondust personnel is situated at a complex several miles from the Ranch on the Nellis Range. A series of smaller teams, however, are scattered about the country and at foreign bases to allow for the quickest response time on downed space vehicles. A large portion of alien-oriented NAIC personnel are similarly located at the Moondust complex, but again small research facilities have been planted around the county.

MOONDUST PROFESSIONS

MOONDUST LINGUIST

Influence provided:

Professional trainings: Awareness, Communication, Parachutist, Savoir Faire, Survival, SCUBA Diving

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

MOONDUST OPS SPECIALIST

Influence provided:

Professional trainings: Awareness, Biohazard Control, Communication, Navigation, Parachutist, Survival, SCUBA Diving

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

MOONDUST TECH SPECIALIST

Influence provided:

Professional trainings: Awareness, Communication, Investigation, Parachutist, Survival, SCUBA Diving

Professional skills: Athletics, Cartography, Computer Programming, Computer Use, Engineering, Escape, Forensics, Lockpicking, Martial Arts, Photography, Repair/Build, Small Arms: Pistol, Stealth, UFOlogy, Video

NAIC TECHNICIAN/ENGINEER

Influence provided:

Professional trainings: Awareness, Biohazard Control, Communication, Zero-Gravity Movement

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

OPERATION BLUE FLY PILOT

Influence provided:

Professional trainings: Awareness, Communication, Navigation, Parachutist, Survival, Zero-Gravity Movement

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

MOONDUST PULLING STRINGS

Alien Technology: NAIC is often interested in "field testing" alien equipment. A request for any particular type of equipment may be made via HERMES and requires a successful Df4 Influence test. Delivery time anywhere in North America is 1D hours, elsewhere 2D+5 hours. If the operative visits one of the many NAIC facility, the Influence test is Df3, and delivery is immediate. Even this, however, does not ensure access. On a roll of 1 or 2 on 1D, the requested equipment is in use or unavailable for some other reason. Any further requests that week will be ignored unless the Cell has a very compelling need and can explain that need adequately. The GM may also limit the availability of any technology. The character should be extremely cautious with these ultra-rare devices. If the equipment is destroyed or not returned, the Cell's explanation better be compelling. The Internal Security Section investigators will not be gentle and, unless completely satisfied, the Cell's status in Aegis will be downgraded (subtract one from the requesting Cell member's Influence attribute permanently to a minimum of zero). Returning equipment in a damaged condition results in an ISS visit, and the potential of a loss of status (-2t on Influence tests for the next year).

Blue Fly Transport: Moondust/Blue Fly specializes in stealth insertion and extraction. A Moondust operative may attempt any number of communication protocols to secure such services anywhere in the world. A Df1 test will get a Blue Fly transport to the caller's location in 6 hours. Each Df higher halves the response time (Df2 = 3 hours; Df3 = 90 minutes; Df4 = 45 minutes; Df5 = 23 minutes). Insertion is via parachute drop and pickup is by stealth helicopter, so don't expect to see them coming or going.

Lab/Workshop Access: The labs available to NAIC scientists/technicians are very good. With a successful Df2 Influence test, a Moondust profession may gain access to a good Quality Rating laboratory or workshop (+2t to any skill tests performed). A Df3 test will grant time in an excellent Quality Rating lab or workshop (-1Df to any skill tests performed).





PROJECT RASPUTIN

PROJECT RASPUTIN

As early as 1939, Stalin authorized and funded a highly secretive group of psychic and occult researchers headed by a celebrated Russian psychic, Wolf Gregorievich Messing. Stalin was so insistent on secrecy that Messing was forced to maintain his established public persona as a performer. This group greatly aided Russia's war effort and unknowingly worked with the Watch against the Nazi occultists. At the close of the war, Messing's talents decreased and he was reassigned as a travelling showman for the Goskonsert.

Meanwhile, the paranormal group was reformulated and refocused toward psychic research. Stalin allowed only one facility to exist and a limited number of staff. The group was headed by Dr. Sergei Markova, whose 10-year old daughter Tatyana was the star subject. Stalin keep careful control over this group and demanded consistent results. Stalin also ordered the elimination of any outsiders who displayed psychic tendencies. By 1954, the senior Markova died of a heart attack due to overwork. His daughter, who had now developed into a brilliant young physicist and powerful psychic (and reputedly was a favorite of Stalin's), took over the project. Stalin humored Markova when she asked to label the group Project Rasputin.

In 1958, one of Khrushchev's first official acts as Premier was to triple funding for Project Rasputin and focus it principally toward Cold War spy activities. By this time, Markova's ground-breaking team had developed rudimentary psychotrons and the basics of Bio PK. Markova objected to Khrushchev's decision to direct Rasputin toward spying and assassination. In the end, Markova could not move Khrushchev, and Khrushchev could not afford to eliminate Markova. Rasputin settled into an uneasy existence somewhere between a research group, and a psychic spy agency.

In 1977, Markova achieved her greatest triumph, presiding over the launch of the psychotron satellite Alexis, and the development of a training program for the cosmonauts who would be its operators aboard the Mir space station. A year later, Markova and key documents relating to her research disappeared. The Soviets blamed the CIA, but the U.S. government and even Aegis could not uncover those responsible.

Rasputin continued operations as a Soviet program until 1991. The group refined the operation and capacities of psychotrons and developed a number of other psychic disciplines similar to those researched by Project MKULTRA teams. In 1991, with the dissolution of the Soviet Union and the general break-down of Russian government and society, Project Rasputin found itself unfunded and friendless. Although Aegis long suspected the existence of a Russian psychic group due to

certain capabilities revealed by Russian agents during the long years of the Cold War, it was not until this time that Aegis gained precise information on the program's existence. Aegis tracked down and approached all but one of Rasputin's major participants. Those that refused Aegis' offer of unlimited research opportunities and a high standard of living in the U.S. (there were few) were shot.

Today, Rasputin operates in a number of facilities across the U.S., particularly at a research complex several miles from the Ranch on the Nellis Range. These research teams and psychic subjects are not all aware of Aegis, but are monitored by Aegis Prime just like MKULTRA teams. Obviously, Rasputin teams are more directed toward psychotron research and development, and less focused on drug research than MKULTA teams. Again, official reports indicate only uneven and inconclusive results.

Rasputin Professions

Psychic Agent

Influence provided: 📷

Professional trainings: Awareness, Investigation, Savoir Faire, Zero-Gravity Movement

Professional skills: Computer Use, Diplomacy, Cryptology, First Aid, Forensics, Hypnosis, Martial Arts, Meditation, Occult, Parapsychology, Photography, Psychotron, Small Arms: Pistol, Stealth, Video

Scientist/Parapsychologist

Influence provided: 🧪

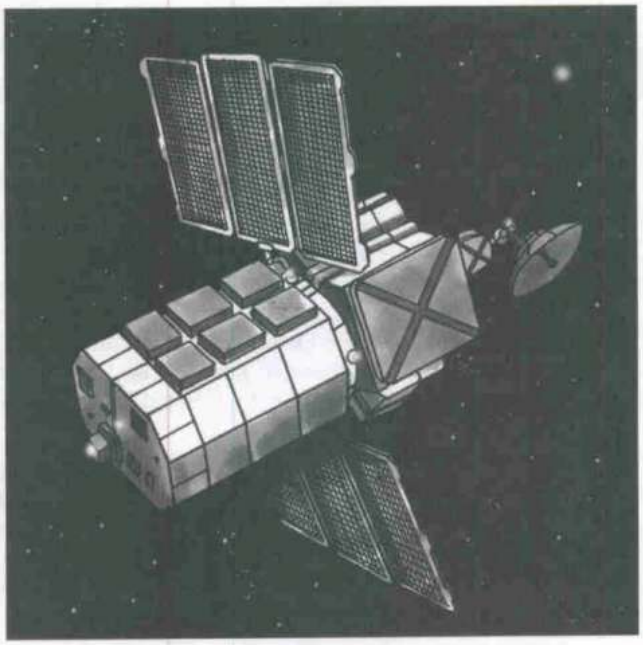
Professional trainings: Awareness, Biohazard Control

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

Rasputin Pulling Strings

Psychotrons: Contrary to Project MKULTRA's focus on mind control, Project Rasputin is more concerned with enhancing and developing psychic disciplines. Psychotrons are a direct result of this focus. A request for a specifically charged psychotron may be made via HERMES and requires a successful Df4 Influence test. Delivery time anywhere in North America is 1D hours, elsewhere 2D+5 hours. If the operative can visit a Rasputin facility, the Influence test is Df3. Even this, however, does not ensure access. On a roll of 1 or 2 on 1D, the requested equipment is in use or unavailable for some other reason. Any further requests that week will be ignored unless the Cell has a very compelling need and can explain that need adequately. The GM may also limit the availability of any psychotron. The character should be extremely cautious with these ultra-rare devices. If the psychotron is destroyed or not returned, the Cell's explanation better be compelling. The Internal Security Section investigators will not be gentle and, unless completely satisfied, the Cell's status in Aegis will be downgraded (subtract one from the requesting Cell member's Influence attribute permanently to a minimum of zero). Returning equipment in a damaged condition results in an ISS visit, and the potential of a loss of status (-2t on Influence tests when requesting psychotrons).

Satellite Alexis: The largest and most ambitious psychotron ever built is the Alexis satellite designed by Project Rasputin's greatest scientist, Dr. Tatyana Markova. The satellite Alexis is capable of two psychic disciplines, Telepathy and Bio PK Trance, and up until recently was operated by cosmonauts on Mir. Using a HERMES request, access to the satellite's capabilities requires a successful Df4 Influence test. A visit to a Rasputin facility decreases that test by one Df. Even then, on a roll of 1 or 2 on 1D, the desired discipline is depleted and unavailable. Both disciplines take about seven days to charge, and therefore cannot be used more than once each week. Successful access and proper charging allows the character to direct the astronaut to prepare the device and maneuver it into position. This takes a variable number of hours depending on a Luck roll (Good Luck = 8+D6 hours; Bad Luck = 16+D6 hours; Neutral Luck = 12+D6 hours). The satellite will remain in position for eight hours. When activated, the satellite affects everyone in an area from ten meters to one kilometer (chosen by character) in radius with either Telepathy or Bio PK Trance.







DEPARTMENT OF DEFENSE (DOD)

The Department of Defense (DOD) is the federal executive department charged with coordinating and supervising all activities relating to the national security. It was organized in 1949 to replace the National Military Establishment, which in turn had replaced the War Department in 1947. The Department is administrated by the Secretary of Defense, who reports directly to the President as Commander in Chief. As currently constituted, the DOD includes the Office of the Secretary of Defense, the Chairman of the Joint Chiefs of Staff and the Joint Staff, three Military Departments, nine Unified Combatant Commands, the DOD Inspector General, fifteen Defense Agencies, and nine DOD Field Activities.

The Office of the Secretary of Defense (OSD) exercises policy development, planning, resource management, fiscal, and program evaluation responsibilities. For purposes of Aegis recruitment and influence, the most important branch of the OSD is the Defense Technical Information Center within the Office of the Undersecretary of Defense for Acquisition and Technology.

The Joint Chiefs of Staff (JCS) consists of the Chairman of the Joint Chiefs of Staff; the Vice Chairman, JCS; the Chief of Staff, U.S. Army; the Chief of Naval Operations; the Chief of Staff, U.S. Air Force; and the Commandant of the Marine Corps. The JCS is supported by the Joint Staff, and constitutes the immediate military staff of the Secretary of Defense. The Chairman of the JCS is the principal military advisor to the President, the National Security Council, and the Secretary of Defense. The Chiefs of Service are the senior military officers of their respective Services and are responsible for keeping the Secretaries of the Military Departments fully informed on matters considered or acted upon by the JCS, and are military advisers to the President, the National Security Council, and the Secretary of Defense. Aegis has several deep cover operatives working in the JCS.

The Military Departments are the Departments of the Army, Navy, and Air Force (the Marine Corps is a part of the Department of the Navy). Each Military Department is separately organized under its own Secretary and functions under the authority, direction, and control of the Secretary of Defense. The Military Departments are responsible for organizing, training, supplying, and equipping forces for assignment to Unified Combatant Commands. The Unified Combatant Commands are responsible to the President and the Secretary of Defense for accomplishing the military missions assigned to them. Commanders of the Unified Combatant Commands exercise command authority over forces assigned to them as directed by the Secretary of Defense. The operational chain of command runs from the President to the Secretary of Defense to the Commanders of the Unified Combatant Commands. The Chairman of the Joint Chiefs of Staff functions within the chain of command by transmitting to the Commanders of the Unified Combatant Commands the orders of the President or the Secretary of Defense. Unified Combatant Commands include the European Command, Pacific Command, Atlantic Command, Southern Command, Special Operations Command, Strategic Command, Central Command, Transportation Command, and Space Command. Aegis' influence and positioning within the Military Departments and the Unified Combatant Commands varies significantly. The majority of Aegis personnel are situated in the Air Force, Central Command and Space Command.

The Inspector General of the Department of Defense serves as an independent and objective official in the Department of Defense responsible for conducting, supervising, monitoring, and initiating audits, investigations, and inspections relating to programs and operations of the Department of Defense. The Inspector General's office is not significantly involved with Aegis. For purposes of Aegis recruitment and influence, the most notable of the fifteen Defense Agencies are the Defense Advanced Research Projects Agency, the Defense Finance and Accounting Service, the Defense Intelligence Agency, the National Imagery and Mapping Agency, and the National Security Agency/Central Security Service. Finally, the nine DOD Field Activities do not factor seriously in Aegis activities.

The Department of Defense is by far the largest federal department. DOD personnel perform a bewildering array of task and hold a vast range of specializations. Enterprising and knowledgeable Game Masters could base an entire campaign within the DOD and never look outside for necessary personnel. Presented below are a number of Credentials that are most deeply involved in, and valuable to, Aegis' mission.

Departmental Pulling Strings

Due to the size of the Department of Defense and the wide range of capabilities included within it, a relatively large number of Departmental pulling strings have been listed below. No one profession within the DOD has access to all these pulling strings automatically, as in other Departments. DOD characters may choose the pulling strings they wish to have access to as long as those choices total no more than 14CPs. If DOD operatives desire any of the other Departmental pulling strings, they must spend CPs out of the original amount allotted to them during character creation.

Base Clearance (Cost: 7CPs): DOD personnel gain access to military facilities much easier than civilians. Success in a Df1 Influence test grants access to the non-public areas of a recruiting office or a Reserves base. A successful Df2 test is required to enter any base with normal security, Df3 for high security bases and weapons testing sites, and Df4 for anywhere but the Pentagon. A successful Df5 test is necessary to get inside the Pentagon or other areas of high security, including secret bases.

DARPA Labs (Cost: 5CPs): The Defense Advanced Research Projects Agency (DARPA) serves as the central research and development organization of the DOD primarily responsible for maintaining U.S. technological superiority. The DARPA pursues imaginative and innovative research and development projects with significant military application. DOD professions with research questions can gain access to DARPA labs, databases and personnel on a strictly top secret basis. This aid generally results in increased and faster breakthroughs. All research projects using DARPA facilities gain a +1PV for purposes of the breakthrough test, while the PV remains the same for the associated skill test.

Easier funding tests (Cost: 6CPs): The Defense Finance and Accounting Service (DFAS), under the authority, direction, and control of the Under Secretary of Defense (Comptroller), is responsible for standardizing financial and accounting information that will be accurate, comprehensive, and timely. Given the shear amount of money flowing through DOD coffers, deep cover Aegis agents in the DFAS can channel money in certain ways when the dictates of the Aegis mission require. Aegis DOD professions may contact these DFAS moles and gain a -1Df bonus on all funding tests.

Map Library (Cost: 3CPs): The National Imagery and Mapping Agency (NIMA) is a Combat Support Agency of the Department of Defense under the authority, direction, and control of the Secretary of Defense and the overall supervision of the Assistant Secretary of Defense for Command, Control, Communications, and Intelligence. The mission of the NIMA is to provide timely, relevant, and accurate imagery, imagery intelligence, and geospatial information in support of the national security objectives of the United States.

With the help of operatives in the NIMA, DOD professions have access to the best domestic and foreign maps. A Df1 Influence test is required for any general map of domestic areas. The Df is raised by one if the map desired includes service roads, trails, and detailed landmarks, or if it is to include geographical details located on private property. All Dfs are increased by two if the map covers a foreign country.

Military Training Facilities (Cost: 6CPs): The U.S. military prides itself on its well-trained, highly skilled personnel. Some of the finest training and education facilities in the world are administered or directly affiliated with the DOD. These facilities are readily available to certain DOD professions. During downtime, a successful Influence test (Df1, +1 level per person if more than one character attempts to get training from the same base at the same time) will provide characters with instruction in any one of the following traits:

Trainings: Awareness, Communications, Parachuting, Rappelling, SCUBA Diving, Survival, Swimming

Skills: Autofire, Boating, Brawling, Demolitions, Drive, Gunnery, Heavy Weapons, Martial Arts, Pilot, Repair/Build, Small Arms, Stealth

Military Satellite Data (Cost: 7CPs): The NIMA incorporated a number of separate predecessor agencies and operations when it was formed in 1996, in service of its goal of coherent management of U.S. imaging and mapping capacities. The NIMA collects information bits from national, military and commercial sensors, organizes them into database warehouses, and develops hardware and software to access and process this information. Part of NIMA's resources include a network of surveillance satellites. These satellites are capable of 10cm resolution – enough detail to recognize the make and model of vehicles and to track the movements and actions of individuals. A successful Df1 Influence test will secure a satellite photo of any 2km by 3km area on the planet, or section of the heavens (resolution at GM's discretion) that is 48 hours old. The age of the information can be modified (Df2 = 24 hours, Df3 = 12 hours, Df4 = 6 hours, Df5 = 3 hours, Df6 = 90 minutes). A successful Df4 Influence test and 1Dx10 minutes will get the character a live satellite feed that lasts 1Dx10 minutes. A satellite uplink and monitor must be available to display the feed.





AIR FORCE (USAF)

By far the most infiltrated of the Services, the Air Force is matched only by NASA as a core power base for Aegis. From politicians to administrators to combatants to technicians, the Air Force supplies Aegis with countless, valuable personnel.

In 1907, the U.S. Army established an Aeronautical Division in the Signal Corps without pilots or even aircraft. The Army then asked for bids for a two-person aircraft that could fly for an hour and reach speeds of 40mph. None other than the Wright Brothers produced such a craft in 1909 and even trained the first pilots. In 1914, Congressional legislation designated the Aviation Section within the Signal Corps and 60 officers and 260 enlisted men were authorized. By the end of World War I, the Air Service was separated from the Signal Corps and boasted 195,000 men at arms. Despite its successes, the Air Service had to fight for its very existence, and its most vocal proponent, Brig. Gen. William Mitchell, was court-martialed in 1925.

In 1926, the name was again changed, this time to the Air Corps. During the 1930s, significant advances in air technology were made, including the development of the famous B-17 bomber. Organizationally, the General Headquarters Air Force took command of the air forces from Army commanders. The newly designated Army Air Force became a semi-autonomous branch of the Army and played a large role in the Allied victory over Germany in World War II. The AAF was less instrumental in the Pacific but closed the war with the dropping of the first atomic weapons.

The U.S. armed forces were reorganized in 1947, and the U.S. Air Force was established as a separate service, equal to the Army and Navy. It was at this point that Aegis Prime first began creating Cells within the Air Force. Aegis Prime's emphasis on pushing the technological envelope and moving into space found willing adherents, and its war footing appealed to the military mentality. With covert Aegis prodding, the Air Force moved slightly away from fighter aircraft development, and more significantly into missiles, high altitudes and space. Congress followed along and during the 1950s, the balanced force concept was shelved in favor of a clear emphasis on air power.

By the end of the 1950s, the Department of Defense Reorganization Act eliminated the three services from the chain of operational command. Commanders of unified and specified commands, such as Central Command, Transportation Command, and Space Command, reported to the President and the Secretary of Defense through the Joint Chiefs of Staff. The Air Force's role was to organize, train, equip and support the combat forces of the unified and specified commands. This organizational structure has continued to this day.

Today, the Air Force is administered by the Secretary of the Air Force and the Secretariat staff. The Office of the Secretary is generally responsible for the training and operations of the Air Force but directly serves

as liaison with the President and his staff, Congress and other governmental officials. With direct access to Washington power and politics, the Secretariat politicians are important to the Aegis war effort.

The Air Staff is responsible for Air Force preparedness, personnel and support. The Chief of Staff of the Air Force serves on the Joint Chiefs of Staff and advising the President and Congress on military plans and operations. With direct influence on Air Force unit organization, planning and supply, the Air Staff bureaucrats are vital to Aegis.

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

Air Force Professions

Air Staff Officer

Influence provided:

Professional trainings: Awareness, Communication, Politics

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

Intelligence Officer

Influence provided:

Professional trainings: Awareness, Communications, Investigation, Navigation, Surveillance, Survival

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

Pilot

Influence provided:

Professional training: Awareness, Communication, Navigation, Parachutist, Survival, Zero-Gravity Movement

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

Scientist/Technician

Influence provided:

Professional trainings: Awareness, Communication, Survival, Zero-Gravity Movement

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

Secretariat Officer

Influence provided:

Professional trainings: Awareness, Communication, Politics, Savoir Faire

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

Air Force Pulling Strings

Cheaper Military Aircraft: The Air Force has access to a wide variety of advanced air power and transport aircraft. Air Force professions can supply such military or non-military air craft to their Cells at 2RPs less than normal.

Intense Training: The Air Force prides itself on it superior training and academies. Each Air Force profession gains 15CPs of professional trainings or skills for free.

Mobility Over World: Using the Air Force's capacity to move personnel and equipment anywhere in the world, Aegis operatives can move themselves, their teams, and their cargo quickly and efficiently. A successful Df1 Influence test is required for movement within the U.S. or its territories. Travel to an allied country requires a Df2 test, while travel to a non-allied country demands a Df3 test. The Df is increased by one if the agent is bringing a team, and by one if the travelers are bringing more equipment than they can carry, such as vehicles.





ARMY (USA)

The U.S. Army has long been the power base of the Black Book. For this reason, and because it is so important in the U.S. national defense, Aegis has devoted some effort to infiltrating this organization. These efforts have met with only partial success, and Aegis influence in the Army is limited. For the most part, Aegis draws combat and technical personnel from the Army for missions and operations. The few upper management and command personnel that Aegis has recruited are strictly used as watchers and moles reporting on Army and Black Book activities.

In colonial times, armed forces were created, trained and supplied by the states in the form of militias. When a protracted campaign arose, such as the French and Indian Wars, the states gathered volunteers from the militias to form regular armies. In 1775, the Second Continental Congress voted to raise an army in similar fashion in service of the continent instead of an individual state. Thus was born the Continental Army, the U.S. Army's predecessor. In 1789, the War Department was established to administer the bulk of the U.S. military establishment, but not until 1903 was a general staff organized within the War Department.

The practice of federal recruiting from the state militias continued to the Spanish-American War in 1898. This meant that the Army swelled in size during conflict and was decreased just as quickly afterwards when the state-recruited volunteers were discharged. Nonetheless, after each successive conflict, the regular Army grew larger until it numbered about 75,000 after the Spanish-American War. After 1815, the U.S. Military Academy at West Point supplied a cadre of professional leaders.

By the turn of the century, the state militias were replaced by the National Guard, which received federal aid and support. In 1916, the National Guard was recognized as a component of the Army subject to being called to war by the President. The four million man army raised for World War I was done mostly through conscription, and the officers were supplied by the Regular Army and the recently formed Officer's Reserve Corps.

In 1920, after rapid demobilization, legislation was passed organizing the Army into three components: the professional Regular Army, the National Guard and the Organized Reserves. World War II gave birth to the modern army. The Army was called on to fight a global war and was again filled mostly through conscription. Not only did WWII demand technical proficiency in warfare from the Army, but it required the development of a corps of logistic experts to operate the longest supply lines in the history of warfare.

The U.S. armed forces were reorganized in 1947, and the Department of Defense arose shortly thereafter. The U.S. Air Force became a separate service and the old War Department became the modern U.S. Army. The Joint Chiefs of Staff and the unified and specified commands were organized. The Army's role became one of organizing, training, equipping and supporting the combat forces of the unified and specified commands. Individual Army commanders operated their specific Army units, but overall command was transferred to a commander designated by the Joint Chiefs of Staff.

Army Professions

Helicopter Pilot

Influence provided:

Professional trainings: Awareness, Communication, Navigation, Parachutist, Survival

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

Ranger

Influence provided:

Professional trainings: Awareness, Communication, Navigation, Parachutist, Rappelling, Survival, SCUBA Diving

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

Technician

Influence provided:

Professional trainings: Awareness, Communication, Surveillance, Survival

Professional skills: Athletics, Brawling, Computer Programming, Computer Use, Engineering, Humanities, Photography, Repair/Build, Research, Small Arms: Pistol, Small Arms: Rifle, Teaching, Video

Army Pulling Strings

Cheaper Military Vehicles: The Army has access to a wide variety of advanced military and transport vehicles. Army professions can supply such military or non-military vehicles to their Cells at 2RPs less than normal.

Intense Schooling: The Army prides itself on it superior training and academies. Each Army profession gains 15CPs of professional trainings or skills for free.

Mobility Over World: Using the Army's capacity to move personnel and equipment anywhere in the world, Aegis operatives can move themselves, their teams, and their cargo quickly and efficiently. A successful Df1 Influence test is required for movement within the U.S. or its territories. Travel to an allied country requires a Df2 test, while travel to a non-allied country demands a Df3 test. The Df is increased by one if the agent is bringing a team, and by one if the travelers are bringing more equipment than they can carry, such as vehicles.





DEFENSE INTELLIGENCE AGENCY (DIA)

The Defense Intelligence Agency (DIA) is a Combat Support Agency of the Department of Defense (DOD) under the direction and control of the Assistant Secretary of Defense (Command, Control, Communications, and Intelligence). The DIA is the nation's primary producer of foreign military intelligence. Further, both Aegis and the Black Book have steered DIA somewhat toward the gathering of intelligence on the three alien races. Although both organizations have infiltrated the DIA – Aegis to a lesser degree than the Black Book – an informal truce has arisen over the years. Thus, the DIA serves a unique role in the Aegis/Black Book relations. Each conspiracy's operatives work to build a database on alien intelligence, and neither interferes with the other. Perhaps the conspirators realize that their infighting could destroy the agency, and hinder their efforts. Perhaps a loose agreement has arisen between agents based on the bartering of information. Whatever the actual details, the DIA serves as a reminder that Aegis and Black Book need not be mortal enemies in all things.

Up until the late 1950s, the three Military Departments separately collected, analyzed and disseminated intelligence. This system was duplicative, costly and inefficient. In 1958, legislation addressed this problem by assigning intelligence gathering for the new unified and specified commands to the J-2 division of the new Joint Chiefs of Staff. This however did not solve the problem. After a study group was formed by President Eisenhower to make recommendations, the DIA was created in 1961. The DIA was to serve as a union of the Defense intelligence and counterintelligence communities. Over time, the disparate elements of Defense intelligence were merged into the new DIA. This was not done quickly or easily, however, as the separate services worked to preserve their operations. It was not until the 1975 that the agency fully shifted efforts from consolidating internal and external intelligence management to establishing a reputation for the production of quality intelligence data and analysis. The 1970s brought a number of internal personnel and organizational changes, continuing decreases in resources, and intense Congressional review of the intelligence community as a whole.

In the 1980s, the general shift in resources to the military benefited the DIA greatly. An operational headquarters was constructed in Washington, D.C. and many new intelligence officers were recruited and trained. It was at this time that Aegis and the Black Book began serious infiltration and operations. In the mid-1980s, the long-standing National Military Intelligence Center was upgraded and closely coordinated with the National Military Command Center to provide seamless integration of the intelligence and operations aspects of military crises. It was at this time that the DIA was designated a Combat Support Agency, and increased its cooperation with the unified and specified commands. The

1990s brought further integration of intelligence resources – the Armed Forces Medical Intelligence Center and the Missile and Space Intelligence Center were moved from the Department of the Army to the DIA. In 1995, the Defense HUMINT (human spy data) Service was created to consolidate the HUMINT activities of all services under the DIA.

Today, the DIA functions mostly as an intelligence analyst and coordinator. Intelligence field agents (spies) are employed but, oddly enough, most are Aegis and Black Book agents seeking hard intelligence about aliens.

DIA Professions

Field Investigator

Influence provided: 📷

Professional trainings: Awareness, Communications, Investigation, Rappelling, Surveillance, Survival

Professional skills: Athletics, Autofire, Brawling, Computer Use, Demolitions, Diplomacy, Disguise, Escape, First Aid, Language, Lockpicking, Martial Arts, Melee Weapon, Photography, Shadow, Small Arms: Pistol, Small Arms: Rifle, Stealth, Video

Intelligence Analyst

Influence provided: 📷

Professional trainings: Awareness, Communications, Investigation, Surveillance

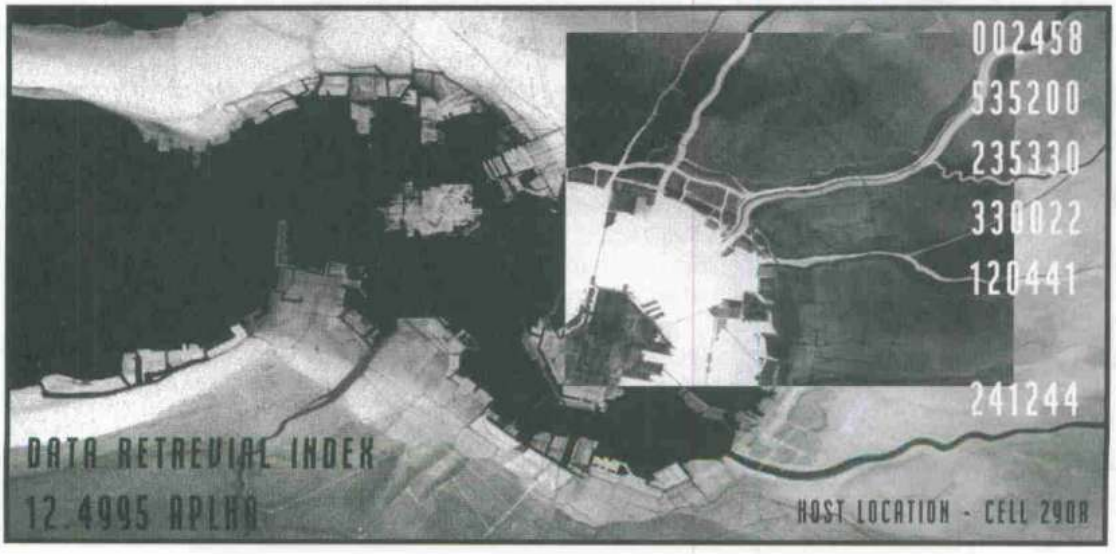
Professional skills: Athletics, Cartography, Computer Use, Computer Programming, Cryptology, Diplomacy, Engineering, Forensics, Humanities, Photography, Research, Science, Small Arms: Pistol, Video

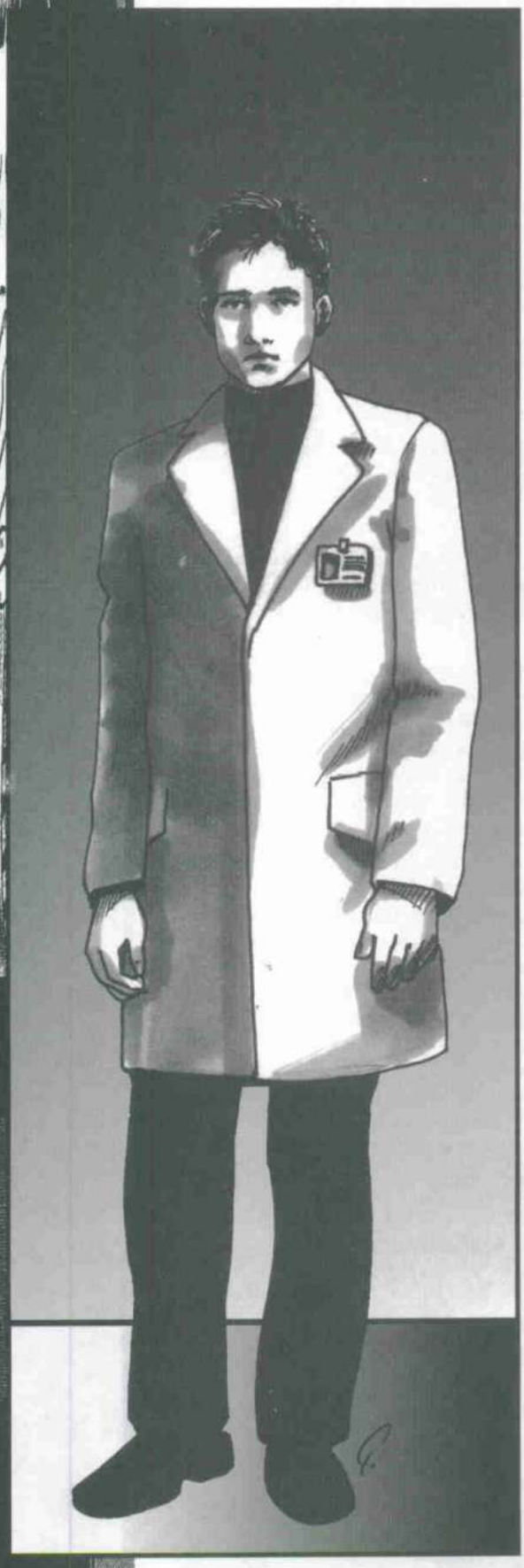
DIA Pulling Strings

Access To Military Areas: For a DIA operative, military bases are readily open and available. Obtaining access to a base with a normal level of security requires a successful Df1 Influence test. The Df of this test is increased by one for each additional person entering, and another one if the site is classified. Another Df level is added if the base is so highly classified that it officially "do not exist".

Closing Investigations: The DIA has authority over all investigations that implicate the national security. This responsibility allows it to step in and shut down any investigation that infringes on its area of expertise. A DIA agent can use this power to close any local investigation with a successful Df1 Influence test. A legal federal investigation requires a Df2 test to cease. A Df3 task sidetracks any outside investigation except high-profile media cases or Presidential/Congressional level review. Even these later two can be encouraged to stop with a successful Df4 Influence test. Note that, unless a credible case can be made (GM's discretion) that the investigation seriously compromises military security, all Influence tests are subject to a +1Df penalty.

Military SATCOM Spy Satellites: The U.S. military intelligence community maintains an extensive system of orbital cameras and communications satellites, allowing it to keep constant surveillance on all corners of the globe. DIA agents have complete access to that system. With a successful Df1 Influence test, the agent can receive photo data from anywhere in the world that is 24 hours old. The successful test will secure a satellite photo of any 2km by 3km area on the planet, or section of the heavens (resolution at GM's discretion). These satellites are capable of 10cm resolution – enough detail to recognize the make and model of vehicles and to track the movements and actions of individuals. The age of the information can be modified (Df2 = 12 hours, Df3 = 6 hours, Df4 = 3 hours, Df5 = 1 hours, Df6 = 30 minutes). A successful Df3 Influence test and 1Dx10 minutes will get the character a live satellite feed that lasts 1Dx10 minutes. A satellite uplink and monitor must be available to display the feed. Lastly, the agent can order a communications filter of all information and transmissions from a certain area for up to 1D days with a Df4 task. The agent will have to review all that information by herself.





DTIC

Defense Technical Information Center (DTIC)

The Defense Technical Information Center (DTIC) is a major component of the Department of Defense Scientific and Technical Information Program within the Office of the Undersecretary of Defense for Acquisition and Technology. The DTIC is administrated by the Director of Defense Research and Engineering. For Aegis and other governmental agencies with the highest clearances, the DTIC is an easily accessible and continually growing warehouse of scientific and technical information.

The DTIC was created in 1945 to facilitate and coordinate defense-related research programs. It was merged into the Office of the Secretary of Defense when the Defense Department was created in 1949.

Today, the DTIC supplies information on planned, ongoing or completed defense-related research to U.S. government agencies and their contractors. Much of the DTIC-handled information is classified, and DTIC "customers" are carefully selected and checked. DTIC holdings include technical reports, management summaries, journal articles, DOD-sponsored patent applications, DOD-sponsored software, videos and CD-ROMS, security classification guides, command histories, independent research and development summaries and special collections, such as captured German and Japanese technical documents for World War II. The scope of DTIC's collection centers on defense-related material, but stretches into nearly every science and discipline, including biology, chemistry, energy, environmental sciences, oceanography, computer sciences, sociology, logistics and human resources.

One of the principal DTIC resources is the Information Analysis Center (IAC) program. The 12 IACs collect, analyze, synthesize, and disseminate worldwide scientific and technical information in clearly defined, specialized fields or subject areas. IACs enable client scientists to keep abreast of the enormous and fast-paced developments in a wide range of scientific and technical fields. IACs are staffed by scientists, engineers, and information specialists. They establish and maintain comprehensive knowledge bases that include historical, technical, scientific, and other data and information collected on a worldwide basis. Information collections include a wide range of unclassified, limited distribution, and classified information. These immense repositories of information are special targets of Aegis in its continuing effort to stay at the forefront of technological developments, and to decipher and analyze alien technology. IAC scientists and analysts are heavily recruited into Aegis.

DTIC Professions

IACS Analyst

Influence provided: 📷

Professional trainings: Awareness, Communications, Investigation, Surveillance

Professional skills: Computer Use, Computer Programming, Cryptology, Diplomacy, Engineering, Forensics, Humanities, Photography, Research, Science, Teaching, Video

IACS Scientist/Technician

Influence provided: 🧪

Professional trainings: Awareness, Biohazard, Surveillance

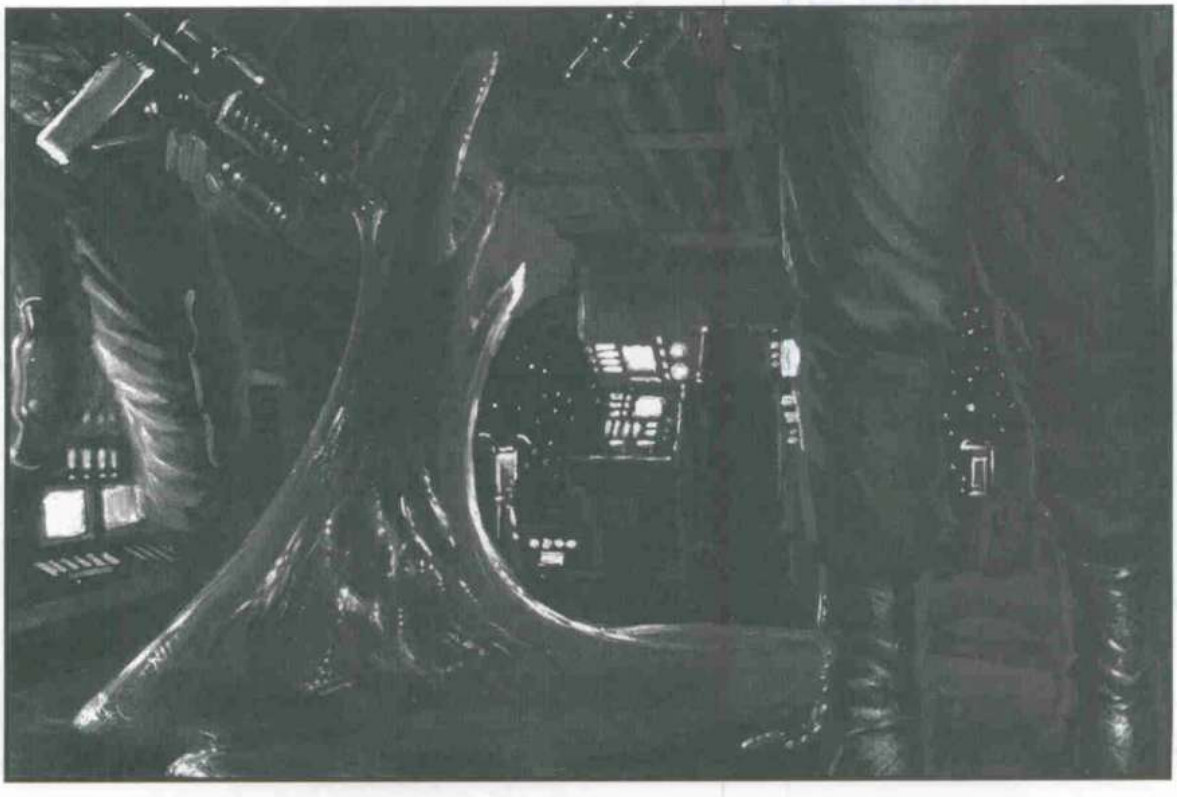
Professional skills: Computer Programming, Computer Use, Engineering, First Aid, Forensics, Humanities, Medical, Photography, Repair/Build, Research, Science, Teaching, Video

DTIC Pulling Strings

Classified and Complete Databases: Access to the extensive information sources available to DTIC operatives increases the Target Number of any Science, Engineering and Build/Repair tests by two. As the Humanities collections are not as extensive, those tests gain only a +1t benefit. Such access requires a successful Df2 Influence test, Df3 if the information sought is highly classified (creating a nerve toxin), Df4 for tasks involving alien technology (repairing a Saurian space probe).

Lab Analysis: The IACs have research facilities all over the United States, and these labs are the best in the world for theoretical applications. With a successful Df2 Influence test, any sample submitted to a lab will be analyzed by a skill level 4 staff member, who will send back her analysis of the samples within a week (Df3 = 3 days, Df4 = 72 hours, Df5 = 24 hours). If the agent has a specific question that requires an urgent answer, the analysts at the IACs can examine the known information and shoot back a suggested course of action in the same time periods with the same Influence tests. The Game Master should decide if an answer can be found. If so, then the answer will be either one yes or no to a specific question, or a +2 to the Target Number of a single task. Examples include requests for how to fight an unknown virus, or operating patterns of an enemy group.

Scientific and Technical Access: Because of the breadth of its information sources, the DTIC has access to information not normally available to other organizations. A DTIC profession may gain access to any labs, intelligence collection apparatus, or satellites belonging to any other U.S. military or scientific group with a +1Df penalty to the Influence test required of members of that group. The sole exception is the NSA, which jealously guards its sources. DTIC agents cannot access these resources. The availability of any non-satellite resource is granted in 1D days. Satellite data is available in 12 + 2D hours (+1Df to half this time).







NATIONAL SECURITY AGENCY (NSA)

The National Security Agency/Central Security Service (NSA/CSS) is responsible for centralized coordination, direction, and performance of highly specialized intelligence functions. The NSA was established by Presidential directive in 1952 as a separately organized agency within the Department of Defense (DOD). In this directive, President Truman designated the Secretary of Defense as Executive Agent for the signals intelligence (SIGINT) and communications security activities of the Government. The Agency was charged with an additional mission – information systems security for national security systems – in a 1984 Presidential directive, and with an operations security training mission in a 1988 Presidential directive. Under a 1986 law, NSA became a Combat Support Agency of the DOD.

The Central Security Service provides the military services a unified cryptologic organization within the Department of Defense designed to assure proper control of the planning, programming, budgeting, and expenditure of resources for cryptologic activities. In 1972, the Central Security Service (CSS) was established by Presidential memorandum in order to provide a more unified cryptologic effort within the DOD. With the establishment of the CSS, NSA underwent a major internal reorganization to become the institution it is today.

As the nation's cryptologic organization, NSA employs this country's premier codemakers and codebreakers. A high technology organization, NSA is on the very frontiers of communications and data processing. In addition, NSA is one of the most important centers of foreign language analysis and research within the government.

SIGINT is a unique discipline with a long and storied past. SIGINT's modern era dates to World War II, when the U.S. broke the Japanese military code and learned of plans to invade Midway Island. This intelligence allowed the U.S. to defeat Japan's superior fleet. The use of SIGINT is believed to have directly contributed to shortening the war by at least one year. Today, SIGINT continues to play an important role in maintaining the superpower status of the United States.

As the world becomes more technology-oriented, NSA's mission becomes increasingly challenging. This mission involves the protection of all sensitive information that is stored or sent through national security systems. NSA professionals go to extraordinary lengths to make certain that our government systems remain impenetrable.

NSA also conducts one of the U.S. Government's leading research and development programs. Some of the Agency's R&D projects have significantly advanced the state-of-the-art in both the scientific and business worlds. For example, NSA's early interest in cryptanalytic research led to the first large scale computer and the first solid state computer, predecessors to today's modern computer. NSA pioneered efforts in flexible storage capabilities, which led to the development of the tape cassette. NSA also made ground-breaking developments in semiconductor technology, and remains a world leader in this and many other fields.

It is said that NSA is one of the largest employers of mathematicians in the United States and perhaps the world. Mathematicians at NSA contribute directly to the two missions of the Agency. Some help design cipher systems that will protect the integrity of U.S. information systems; others search for weaknesses in adversaries' codes.

Technology and the world change rapidly, and great emphasis is placed on staying ahead of these changes with employee training and development programs. The establishment of the National Cryptologic School as a separate organization to address the professional development of NSA/CSS employees and assignees is indicative of the Agency's commitment to education. This school not only provides the unique training needed by the NSA workforce, but is also used as a training resource by several elements throughout the Department of Defense. NSA sponsors employees for bachelor and graduate level study at the nation's top universities and colleges and selected Agency employees attend the various war colleges of the U.S. Armed Forces.

NSA Professions

Computer Scientist

Influence provided: 

Professional trainings: Awareness, Communications

Professional skills: Computer Use, Computer Programming, Cryptology, Engineering, Forgery, Humanities, Lockpicking, Photography, Repair/Build, Research, Science, Teaching, Video

Intelligence Analyst

Influence provided: 

Professional trainings: Awareness, Communication, Investigation

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

NSA Pulling Strings

Access to "Blanket" Wiretaps: Since the NSA is exempt from the federal law prohibiting unauthorized domestic wiretaps, the agency generally maintains a huge number of active taps. These taps are generally related to national defense, but with little oversight, they can range pretty far afield. With a successful Df3 Influence test, a NSA profession can call on the agency to monitor a group of phone lines for specific information and pass the data on to the agent. For example, all phones in a particular town or metropolitan neighborhood could be monitored for a particular person's voice, or all calls into or out of a specific company's offices (throughout the country) could be watched for mention of "Flight 453". 2D hours will be necessary for the blanket wiretap to be set up and the taps can be left in place for up to one week.

"Codebreaker" Supercomputer: One of the NSA's most recent acquisitions is a giant supercomputing facility in a remote corner of the Arizona desert. The custom-built supercomputers housed at the facility are designed specifically to break codes and computer passwords as quickly as possible. Even the most secure password schemes in use today can be usually be broken in a matter of hours by the codebreaker computers. Access to the facility is highly restricted. Logging onto the system via telecommunications link requires a successful Df4 Influence test along with a Computer Programming Df2 test. Any hacking attempts performed while connected to the codebreaker supercomputer take only one quarter the usual time.

Computer Security Database: Codebreaking and electronic security (particularly circumventing electronic security) is the lifeblood of the NSA. The NSA provides security procedures and recommendations for the rest of the government and the U.S. military. They know computer security; in fact they wrote the book, quite literally. The NSA computer security manual is the hacker's bible, and the agency maintains a constantly updated database of security holes and weaknesses for internal use only. A successful Df1 Influence test and a telecommunications connection will allow any NSA operative to access the agency's database, and reduce the Df of any hacking attempt by one.

No Questions Asked: The DOD only recently admitted to the existence of the NSA. Further, the NSA occupies a privileged and secretive status in the halls of government. The NSA is exempt from many federal laws, and this breeds an attitude among its agents that they are above the law. A few phone calls, a successful Df2 Influence test and 1D hours sidetracks or halts any governmental investigation into NSA activities or projects.





NAVY (USN)

Neither Aegis or the Black Book has devoted significant resources to infiltrating the Navy. Indeed, when either organization has tried to push recruitment into the Navy, they have met an inexplicable resistance and several significant security breaches have resulted. At present, Aegis limits itself to the naval aviators and space programs and certain special forces. Black Book has made inroads in the U.S. Marine Corps. Neither has gotten a toehold in the higher political or administrative structure, or the major command groups.

The American colonialists were part of a large maritime empire, produced substantial goods for the Royal Navy and supplied many sailors for Britain. Thus, at the time of the second Continental Congress, Americans knew the importance of a naval force; the problem was resources. In 1775, the Continental Congress decided to establish a small naval force intended to attack British shipping. This force was supplemented by the granting of hundreds of letters-of-marque to privateers (legal pirates sent to attack British merchant ships). It was not intended to challenge British control of the seas.

The record of the Continental Navy was mixed. Several rousing victories against superior British forces were undermined by bitter defeats due to incompetent, highly politicized naval officers. Only after the French allied with the colonists and supplied a meaningful naval presence did the Britain's hope of victory wane. After the war, the new Congress allowed the Navy to dissipate due to monetary concerns. For almost 20 years, the U.S. had no navy.

In 1794, Congress responded to attacks by the corsairs of the Barbary coast on U.S. shipping to Europe by reestablishing a Navy. In 1798, the independent executive Department of the Navy was created. Despite several successes in limited engagements, by the War of 1812, the Navy was once again in disrepair.

Another build-up took place in the mid-1800s and the Union Navy was instrumental in bringing down the Confederacy. Again, however, the lack of funds and immediate enemies lead to the decline of the Navy until by 1880 the fleet was again useless. In the 1890s, the Monroe Doctrine took on new meaning as the U.S. began to take control of its immediate surroundings. The U.S. Navy was rebuilt and modernized. The Navy shifted roles from protecting shipping to forward projection of power. Nonetheless, the Navy was unprepared for a large scale conflict like WWI, and another massive naval building program was begun in 1916. The Navy essentially acted as a ferry service of U.S. soldiers and a escort service for U.S. shipping.

The Great Depression and a series of treaties with Great Britain and Japan lead to strict limits on the size of the Navy during the period

between the wars. Indeed, Japan was allowed to become the dominant force in the western Pacific. As with the other services, WWII signaled the beginning of the Navy's modern status. The Navy was instrumental in the two-front war, warring against German U-boats in the Atlantic, while conducting a massive island-hopping campaign in the Pacific. Over coming the devastation of the Pearl Harbor attack, by war's end, the U.S. Navy was preeminent in the world.

In the post-war years, the Air Force was the favored service and the enormous capital expenditures required for the Navy lead to a gradual decline in that service. Starting in the 1990s, the Navy was again modernized and rebuilt. At present the Navy serves as a means to project rapid deployment forces, and to show U.S. military strength in sensitive areas of the world. The latter role is filled by concentrating resources on a number of carrier battle groups.

The Navy has three basic components: the Navy Department, the operating forces (including the Marine Corps) and the reserves. The U.S. Coast Guard is reassigned from the Department of Transportation to the Navy in times of war. The Office of the Secretary of the Navy is responsible for over-all recruitment, organizing, supplying, training and mobilization of the Navy. The Secretariat also acts as primary liason to the President, Congress and the public. The Chief of Naval Operations (CNO) is the senior military officer of the Department of the Navy. This office is responsible for the command, use of resources and operating efficiency of the naval forces. The CNO is also a member of the Joint Chiefs of Staff.

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

Navy Professions

Naval Aviator

Influence provided:

Professional trainings: Awareness, Communication, Navigation, Parachutist, Survival

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

Sailor

Influence provided:

Professional trainings: Awareness, Communication, Navigation, SCUBA Diving, Survival

Professional skills: Athletics, Autofire, Boating, Brawling, Computer Use, Engineering, Gunnery, Heavy Weapons, Pilot, Repair/Build, Small Arms: Pistol, Small Arms: Rifle

SEAL/Underwater Demolitions Specialist

Influence provided:

Professional trainings: Awareness, Communication, Navigation, Rappelling, Survival, SCUBA Diving

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

Technician

Influence provided:

Professional trainings: Awareness, Communication, Surveillance, Survival

Professional skills: Athletics, Brawling, Computer Programming, Computer Use, Engineering, Humanities, Photography, Repair/Build, Research, Small Arms: Pistol, Small Arms: Rifle, Teaching, Video

Navy Pulling Strings

Cheaper Watercraft: The Navy has access to a wide variety of advanced military and transport watercraft. Navy professions can supply any military or non-military watercraft to their Cells at 2RPs less than normal.

Intense Training: The Navy prides itself on it superior training and academies. Each Navy profession gains 15CPs of professional trainings or skills for free.

Mobility Over World: Using the Navy's capacity to move personnel and equipment anywhere in the world, Aegis operatives can move themselves, their teams, and their cargo quickly and efficiently. A successful Df1 Influence test is required for movement within the U.S. or its territories. Travel to an allied country requires a Df2 test, while travel to a non-allied country demands a Df3 test. The Df is increased by one if the agent is bringing a team, and by one if the travelers are bringing more equipment than they can carry, such as vehicles.





DEPARTMENT OF JUSTICE (DOJ)

Through thousands of lawyers, investigators, and agents, the Department of Justice protects U.S. citizens against criminals and subversion, ensures healthy competition between businesses, safeguards the consumer, and enforces drug, immigration, and naturalization laws. The Department also expends significant efforts promoting effective law enforcement, crime prevention, crime detection, and prosecution and rehabilitation of offenders.

As counsel to the U.S. government, the Department of Justice (DOJ) is the largest law firm in the nation. The Department conducts all suits in the Supreme Court in which the United States is concerned. It represents the Government in legal matters generally, rendering legal advice and opinions, upon request, to the President and to the heads of the executive departments. The Attorney General supervises and directs these activities, as well as those of the U.S. Attorneys and U.S. Marshals in the various judicial districts around the country.

In 1789, shortly after the close of the Revolutionary War, the Office of the Attorney General was established as a department of the federal government. The Attorney General's duties were light in the early decades of the republic. He argued government cases before the Supreme Court and provided legal advice to the President and the heads of the other departments. Land dispute in the new territories, the problems created by the Civil War, and the growth of the federal government greatly increased the Attorney General's duties in the last half of the 1800s. In 1870, Congress established the Department of Justice, assigned the Attorney General as its executive officer, granted to the Department full control over the U.S. attorneys and marshals, and created the Office of the Solicitor General to assume litigation duties before the Supreme Court. The early 1900s brought the precursor to the Federal Bureau of Investigation, growth in the Criminal Division, the creation of the Antitrust Division. Further extension of the federal government during the Great Depression and the decades since has fueled matching increases in the DOJ. The Bureau of Prisons arose with increased federal criminal statutes. The Immigration and Naturalization Service was transferred from the Labor Department in 1940. The Drug Enforcement Agency was created and collected a number of separate predecessor organizations under the DOJ umbrella in 1973.

At present, the DOJ has four major components: Executive Direction and Management Offices, Litigation Organizations, Investigatory and Law Enforcement Offices, and Legal And Policy Offices. The Executive Direction and Management Offices include the Offices of the Attorney General, the Deputy Attorney General, the Associate Attorney General, the Solicitor General, the Office of Legislative Affairs, the Justice Management Division, the Office of Professional Responsibility and the Office of Inspector General. Aegis Prime maintains several high-level operatives in these offices but these are deep moles or facilitators. None of these agents are active members of Cells; they have direct contact to Aegis Prime.

The Litigation Organizations include the Antitrust Division, the Civil Division, the Civil Rights Division, the Criminal Division, the Environment and Natural Resources Division, the Tax Division, and the United States Attorneys. In general, Aegis Cells do not draw active personnel from these divisions. Aegis DOJ professions may call upon them to supply top-notch legal representation or contacts to such representation, and to apply pressure on certain targeted entities.

The majority of Aegis recruitment takes place in the Investigatory and Law Enforcement Offices. These include the the Drug Enforcement Agency, the Federal Bureau of Investigations, the Federal Bureau of Prisons, INTERPOL – U.S. National Central Bureau, the United States Marshals Service, the Office of the Pardon Attorney, and the United States Parole Commission. Of these agencies, Aegis recruits most heavily from the DEA, the FBI, the Federal Bureau of Prisons, and the Marshals.

The Legal and Policy Offices cover the Community Relations Service, the Executive Office for Immigration Review, the Executive Office for U.S. Attorneys, the Executive Office for U.S. Trustees, the Foreign Claims Settlement Commission of the United States, the Immigration and Naturalization Service, the Office of Information and Privacy, the Office of Intelligence Policy and Review, the Office of International Programs, the Office of Justice Programs, the Office of Legal Counsel, the Office of Policy Development, the Office of Public Affairs and the Department of Justice Press Releases. These are primarily bureaucratic and personnel services offices. Aegis Cells do, however, recruit from the INS.

DEPARTMENTAL PULLING STRINGS

Attorney: In the course of their missions, Aegis agents are sometimes called upon to perform actions of questionable legality. A few of these operatives have the misfortune of getting caught. Aegis DOJ professions are fully aware that in these situations an independent, top-notch lawyer is very useful. Further, circumstances arise in the life of any Cell when a good lawyer is needed. DOJ professions even have access to certain judicial personnel. A successful Df1 Influence test supplies an Aegis agent with a good lawyer for any matter that does not involve significant threats to Aegis security or the agent's career. For more serious cases, a Df3 test must be passed, and the lawyer assigned to your case will be excellent and sympathetic to Aegis' mission. If the Cell has really "screwed the pooch," a successful Df5 test may get the case assigned to a "friendly" judge and dismissed for one or more technical reasons in 2D months. In the meantime, the agent will be on parole and had better not be arrested again. Aegis is very reluctant to use its judicial resources in this manner (GM's discretion as to the availability of federal judges even if Df5 test is made).

Finger Printing: The FBI has begun work on the Integrated Automated Fingerprint Identification System (IAFIS) to modernize and centralize the current system for fingerprint identification, some of which is still paper-based. IAFIS provides state of the art fingerprint identification and criminal history data services, and dramatically improves the support services that the FBI provides to 72,000 Federal, State, and local law enforcement and criminal justice agencies. The IAFIS project is divided into three major segments: the Identification Tasking and Networking (ITN); the Interstate Identification Index (III); and the Automated Fingerprint Identification System (AFIS). Officially, full operating capability of this system is expected during the last quarter of 1999, but secretly the system is up and running now in its Beta test form. A successful Df2 Influence test will locate any U.S citizen who has a previous criminal record or law enforcement background. A further Good Luck test will locate someone who has no criminal record (the fingerprints may have been taken for some other reason and included in the database). A Df3 test will locate and identify any individual from a country allied with the United States, if such a person has a criminal record. A foreign national with no criminal record may only be identified with a Luck test at a –2 modifier. The IAFIS has over 214 million fingerprint cards on file, representing approximately 74 million individuals.

Litigation Pressure: When a Cell decides that putting legal pressure on a individual or business will aid its mission, a DOJ profession may contact one of the Litigation Organizations (Antitrust Division, Civil Division, Civil Rights Division, Criminal Division, Environment and Natural Resources Division, Tax Division, United States Attorneys). A successful Df2 Influence test will commence an investigation against a person or company in 2D days (+1Df to shorten it to 1D). A second test at Df3 will get the pressure turned up and a legal suit started; this takes 2D days. If the agent wants access to the materials confiscated, or to be included in an onsite investigation, a Df3 test is required. Note that the Cell does not have complete control over this legal action. To get the investigation/litigation called off, a Df2 test must be completed.





DRUG ENFORCEMENT AGENCY (DEA)

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

Shortly after the turn of this century, narcotics law enforcement was centered in the Department of Treasury's Bureau of Internal Revenue and Bureau of Prohibition. In 1930, a separate Bureau of Narcotics was established, still under Treasury jurisdiction. Jurisdiction, resources and penalties enforced by this agency were expanded over the next thirty years. Until 1946, each new recreational drug required a new law to make it illegal, to place it under the jurisdiction of the Bureau of Narcotics. 1946 legislation granted the Bureau blanket jurisdiction over all drugs. During this time, cocaine, heroin, marijuana and hashish were the most significant of the illegal drugs.

The federal government responded to the growing drug use during the 1960s by creating the Bureau of Drug Abuse Control (BDAC) in the then-Department of Health, Education and Welfare's Food and Drug Administration. The BDAC was to control stimulants such as methamphetamine and various hallucinogens. In 1968, the Bureau of Narcotics and the BDAC were combined in a new Bureau of Narcotics and Dangerous Drugs (BNDD) within the Department of Justice.

Over the next five years, Treasury's U.S. Customs Service (Drug Investigations), DOJ's Office of National Narcotics Intelligence and Office of Drug Abuse Law Enforcement, and the President's own Narcotics Advance Research Management Team were consolidated into the BNDD. In 1973, this new combined organization was named the Drug Enforcement Agency.

Starting in the 1980s, cocaine and other illegal drugs began flooding into the U.S. from South and Central America. Heroin arrived from the Far East. Congress responded by granting the FBI concurrent jurisdiction with the DEA over drug law enforcement. The DEA was expanded, given wide-ranging paramilitary capacities and began significant operations overseas against major drug syndicates, particularly in South and Central America.

Today, the DEA is run by an Administrator who is directly aided by the Office of Congressional and Public Affairs, the Office of Chief Counsel and the Office of Administrative Law Judges. The Office of Chief Counsel runs the asset forfeiture program. The six DEA departments are the Financial Management Division, the Human Resources Division, the Inspection Division, the Intelligence Division, the Operational Support Division, and the Operations Division. Aegis draws most heavily from the field agents in the Operations Division, the analysts in the Intelligence Division and the forensic scientist in the Office of Forensic Sciences in the Operational Support Division. DEA professions also find the training facilities of the Human Resources Division extremely valuable.

The combination of investigative and paramilitary functions in the DEA, and its extensive network of offices, make it an attractive source of operatives for Aegis. Aegis has been active in the DEA since its inception in 1973.

DEA Professions

Field Agent

Influence provided:

Professional trainings: Awareness, Communications, Investigation, Rappelling, Surveillance, Survival

Professional skills: Athletics, Autofire, Brawling, Computer Use, Demolitions, Diplomacy, Heavy Weapons, Lockpicking, Melee Weapon, Photography, Small Arms: Pistol, Small Arms: Rifle, Stealth, Video

Intelligence Analyst

Influence provided:

Professional trainings: Awareness, Communications, Investigation, Surveillance

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

Forensic Scientist

Influence provided:

Professional trainings: Awareness, Investigation

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

DEA Pulling Strings

Access to DEA Training Facility: The DEA has aggressively developed a comprehensive training program that reflects the diversity and sophistication of the agency's complex mission. The Office of Training includes training curriculums on Basic Agents, Clandestine Laboratories, State & Local Police, Mobile Enforcement Teams, International Issues, and In-Service Training. The goals and objectives of the Office of Training are to support the DEA's federal drug law enforcement mission by developing and administering a comprehensive training program for all DEA employees, as well as for other drug law enforcement officials, including foreign drug control officers. Since the DEA moved its training program in 1985 from Glynco, Georgia, training has been conducted at the FBI Academy in Quantico, Virginia. A successful Df1 Influence test (+1Df per person if more than one character attempts to get training from the Academy at the same time) must be made for characters to receive instruction in any one of the following traits:

Trainings: Awareness, Rappelling, Surveillance

Skills: Autofire, Brawling, Computer Programming, Computer Use, Drive, Engineering, First Aid, Forgery, Humanities, Lockpicking, Medical, Repair/Build, Science, Shadow, Small Arms, Stealth

Asset Forfeiture: Financial and asset forfeiture activity is an integral part of DEA investigations. The Asset Forfeiture Section of the Office of Chief Counsel oversees the asset forfeiture program within DEA. No property is forfeited unless it is determined to be a tool for, or the proceeds of, illegal activities such as drug trafficking, organized crime, and money laundering. Through this program, Aegis agents may gain access to items that require the Criminal Influence icon. All items cost -1RP to a minimum of 1RP. Any items that already cost 1RP are doubled in quantity instead.

No Questions Asked: Local police and even most federal agencies tend to give the DEA a wide berth. These organizations can be warned off any DEA investigation with a well-placed phone call (and a successful Df2 Influence test for state or local police, Df3 for federal agents). DEA agents do not have free reign, however. Excessive unusual activity will most likely prompt inquiry higher up the DEA chain of command, and may require intervention by Aegis facilitators. The later operatives may decide to leave the "noisy" Cell to its own devices.





FEDERAL BUREAU OF INVESTIGATION (FBI)

The Federal Bureau of Investigation is the principal investigative arm of the United States Department of Justice. At present, the FBI has investigative jurisdiction over more than 200 categories of federal crimes. The FBI also conducts background security checks of nominees to sensitive government positions. In addition, the FBI investigates activities jeopardizing the U.S. security. Top priority has been assigned to five areas: counterterrorism, drugs/organized crime, foreign counterintelligence, violent crime, and financial crime.

The Bureau of Investigations was established in 1908. The early Bureau had no training facilities and few agents. After 1920, organized, multistate, illegal activity increased as Al Capone and other gangsters found their activities unchecked. Further, the Klu Klux Klan experienced a revival. In 1924, J. Edger Hoover was appointed director and immediately moved to weed our corrupt and incompetent agents, establish age and performance requirements, institute periodic inspections and mandate formal training programs. In the 1930s, the National Academy and the Technical Laboratory were created, and the agency's name was changed to the Federal Bureau of Investigations.

During WWII and the Cold War, the FBI conducted domestic counterintelligence activities. Although several highly publicized plots were countered, many feel that Hoover was overly zealous in this campaign against foreign agents. During the 1950s and 1960s, the FBI's jurisdiction was enhanced through new civil rights, racketeering and gambling legislation. This lead to significant new FBI operations.

In the Vietnam era, the FBI once again acted to keep domestic peace by investigating subversives and violent radicals. Again, a number of serious crimes were curtailed and prevented. Again, extensive and intrusive counterintelligence programs (Cointelpro) pushed Constitutional boundaries or were blatantly illegal. In 1972, Hoover died and the FBI's independence was greatly circumscribed.

In the 1970s and 1980s, the FBI added counterterrorism to the list of national priorities, supplementing the previously established foreign counterintelligence, organized crime and white-collar crime priorities. Drug law enforcement also became a strong focus. The FBI investigated fraud, the saving and loan crisis and other financial institutions, headed security at the Los Angeles and Atlanta Olympic Games, and vigorously attacked public service corruption. In the 1990s, the FBI has expanded overseas and integrated itself with foreign law enforcement agencies.

FBI Headquarters (FBIHQ) in Washington, D.C. provides program direction and support services to field offices, satellite offices, specialized field installations, and foreign liaison posts. The foreign liaison offices work abroad with local authorities on criminal matters within FBI jurisdiction.

FBI field offices are located in fifty-six major cities. Of those, fifty-five are in the United States, and one is in Puerto Rico. The locations were selected according to crime trends, the need for regional geographic centralization, and the need to efficiently manage resources. Each FBI field office is overseen by a Special Agent in Charge (SAC), except for those located in New York City and Washington, D.C. Due to their large size, those offices are managed by an Assistant Director in Charge (ADIC). The SACs in all field offices, including those in New York City and Washington, D.C., are aided by one or more managers called Assistant Special Agents in Charge. The SACs also are assisted by Squad Supervisors in charge of investigative work and Administrative Officers, who manage support operations.

FBI field offices have a headquarters facilities and a number of satellite offices, known as resident agencies. The number of resident agencies under each field office varies, as does the number of employees assigned to a resident agency. They range from one to a dozen or more employees.

The FBI also operates specialized field installations: two Regional Computer Support Centers – one in Pocatello, Idaho, and one at Fort Monmouth, New Jersey – and two Information Technology Centers (ITCs) – one at Butte, Montana, and one at Savannah, Georgia. In addition, the FBI provides support for the National Drug Intelligence Center (NDIC) in Johnstown, Pennsylvania. The NDIC collects and consolidates drug-trafficking intelligence developed by law enforcement and other official users. The facility is overseen by DOJ.

The FBI's broad jurisdiction and extensive intelligence network make it a prime target for Aegis infiltration. The excellent qualifications of FBI special agents make them extremely valuable. Further, the FBI's training, analysis and laboratory facilities are highly useful resources for Aegis Cells.

FBI Professions

Field Agent

Influence provided:

Professional trainings: Awareness, Communications, Investigation, Rappelling, Surveillance, Survival

Professional skills: Athletics, Autofire, Brawling, Computer Use, Demolitions, Diplomacy, Heavy Weapons, Lockpicking, Melee Weapon, Photography, Small Arms: Pistol, Small Arms: Rifle, Stealth, Video

Intelligence Analyst

Influence provided:

Professional trainings: Awareness, Communications, Investigation, Surveillance

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

Forensic Scientist

Influence provided:

Professional trainings: Awareness, Investigation

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

FBI Pulling Strings

Access to FBI Training Facility: The FBI Academy in Quantico, Virginia houses superior training facilities. A successful Df1 Influence test (+1Df per person if more than one character attempts to get training from the Academy at the same time) must be made for characters to receive instruction in any one of the following traits:

Trainings: Awareness, Investigation, Rappelling, Surveillance

Skills: Autofire, Brawling, Computer Programming, Computer Use, Drive, Engineering, First Aid, Forgery, Humanities, Lockpicking, Medical, Repair/Build, Science, Shadow, Small Arms, Stealth

DNA Database: The DNA Identification Act, which was included in the 1994 Crime Bill, authorizes the FBI to establish the Combined DNA Index System (CODIS) for law enforcement purposes. This index contains DNA profiles derived from crime scene investigations, and DNA profiles of individuals convicted of crimes. The CODIS enables state and local law enforcement crime laboratories to exchange and compare DNA profiles electronically. CODIS officially began as a pilot project in 1990, serving 14 state and local DNA laboratories. Secretly it has been operating for over 20 years, and the FBI has secured innumerable blood samples from hospital patients, newborn babies, and other sources. Currently, CODIS is installed in 50 laboratories in 25 states, and has a database of 23 million individuals. A successful Df3 Influence test will grant a FBI profession access to the system. If the sample DNA is not from someone with a criminal record since 1990, a Good Luck test is needed for the person to be in the system.

FBI Forensic Laboratory Analysis: The FBI has one of the largest and most comprehensive crime laboratories in the world. It is the only full-service federal forensic laboratory. A successful Df1 Influence test can get a sample priority treatment, returning a skill level 3 Science and Forensics analysis within 24 hours.

Lab Access: The labs available to FBI scientists are very good. With a successful Df2 Influence test, a FBI profession may gain access to a good Quality Rating laboratory (+2t to any skill tests performed). A Df3 test will grant time in an excellent Quality Rating lab (-1Df to any skill tests performed).





FEDERAL BUREAU OF PRISONS

The mission of the Bureau of Prisons is to protect society by confining offenders in prisons and community-based facilities that are safe, humane, and secure, and that provide work and other self-improvement opportunities to assist offenders in becoming law-abiding citizens.

Prior to the 1930 Act of Congress creating the Federal Bureau of Prisons, there were seven Federal prisons, each separately funded and operated under local policies and procedures established by each warden. The 1930 Act directed the development of an integrated system of prisons.

The Bureau's Central Office in Washington, D.C., provides leadership, long-range planning, facility development, policy formulation, and coordination for the nationwide network of Federal correctional facilities and community resources. For operational efficiency, the Bureau is divided into six geographical regions, each headed by a regional director, that provide technical support and on-site assistance to field locations. Regional offices are located in Philadelphia, Pennsylvania (Northeastern Region); Annapolis Junction, Maryland (near Baltimore, Mid-Atlantic Region); Atlanta, Georgia (Southeastern Region); Dallas, Texas (South Central Region); Kansas City, Kansas (North Central Region); and Dublin, California (near San Francisco, Western Region).

At present, the Bureau operates institutions of several different security levels to house a broad spectrum of offenders. These institutions are scattered around the country. Each facility is placed in one of five groups – minimum, low, medium, high, and administrative.

Minimum-security institutions, also known as Federal Prison Camps, have dormitory housing, a relatively low staff-to-inmate ratio, and no fences. These institutions are work- and program-oriented, and many are located adjacent to larger institutions or on military bases, where inmates help serve the labor needs of the institution or the base.

Low-security Federal Correctional Institutions (FCI's) have double-fenced perimeters, mostly dormitory housing, and strong work and program components. The staff-to-inmate ratio in these institutions is higher than in minimum-security facilities.

Medium-security FCI's have strengthened perimeters (often double fences with electronic detection systems), cell-type housing, a wide variety of work and treatment programs, and an even higher staff-to-inmate ratio than do low-security institutions.

High-security institutions, also known as U.S. Penitentiaries (USP's), have highly secure perimeters (either walled or double-fenced) and close staff supervision and movement controls.

Administrative facilities are institutions with special missions, such as the detention of noncitizen or pretrial offenders, the treatment of inmates with serious or chronic medical problems, or the containment of extremely dangerous, violent, or escape-prone inmates. Administrative facilities are capable of holding inmates of all security categories.

The National Institute of Corrections (NIC) provides advisory and technical support to State and local correctional agencies throughout the country primarily through technical assistance, training, and information services. The NIC Director's Office, Deputy Director, Administrative Services, and Prisons and Community Corrections Divisions are located in Washington, D.C. Its Jails and Academy Divisions and the NIC Information Center are located in Longmont, Colorado.

The Bureau's Community Corrections and Detention Division is responsible for the development and implementation of policies and procedures related to the administration of approximately 600 community corrections and detention contract facilities nationwide. In this capacity, the Division has oversight responsibility in the Bureau's privatization efforts. In addition, the National Office of Citizen Participation is responsible for the coordination of three distinct volunteer program areas: Citizen Participation, Staff Volunteerism, and Inmate Volunteerism. Each of the Bureau's six Regional Offices has a community corrections regional administrator, who oversees 13 management center administrators, as well as the activities of 29 Community Corrections Offices (CCO's) throughout the United States.

The Division's Detention Services Branch develops policies and provides program guidance for U.S. Marshals Service prisoners, Immigration and Naturalization Service prisoners, and criminal aliens for the Bureau, in conjunction with other agencies.

The Bureau of Prisons is also actively involved in the expansion of new programs and facilities, including Intensive Confinement Centers (ICC's), urban work camps, transitional drug-abuse treatment programs, and comprehensive sanctions centers. As approximately 25 percent of the Bureau's population consists of foreign nationals, the Detention Branch has been proactive in obtaining contract bedspace for this group.

Aegis is not overly interested in recruiting Bureau of Prisons officials or corrections officers. Aegis has, however, placed a number of facilitators in the Federal Bureau Prisons to create recruitment opportunities for prisoners. These prisoners are offered good time credits, prison privileges and/or probation if they agree to join an Aegis Cell. Of course, these agents are watched carefully and eliminated at the slightest hint of a security leak. Further, they are usually treated as highly expendable, which they are. Sometimes, but not always, the deal offered by Aegis is better than jail. A convict's Influence attribute reflects his standing in the underworld, not the Bureau of Prisons.

BUREAU PROFESSIONS

NON-VIOLENT CRIMINAL

Influence provided: ✗

Professional trainings: Awareness, Savoir Faire, Surveillance, Survival

Professional skills: Brawling, Computer Programming, Computer Use, Cryptology, Drive, Disguise, Engineering, Escape, Forgery, Humanities, Lockpicking, Repair/Build, Research, Science, Shadow, Stealth

VIOLENT CRIMINAL

Influence provided: ✗

Professional trainings: Awareness, Surveillance, Survival

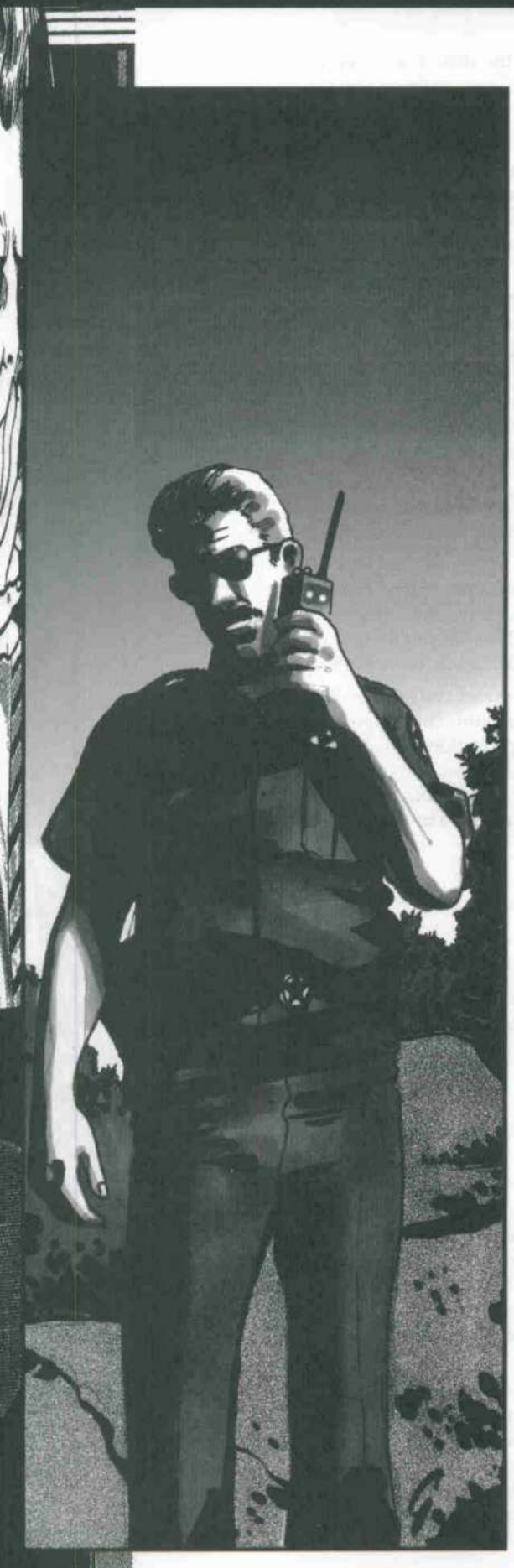
Professional skills: Athletics, Autofire, Brawling, Drive, Escape, Heavy Weapons, Martial Arts, Melee Weapon, Shadow, Small Arms: Pistol, Small Arms: Rifle, Stealth

BUREAU PULLING STRINGS

Criminal Resources: Because the criminal is familiar with a number of underworld connections throughout the U.S., Resource Points spent on criminal Influence Icon resources count double. Further, Resource Points bearing the criminal Influence Icon gathered during Downtime are doubled. Items that the Game Master feels are extremely rare are typically not available, no matter what their cost. Any time the criminal attempts of generate RPs during Downtime, roll a Luck roll. A Bad luck result means that the local police have been tipped off. The ramifications are up to the Game Master.

Network of Colleagues: Once an inmate, always an inmate. The convict will be able to look up the extensive network of contacts from his previous prison experience. This gives the convict the Criminal Connection trait, but his ties are assumed to be universal inside the United States. Each time a specific ability is used in a particular geographic location, however, all further attempts to gain help in that area are +1Df. A particular location's penalty may be eliminated if the convict does some sort of "favor" for the criminal elements that provide the aid (GMs discretion). The penalty process begins anew after any such "favor" is completed satisfactorily.





IMMIGRATION AND NATURALIZATION SERVICE (INS)

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

A short-lived Federal immigration office was created in 1864 by a law intended to encourage immigration. Other laws were passed in the 1880s to control contract labor, but authority over immigration, including enforcement of the Federal statutes, remained at the state level.

In 1888, Congress established a select committee to investigate problems caused by the divided authority over immigration. The committee's work resulted in the Immigration Act of 1891. All duties previously deferred to the states were transferred to U. S. inspection officers. The Bureau of Immigration began operations in the Treasury Department on July 12, 1891. In 1903, the Bureau of Immigration was moved to the newly established Department of Commerce and Labor.

The naturalization side of INS did not arise until the Naturalization Act of 1906. Before then, naturalization was a function of the courts. The new law created the Bureau of Immigration and Naturalization.

INS moved to the Department of Justice in June 1940 to provide more effective control over aliens at a time of increasing international tensions. Most recently, the Immigration Act of 1990 instituted major changes in the law, including revisions to the numerical limits and preference system regulating immigration, and empowering the Attorney General to grant U.S. citizenship.

The INS is headed by a Commissioner who reports to the Attorney General. The structure of INS is divided into operational and management functions. Operations includes both Enforcement and Examinations programs; Management covers information resources, finance, human resources, administration, and equal employment opportunity. The INS has a Washington, DC, headquarters, and 33 districts and 21 border patrol sectors throughout the United States; four regional offices provide administrative support to the field offices. INS also maintains three district offices in Bangkok, Mexico City, and Rome.

The primary enforcement missions of the INS are performed by four enforcement programs, namely Border Patrol, Investigations, Intelligence, and Detention and Deportation.

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

Investigations focuses on enforcement of immigration laws within the interior of the United States. Plainclothes special agents investigate violations of immigration law and aliens involved in criminal activities. Agents often participate in multiagency task forces against narcotics trafficking, violent crime, document fraud, and organized crime. They also try to identify incarcerated aliens who are deportable as a result of their criminal convictions. Agents monitor and inspect places of employment to apprehend unauthorized alien workers and to impose sanctions against employers who knowingly employ them. The Anti-Smuggling Branch of Investigations is responsible for detecting, apprehending, and prosecuting sophisticated alien smuggling operations.

Intelligence collects, evaluates, analyzes, and disseminates information relating to all INS missions. It also directs the Headquarters Command Center, which maintains communications between offices 24 hours a day.

Detention and Deportation (D&D) takes criminals and illegal aliens into custody, and ensures their departure from the country. D&D operates nine detention facilities known as Service Processing Centers (SPC), and, when necessary, uses Bureau of Prisons institutions, approved contract facilities, or State and local jails.

Examinations includes Adjudication and Nationality, Inspections, Service Center Operations, and Administrative Appeals. These programs deal directly with foreign nationals who want to come to the United States temporarily or permanently, and with resident aliens who want to become American citizens.

INS PROFESSIONS

INTELLIGENCE ANALYST

Influence provided: 📷

Professional trainings: Awareness, Communications, Investigation, Surveillance

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

INVESTIGATOR

Influence provided: 📷

Professional trainings: Awareness, Communications, Investigation, Surveillance

Professional skills: Athletics, Computer Use, Diplomacy, Forensics, Lockpicking, Martial Arts, Photography, Shadow, Small Arms: Pistol, Stealth, Tracking, Video

PATROL OFFICER

Influence provided: 🛡

Professional trainings: Awareness, Communications, Investigation, Surveillance, Survival

Professional skills: Athletics, Autofire, Brawling, Demolitions, Heavy Weapons, Lockpicking, Martial Arts, Melee Weapon, Photography, Small Arms: Pistol, Small Arms: Rifle, Stealth

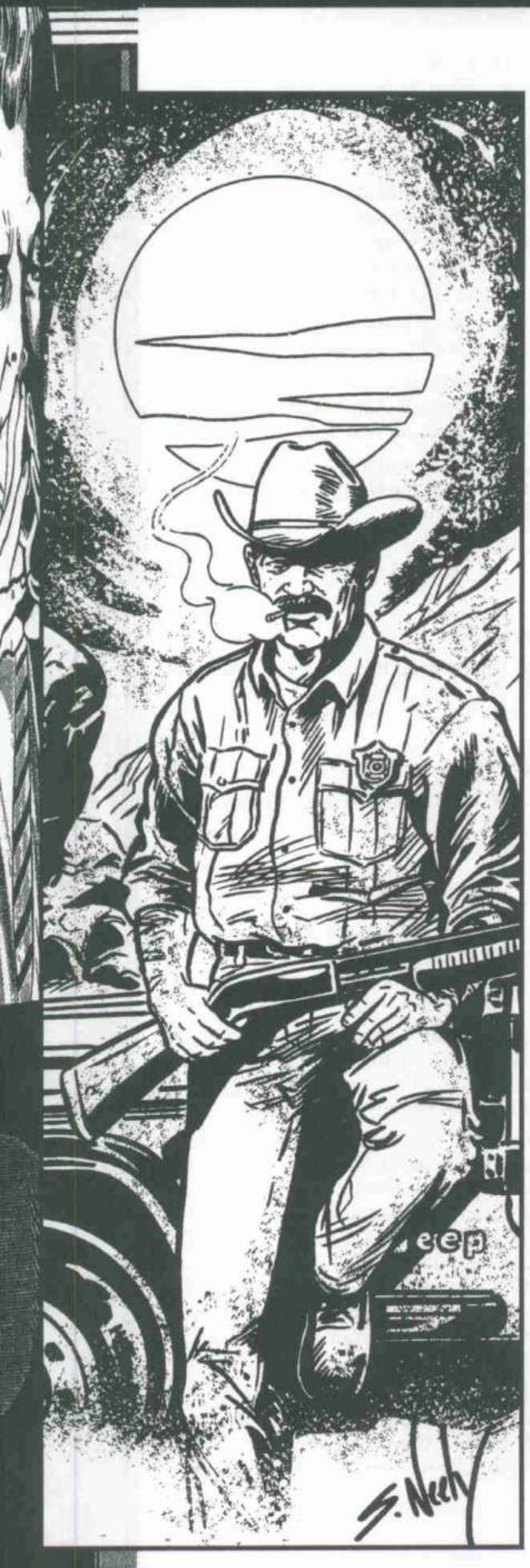
INS PULLING STRINGS

Police Cooperation: An INS profession may divert or cancel any local investigation with a successful Df2 Influence test, and any federal investigation with a Df3 test. These tests have a +1Df modifier if the investigation to be shut down is not near a U.S. border, or in a territory. In the GM's discretion, a further +1Df penalty may be imposed if the character cannot come up with some plausible cover that involves national immigration.

Population Database: The Immigration and Naturalization Service maintains a huge computer file of all naturalized citizens, and of all dual nationals. This computer database is linked to the Social Security Database. On a successful Df1 Influence task, an INS profession can run a suspect's name through the INS computer files to learn his or her immigration status. A Df2 test is required to gain access to all information on the social security computer. The latter system will give name, birthdate and place, and a general history of records (marriage, changed name, felonies). With a Df3 test, the INS operative can add a new name to the database, in effect creating a new identity for a short period. The maximum amount of time this ID will stand up to scrutiny is 1D days. Until that time has passed, a successful Forgery3 test is necessary to crack the file. An agent who wants a more sturdy identity can add up to a +2Df penalty to his Influence test when creating the false identity. This same penalty is added to the Forgery discovery test. These stronger files will last months or years respectively.

Smuggling: INS professions learn the ins and outs of smuggling. An INS agent can smuggle any nonharmful objects across the border with a successful Df1 Influence test. Smuggling weapons, drugs or chemicals requires a Df2 test. Large items such as vehicles may only be smuggled after a Df3 test. All tasks involving the borders of other countries are subject to a +1Df penalty. The ramifications of getting caught in either case are severe.





UNITED STATES MARSHAL SERVICE (USMS)

U.S. Marshal Service was created more than 200 years ago by the first Congress in the Judiciary Act of 1789, the same legislation that established the federal judicial system. The Marshals were given extensive authority to support the federal courts within their judicial districts. The Marshals and their Deputies served the subpoenas, summonses, writs, and other process issued by the courts, made all the arrests, and handled all the prisoners. The Marshals paid the fees and expenses of the court clerks, U.S. Attorneys, jurors, and witnesses. They rented the courtrooms and jail space and hired the bailiffs, criers, and janitors. They made sure the prisoners were present, the jurors were available, and the witnesses were on time.

But this was only a part of what the Marshals did. When George Washington set up his first administration and the first Congress began passing laws, both quickly discovered an inconvenient gap in the constitutional design of the government. It had no provision for a regional administrative structure stretching throughout the country. Both the Congress and the executive branch were housed at the national capitol. No agency was established or designated to represent the federal government's interests at the local level. Congress and the President solved part of the problem by creating specialized agencies, such as customs and revenue collectors, to levy the tariffs and taxes. Yet, there were numerous other jobs that needed to be done.

Thus, the Marshals also provided local representation for the federal government within their districts. They took the national census every 10 years through 1870. They distributed Presidential proclamations, collected a variety of statistical information on commerce and manufacturing, supplied the names of government employees for the national register, and performed other routine tasks needed for the central government to function effectively. Over the past 200 years, Congress and the President also have called on the Marshals to carry out unusual or extraordinary missions, such as registering enemy aliens in time of war, capturing fugitive slaves, sealing the American border against armed expeditions from foreign countries, and swapping spies with the former Soviet Union.

Today, the Marshals Service has its operational headquarters in Washington, D.C. Each of the 95 federal districts is appointed its own federal Marshal, who heads Marshals operations in that district. The Marshal is served by a varying number of Deputy Marshals. The 95 district offices are supported by over 150 suboffices scattered around the county. A small number of personnel are administrative, but the majority of the Service's over 3000 employees are field operatives.

The contemporary duties of the Marshals Service include asset forfeiture, court security, investigation and apprehension of federal fugitives, custody of federal prisoners, transport of federal prisoners, protection of witnesses, and other special operations. The U.S. Marshals Service is responsible for the management and disposal of seized and forfeited assets bought with the proceeds of drug trafficking and organized crime. Providing personal protection to federal judges, court officials, witnesses, and jurors is another mission of the U.S. Marshals Service. In the 95 districts, this means ensuring security and maintaining decorum within the courtroom itself, as well as personal protection for judicial officers, witnesses, and jurors away from the court facilities when warranted. The U.S. Marshals Service has primary jurisdiction nationwide in conducting and investigating fugitive matters involving escaped federal prisoners, probation, parole, and bond default violators, and warrants generated by Drug Enforcement Administration (DEA) investigations and certain other related felony cases. The Service also assumes custody of individuals arrested by all federal agencies, and provides for their transportation. Starting in 1972, Marshals began providing for the security, health, and safety of government witnesses, and their immediate dependents, whose lives are in danger as a result of their testimony against organized crime, drug traffickers, terrorists and other major criminals.

Finally, Deputy U.S. Marshals carry out hundreds of special missions yearly that are related to the Service's broad federal law enforcement and judicial security responsibilities. The Special Operations Group (SOG) is a specially trained and highly disciplined tactical unit. In the Missile Escort Program, Deputy Marshals provide security and law enforcement assistance to the Department of Defense and the U.S. Air Force during the movement of Minuteman and cruise missiles between military facilities. In the Judgment Enforcement Teams (JET), select Deputy Marshals receive special financial training and are assigned to the Financial Litigation Units of certain U.S. Attorney Offices to provide an enforcement capability. They investigate cases where individuals have reneged on debts owed to the government, such as for criminal fines, financial fraud and medical training.

Given the Marshals Service's wide-range of duties and specialized investigation and operations capacities, Aegis has targeted it for recruitment. Although no federal Marshals have time to devote to actual Cell operations, a number of junior and senior Deputy Marshals are part of Aegis Cells.

USMS Professions

Deputy Marshal

Influence provided: 

Professional trainings: Awareness, Communications, Investigation, Politics, Savoir Faire, Surveillance

Professional skills: Athletics, Brawling, Computer Use, Diplomacy, Drive, Forensics, Humanities, Lockpicking, Research, Shadow, Small Arms: Pistol, Stealth, Tracking

Special Operations Group Marshal

Influence provided: 

Professional trainings: Awareness, Communications, Investigation, Rappelling, Surveillance, Survival

Professional skills: Athletics, Autofire, Brawling, Demolitions, Heavy Weapons, Lockpicking, Martial Arts, Melee Weapon, Photography, Small Arms: Pistol, Small Arms: Rifle, Stealth, Tracking

USMS Pulling Strings

Asset Forfeiture: Through the federal Marshals asset forfeiture program, Aegis agents gain access to items that require the criminal Influence Icon. All items cost –1RP to a minimum of 1RP. Any items that already cost 1RP are doubled in quantity instead.

Legal Resources: As established veterans of the law enforcement and judiciary system, Marshals may use their contacts in the police and judicial systems to do a variety of tasks. Information on any law enforcement agent, court employee, or prisoner can be received within 1 hour with a successful Df2 Influence test. A Df3 test grants a personal interview with that person, or unrestricted access to a federal facility at the Marshal's convenience. Add a +2Df penalty for highly classified persons or places, and a +3Df penalty for people who aren't supposed to exist, such as witness relocation program beneficiaries.

Police Contacts: As active law enforcement officials, the agents of the Marshall's office can easily obtain any and all law enforcement assistance needed. Within their own district (typical districts are a few counties wide, depending on local population), the Deputy Marshal holds the Police Connections trait. Outside their districts, Marshals use their Police Connections trait with a +1Df penalty to Influence tests. When in the active pursuit of known felons, all Police Connection Difficulty Levels drop by -2Df – a federal manhunt is a frightening event. A Marshal who purchases the Police Connection trait in character generation gains a –1Df bonus to such tests.

WITSEC: The U.S. Marshall's Witness Security Program protects witness in major criminal cases. Aegis Marshals, however, use it to create untraceable IDs. A successful Df3 Influence test allows a Deputy Marshal to create a highly secure phony identification. In extremely rare cases, the agent may also break a witness's cover. A Df5 test is required to search through the WITSEC database to find a particular person's old and new identity.



DEPARTMENT OF TREASURY (TREASURY)

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

On July 29, 1775, the Second Continental Congress assigned the responsibility for the management of the revolutionary government's finances to Joint Treasurers, George Clymer and Michael Hillegas. On April 1, 1776, an office of accounts and an auditor general were established within the Treasury Office to facilitate the settlement of all payments and claims for the government of the "United Colonies."

The united colonies were unable to establish a well-organized agency for financial administration. The Treasury Office was reorganized three times and the paper Continental dollars devalued rapidly. By May 1781, protests against the worthless money swept the colonies and angry Americans coined the expression "not worth a Continental."

The First Congress of the United States convened in New York on March 4, 1789, marking the beginning of government under the Constitution. On September 2,1789, Congress created a permanent institution for the management of government finances: the Treasury Department.

Throughout the decades of American history, the Department of the Treasury has been expanded to accommodate the nation's needs. While the fiscal and collection functions have remained substantially constant for over two centuries, other incidental operations have varied greatly. The Postal Service, for example, was administered by Treasury until 1829. The General Land Office, which was the nucleus of the Department of the Interior, was part of Treasury from 1812 to 1849. Operations associated with business were Treasury activities until the creation of the Department of Commerce and Labor in 1903; and the functions of the Office of the Supervising Architect of the Treasury were eventually established within the General Services Administration in 1949. The oldest seagoing armed service in the United States, the Coast Guard, remained in the Department of the Treasury until its transfer to the Department of Transportation in 1967.

The Treasury's Health Service ultimately became the Department of Health and Human Services. The Bureau of Narcotics was part of Treasury until its relocation in the Department of Justice as the Bureau of Narcotics and Dangerous Drugs. The Treasury Bureau of the Budget was transferred to the Executive Office of the President in 1939 and now oversees the spending of federal funds as the Office of Management and Budget.

Today, the Department of the Treasury consists of the Departmental Offices and the operating bureaus. The Department Offices are primarily responsible for the formulation of policy and management of the Department as a whole. The Secretary of the Treasury oversees the activities of the Department in carrying out its major law enforcement responsibilities, in serving as the financial agent for the U.S. Government, and in manufacturing coins and currency. The Departmental Offices are composed of divisions headed by Assistant Secretaries who report to the Secretary, the Under Secretary for International Affairs, the Under Secretary for Domestic Finance, or the Under Secretary for Enforcement.

The twelve bureaus are the Bureau of Alcohol, Tobacco and Firearms, the Internal Revenue Service, the Financial Management Services, Customs, Financial Crimes Enforcement Center (FinCEN), the Secret Service, the Office of the Comptroller of Currency, the Office of Thrift Supervision (OTS), the Federal Law Enforcement Training Center, the Bureau of the Public Debt , the Mint, and the Bureau of Engraving & Printing. The bureaus make up 98% of the Treasury work force, which totals approximately 160,000 people.

The Internal Revenue Service (IRS) is responsible for the determination, assessment, and collection of internal revenue in the United States. Responsible for one of the oldest and most basic functions of the Department of the Treasury, the Financial Management Service (FMS) receives and disburses all public monies, maintains government accounts, and prepares daily and monthly reports on the status of government finances.

The functions of the Customs Service are to assess and collect duties and taxes on imported goods, to control carriers of imports and exports, and to combat smuggling and revenue fraud. The Financial Crimes Enforcement Network (FinCEN) is one of the primary agencies that establishes, oversees, and implements Treasury's policies to prevent and detect money laundering.

The Office of the Comptroller of the Currency was established to regulate the National Banking System on February 25, 1863. The Office of Thrift Supervision (OTS), the successor to the Federal Home Loan Bank Board, was established by Congress on August 9, 1989 as the primary Federal regulator of all federal- and state-chartered savings institutions. On July 1, 1970, the Federal Law Enforcement Training Center (FLETC) was established for the purpose of instructing agents and officers from various governmental law enforcement agencies, including the Secret Service, Customs, and ATF, but also the Immigration and Naturalization Service and U.S. Park Police in addition to other non-Treasury agencies. The FLETC maintains its principal training facilities in Glynco, Georgia.

Public Debt's mission is to borrow the money needed to operate the Federal Government and account for the resulting public debt. The United States Mint was created by Congress on April 2, 1792, within the Department of State. The Mint was made an independent agency in 1799, and under the Coinage Act of 1873 became part of Treasury. The Mint manufactures and ships all U.S. coins for circulation to the Federal Reserve banks and branches, which issue coins to the public and the business community through depository institutions. The Mint safeguards the Treasury Department's stored gold and silver and other monetary assets. In addition, the Mint is responsible for the U.S. Bullion Depository in Fort Knox, Kentucky. The Fort Knox Bullion Depository is the storage facility for the nation's gold bullion.

The U.S. Government began printing paper money in 1862, when "greenback" currency was issued to finance the Civil War. The functions of the Bureau of Engraving and Printing were formally established on March 3, 1877. The Bureau of Engraving and Printing designs, engraves and prints all U.S. paper currency and 70 percent of the nation's postage stamps. Some of the other security products and special items produced by the Bureau include: White House invitations, Presidential appointment certificates, military identification cards, Puerto Rican Internal Revenue stamps, naturalization documents, Small Business Administration financial documents, Coast Guard water use licenses, Presidential portraits, and vignettes of various Washington, D.C. historical buildings.

Mission statements, histories and organizational details of the Bureau of Alcohol, Tobacco and Firearms, U. S. Customs, and the U.S. Secret Service are presented later in this section.

Aegis is particularly interested in Treasury agents given their access to funds and monetary instruments of the U.S. government, and their substantial law enforcement assignments. The ATF, Customs and the Secret Service are subject to strong Aegis recruitment efforts.

Departmental Pulling Strings

Agency Control: Treasury professions can supersede the investigations of other law enforcement agencies, as their mandate is wide-ranging. A Treasury agent may divert or cancel any local investigation with a successful Df3 Influence test, and any federal investigation with a Df4 test. In the GM's discretion, a +1Df penalty may be imposed if the character cannot come up with some plausible cover that involves national financial policy, monetary matters or other Treasury law enforcement mandates.

Documents Lab: The Department of the Treasury runs the finest documents labs in the world. Any Aegis mole may submit any kind of paperwork or currency for analysis by skill level 4 Forgery specialists. On a successful Df2 Influence test, the analysis will come back in 24 hours. A Df3 test is required for the lab will attempt to match the papers with all known forgery artists, and send back the latest location and biographical information on the forgers within 48 hours. Finally, on a Df2 task, the agents can have friends in the lab actually generate a set of forged documents of any kind, from anywhere in the world, within 1D days. Add +1Df for overnight jobs, or for each additional set of paper. The forged papers are not backed up by computer records, but will pass almost any known visual or analysis inspection.

Laundered Funds: With all money and valuable property that passes through the Department of Treasury, Aegis agents can make funding tests easily if the amounts they skim are small enough. No Treasury agent needs to attempt a funding test for any amount less than $20,000 – these tests are automatically successful. Any agent desiring to take larger sums of cash, rolls a Luck test for $100,000 or less, and a Luck test with a +2 penalty for $500,000 or less. On Bad Luck, the agent is discovered by an unaligned auditor. The Game Master should feel free to pound the agent as severely as desired, but, at a minimum, all ties to the Treasury will be severed. Treasury professions may steal any quantity of counterfeit money from the Department. No Luck tests are involved, but the Game Master should consider the dangers associated with passing around bad cash in large sums.





BUREAU OF ALCOHOL, TOBACCO & FIREARMS (ATF)

The Bureau of Alcohol, Tobacco and Firearms (ATF) is enforces the Federal laws and regulations relating to alcohol, tobacco, firearms, explosives and arson by working directly and in cooperation with others. ATF also collects taxes imposed on these items.

In order to finance the Civil War, Congress passed legislation in 1862 that created the Office of Internal Revenue and imposed a tax on distilled spirits. In 1863, Congress authorized the hiring of "three detectives to aid in the prevention, detection and punishment of tax evaders."

In 1919, the 18th Amendment to the Constitution was ratified, ushering in the Prohibition Era. The law gave the Commissioner of Internal Revenue jurisdiction over the illicit manufacture, sale, or transportation of intoxicating liquors. The Prohibition Unit soon became the Bureau of Prohibition. Special squads were formed to go after the emerging criminal empires. One of the best known, the "Untouchables", was headed by Eliot Ness in Chicago, Illinois.

After repeal, on March 10, 1934, the Bureau of Prohibition turned over its responsibilities to a newly created Alcohol Tax Unit (ATU) within the Bureau of Internal Revenue. In 1935, the Federal Alcohol Administration Act (FAA) created licensing and permit requirements and establishing regulations designed to ensure an open and fair marketplace for alcoholic beverages. Until 1940, a separate Federal Alcohol Administration in Treasury enforced the FAA Act. In that year, it merged with ATU.

One of the offshoots of prohibition was an unprecedented wave of criminal violence. In reaction, the 1934 National Firearms Act (NFA) was passed, controlling such weapons as machine guns and sawed-off shotguns. In 1938, the Federal Firearms Act (FFA) established limited regulation of the firearms industry and made it a Federal crime for felons and fugitives to receive firearms in interstate commerce. In 1942, responsibility for administering these laws was given to ATU.

In 1951, tobacco tax duties were delegated to ATU and the unit title was changed to the Alcohol and Tobacco Tax Division (ATTD) of the IRS.

Against the background of rising crime rates, and the Kennedy and King assassinations, stricter firearms laws were enacted. Bombs and other destructive devices were added as controlled items. The scope of the responsibilities was such that ATTD was renamed as the Alcohol, Tobacco and Firearms Division (ATFD) of the Internal Revenue Service.

On July 1, 1972, ATFD was separated from the Internal Revenue Service and given full Bureau status in the Treasury Department. In 1978, in response to the millions of dollars being lost by the States through cigarette smuggling from low tax to high tax states, ATF was charged with

enforcing cigarette tax regulations. In 1982, Congress passed the Anti-Arson Act to include destruction of property by fire as a federal violation. This Act clarified the law used by ATF and other agencies in the investigation of incendiary fires. The Brady law was enacted on February 28, 1994. This law required a mandatory 5-day waiting period while law enforcement officers performed criminal background checks on each handgun purchaser.

Today's ATF investigates explosives violations, arson, and firearms trafficking. ATF employees regulate some of the most important and controversial industries in America and collect over $13 billion in taxes annually.

The ATF executives, located at Bureau Headquarters in Washington, D.C., consist of the Director, Deputy Director, Chief Counsel, Associate Director for the Office of Enforcement, and a number of Assistant Directors.

The Office of Enforcement includes both Criminal Enforcement and Regulatory Enforcement functions with offices in every major U.S. city, as well as in Mexico, Canada, and Colombia. The enforcement field structure consists of the Regulatory Enforcement District Offices, Criminal Enforcement Field Division Offices, a National Tracing Center and a Firearms & Explosives Licensing Center. The five Regulatory Enforcement District Offices implement major policies and programs relating to tax statutes and civil actions involving the regulated industries, and provide oversight and coordination of all ATF field regulatory enforcement operations. The 24 Criminal Enforcement Field Division Offices provide coordination between regulatory and criminal enforcement investigations, and assist other law enforcement officials with alcohol, tobacco, firearms, explosives and arson investigations. The National Tracing Center in Falling Waters, West Virginia, provides 24-hour tracing assistance to law enforcement agencies investigating violent crimes involving firearms. The Firearms & Explosives Licensing Center, in Atlanta, Georgia, processes all federal license applications and operating permits for firearms and explosives. The Licensing Center is also the repository for all ATF inspection reports on licensees and permittees.

Much maligned now because of a spate of incidents in the early nineties, the Bureau of Alcohol, Tobacco, and Firearms still has much to offer an Aegis cell. With almost universal power to search and detain suspects and not required to do much explaining to other legal authorities, the ATF has a reputation for over zealousness and commitment. ATF also maintains tight relations with its more popular brethren.

ATF Professions

Field Agent

Influence provided:

Professional trainings: Awareness, Communications, Rappelling, Surveillance, Survival

Professional skills: Athletics, Autofire, Brawling, Demolitions, Drive, First Aid, Gunnery, Heavy Weapons, Lockpicking, Martial Arts, Melee Weapon, Photography, Small Arms: Pistol, Small Arms: Rifle, Stealth, Tracking

Investigator

Influence provided:

Professional trainings: Awareness, Communications, Investigation, Surveillance

Professional skills: Athletics, Brawling, Computer Use, Diplomacy, Forensics, Humanities, Lockpicking, Photography, Research, Shadow, Small Arms: Pistol, Stealth, Tracking, Video

ATF Pulling Strings

CEASEFIRE: The CEASEFIRE program provides local police with the ability to link shooting incidents, and to match projectiles and shell casings recovered in seemingly unrelated occurrences. As an element of this program, ATF utilizes a unique ballistic comparison system known as the Integrated Ballistic Identification System (IBIS). This system enables firearms technicians to digitize and automatically sort bullet and shell casing markings. A successful Df2 Influence test grants an ATF profession access to the this system. If the gun has been used since 1995 in a crime where a bullet was left behind, the agent makes a Luck test with a +2 bonus to the roll (+4 for a major city, -2 for a small rural town) to see if it is in the system. If it is in the system, the agent will discover where, when, how and who used the gun.

Detaining Suspects: An ATF agent can detain a person or persons. Arresting the person is a matter for the Game Master to adjudicate. The target may not come along quietly, and may have capable bodyguards. Once arrested, the target(s) may be held up to 24 hours with a successful Df1 Influence test. This Df is increased by a number equal to the highest Influence attribute among targets, and by +1Df per additional person after the first. Note that this procedure will often cause the suspects to become angry, and can generate negative publicity.

Search and Seizure: ATF professions can arrange a search and seizure of any public or private area, purportedly to search for illegal weapons and non-taxed alcohol and tobacco. If the search is essentially legal, a successful Df1 Influence test will secure a warrant to search the whole, or a part of, a standard private home or small business. A Df2 test is necessary to search all, or any part of, a large residence or company, and Df3 test is needed for any part, or the entire, corporate headquarters or major compound. Add +1Df each for areas that are not owned by American citizens, areas owned by illegal/quasi-legal agencies, and for illegal searches or searches without justification. Finally, add or subtract 1Df for the level of publicity of the area or the search (no media, out in the woods, public approves of the search, massive media presence, etc.). Without exceptional cause, the ATF cannot move against military sites, or federal property.





U.S. CUSTOMS

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

After declaring its independence in 1776 and winning a hard fought war, the United States found itself on the brink of bankruptcy. Responding to the urgent need for revenue, the First Congress passed and President George Washington signed the Tariff Act of 1789, which authorized the collection of duties on imported goods. It was called "the second Declaration of Independence" by commentators at the time. Four weeks later, on July 31, the fifth act of Congress established Customs and its ports of entry.

Founded as the premier law enforcement agency in 1789, the "collector and protector of the revenue" became part of the Treasury Department in 1875, and a Treasury bureau in 1927. In 1973, the agency became the U.S. Customs Service.

For nearly 125 years, Customs funded virtually the entire government, and paid for the nation's early growth and infrastructure. The territories of Louisiana and Oregon, Florida and Alaska were purchased; the National Road from Cumberland, Maryland, to Wheeling, West Virginia, was constructed; and, the Transcontinental Railroad stretched from sea-to-sea. Customs collections built the nation's lighthouses; the U.S. military and naval academies, and the City of Washington. By 1835, Customs revenues alone had reduced the national debt to zero.

Further, Customs used to administer several programs that have since been moved to other agencies. In the early days, Customs officers administered military pensions (Department of Veterans Affairs), collected import and export statistics (Bureau of Census), and supervised revenue cutters (U.S. Coast Guard). Customs also collected hospital dues to help sick and disabled seamen (Public Health Service), and established standard weights and measures (National Bureau of Standards).

The agency was restructured in 1995. The Service essentially includes administrators in the Commissioner's office and other branch offices, the Customs Inspectors and Special Agents.

The Commissioner of Customs establishes policy and supervises all activities from the Service Headquarters in Washington, D.C. The Commissioner's staff includes Assistant Commissioners for Congressional And Public Affairs, International Affairs, Field Operations, Internal Affairs, Investigations, Regulations & Rulings, Strategic Trade, Human Resources, Management, Information & Technology, and Finance.

The Customs Inspectors are located at all points of entry to the U.S. Customs Inspector enforce U.S. laws and regulations which protect the revenue of the United States, search persons, cargo, ships, aircraft, cars and other vehicles, seize contraband, and apprehend violators of illegal importation. They also assess and collect duties, excise taxes, fees and penalties on imported merchandise at international borders. To ensure compliance with tariff laws and to prevent smuggling, Customs Inspectors clear individual baggage of international travelers and oversee the unloading of all types of commercial shipments. This places the Inspector in daily contact with not only the domestic and international traveler, but also with captains of ships, importers, exporters and other business entities.

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

U.S. Customs Service's law enforcement powers and access to the country's borders make it a valuable source of Aegis agents. Aegis concentrates on the Special Agents and forensic scientists. Rarely does it draw from the ranks of Customs Inspectors.

Customs Professions

Criminal Investigator (Special Agent)

Influence provided: 

Professional trainings: Awareness, Communications, Investigation, Surveillance

Professional skills: Athletics, Boating, Brawling, Computer Use, Diplomacy, Heavy Weapons, Humanities, Lockpicking, Photography, Pilot, Small Arms: Pistol, Small Arms: Rifle, Stealth, Video

Forensic Scientist

Influence provided: 

Professional trainings: Awareness, Investigation

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

Customs Pulling Strings

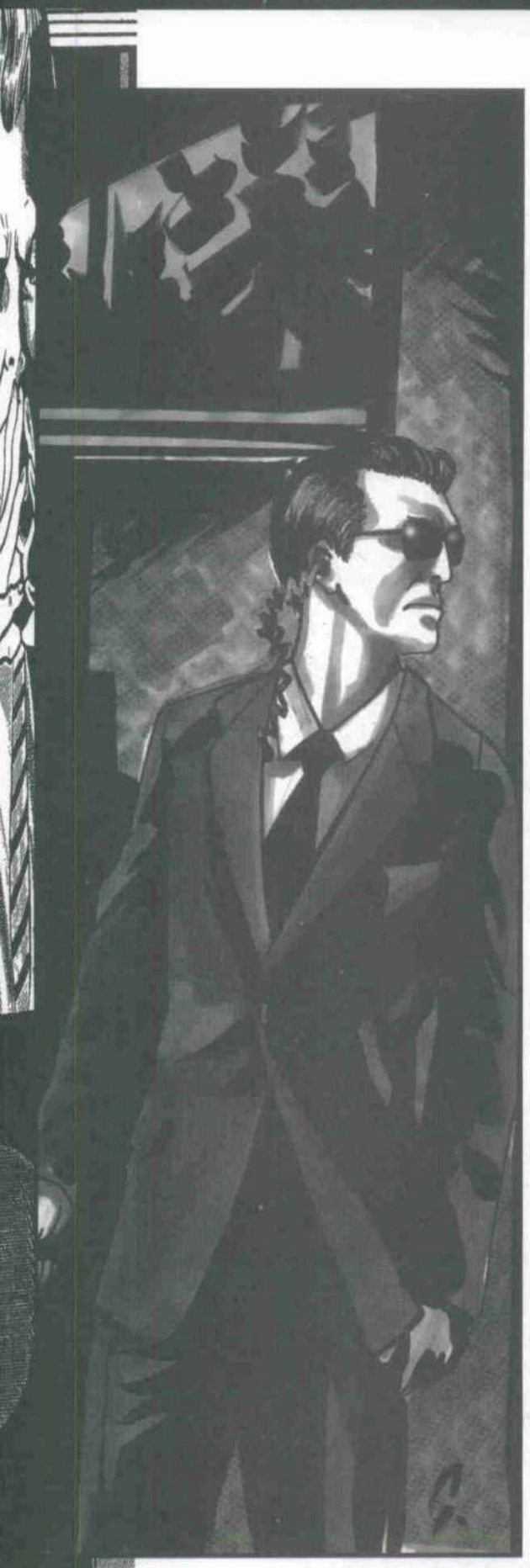
Asset Forfeiture: Items may be confiscated by a Customs officer when laws enforced by Customs, or other Treasury agencies have been violated. Property seized can be any type of material including real property, aircraft, automobiles, boats, artwork, jewelry, industrial equipment, and consumer goods. Aegis agents within Customs may gain access to any of the above items at -1RP to cost.

Lab Access: The labs available to Customs scientists are very good. With a successful Df2 Influence test, a Customs profession may gain access to a good Quality Rating laboratory (+2t to any skill tests performed). A Df3 test will grant time in an excellent Quality Rating lab (-1Df to any skill tests performed).

Lab Analysis: Customs scientists conduct a wide range of analyses to ensure that imported and exported merchandise has been properly identified to protect the revenue, and to assure fair trade. A successful Df1 Influence test gains a skill level 3 Science, Engineering or Build/Repair analysis of a piece of known technology, material or substance. The results will be returned in a week. Each increase in the Df of the Influence test halves the testing time (Df2 = 84 hours, Df3 = 42 hours, Df4 = 21 hours, Df5 = 10 hours). If the substance or item under analysis is alien, supernatural or "unknown", the answer will be received in 6 weeks, and may not be conclusive. Again, increases in the Df tested decrease testing time (Df2 = 3 weeks, Df3 = 10 days, Df4 = 5 days, Df5 = 56 hours).

Smuggling: In training to halt smuggling operations, Customs professions learn all about how to conduct such operations. A Customs agent can smuggle any nonharmful objects across the border with a successful Df1 Influence test. Smuggling weapons, drugs or chemicals requires a Df2 test. Large items such as vehicles may only be smuggled after a Df3 test. All tasks involving the borders of other countries are subject to a +1Df penalty. The ramifications of getting caught in either case are severe.





U.S. SECRET SERVICE

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

At the close of the Civil War, between one third and one half of all U.S. paper currency in circulation was counterfeit. On July 5, 1865, the Secret Service was created to combat this threat to the nation's economy. Two years later, the Secret Service responsibilities were broadened to include "detecting persons perpetrating frauds against the government." This resulted in investigations of the Ku Klux Klan, illegal distillers, smugglers, mail robbers, land frauds, and others.

In 1883, the Secret Service was officially acknowledged as a distinct organization within the Treasury Department. As a result of the assassination of President McKinley, Congress informally requested Secret Service Presidential protection in 1901. The next year, the Service assumed full time responsibility for protection of the President.

In 1908, President Roosevelt transferred eight Secret Service agents to the Department of Justice. They formed the nucleus of what is now the Federal Bureau of Investigation (FBI).

The White House Police Force was created in 1922. In 1930, the White House Police were placed under the supervision of the Secret Service. Forty years later, the White House Police Force was renamed the Executive Protective Service and given responsibility for protecting diplomatic missions in the Washington, D.C. area. The Executive Protective Service was officially renamed the U.S. Secret Service Uniformed Division in 1977. The Treasury Police Force merged with the U.S. Secret Service Uniformed Division in 1986.

The Service's protective responsibilities expanded greatly over time. At present, the Service protects the President and Vice President and their immediate families, the President-elect and Vice President-elect and their immediate families, former Presidents and their wives, the widows of former Presidents until death or remarriage, minor children of a former President until they reach 16 years of age, heads of a foreign state or foreign government, and at the direction of the President, official representatives of the United States performing special missions abroad.

Today, Uniformed Division officers provide security at the White House, the Vice President's residence, buildings in which Presidential offices are located, the U.S. Treasury Building and the Treasury Annex, and foreign diplomatic missions. Uniformed Division officers carry out their responsibilities through a network of foot patrols, vehicular patrols, and fixed posts. They provide additional assistance to the overall Secret Service protective mission through special support programs such as the canine, magnetometer, and counter-sniper units.

The Secret Service has field offices located throughout the continental U.S, Alaska, Hawaii, and Puerto Rico, and liaison offices in Paris & Lyon, France; London, England; Bonn, Germany; Rome & Milan, Italy; Hong Kong, China; Montreal, Canada; Nicosia, Cyprus; Bogota, Colombia; Manila, Philippines; and Bangkok, Thailand.

The Secret Service has more than 2,000 special agents who are rotated throughout their careers between investigative and permanent protective assignments. Agents assigned to investigative duties in the Service's field offices also serve as a source of additional manpower for temporary protective details, such as those for candidates or visiting foreign dignitaries. The Secret Service also has approximately 1,200 officers in the Uniformed Division. Numerous specialists in a wide variety of occupations contribute their expertise to the Secret Service's investigative and protective missions. They include security specialists, electronics engineers, communications technicians, research psychologists, computer experts, armorers, intelligence analysts, polygraph examiners, forensic experts, and professionals in many other fields.

Since the security debacle that resulted in Aegis' part in the Kennedy assassination, Aegis has been particularly careful about recruitment in the Secret Service. Most Secret Service operatives are deep cover moles who do not engage in field work and report directly to a member of Aegis Prime. Over time, however, the occasional agent or security specialist finds her way into the ranks of an Aegis Cell.

Secret Service Professions

Agent

Influence provided:

Professional trainings: Awareness, Communication, Investigation, Surveillance

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

Security Specialist

Influence provided: 

Professional trainings: Awareness, Communication, Surveillance

Professional skills: Brawling, Computer Use, Computer Programming, Cryptology, Demolitions, Engineering, Humanities, Lockpicking, Photography, Research, Repair/Build, Small Arms: Pistol, Video

Secret Service Pulling Strings

Official Agendas: A successful Df3 Influence test will allow the agent to get details of security measures, agenda and travel routes for a particular government official that the Secret Service protects. A Df4 test must be made for member of the Presidential cabinet, and a Df5 test for the Vice-President or President. Another test at the appropriate Df will allow the agent to make minor security modifications, such as getting herself stationed at a crucial point, or making sure a particular building is overlooked by the advance team.

Sending Presidential Orders: By orchestrating duty rosters and the Presidential agenda (a successful Df4 Influence test), operatives within the Secret Service can arrange to be in the right place at the right time to send forged presidential orders and directives. Depending on the importance of the orders, they will be found to be fraudulent in a few hours or they may remain undetected for days. The repercussions of the false order will also vary depending on its importance. For example, a Presidential stay of execution may go unnoticed for a few days, and even after it is discovered, it will quite possibly be ignored. On the other hand, a Presidential directive to prepare for war with France will probably not last through the hour, and the operative better have a really good reason for causing the resulting international crisis.

Unrestricted Access: Secret Service agents may gain entry into all governmental complexes under the guise of errands for the President. This does necessarily mean they get free roam of the building – in particularly secure areas, an escort will no doubt be provided. Depending on the security level of the complex, the Game Master should assign a Df1 (non-secure public buildings), Df2 (minor security nonpublic areas of public buildings), Df3 (regular security military buildings), Df4 (high security/classified areas), or Df5 ("non-existent" places) Influence test. A penalty of +1Df is applied for each non-Secret Service individual brought in, or for each Secret Service agent beyond two. In the Game Master's discretion, Secret Service agents may attempt to gain unescorted access at a +1Df penalty.





CENTRAL INTELLIGENCE AGENCY (CIA)

The Central Intelligence Agency is charged with collecting, collating and analyzing foreign intelligence. The Director of the CIA is also head of the U.S. Intelligence Community (IC) and coordinates the efforts of the numerous military, civilian and law enforcement intelligence agencies with respect to foreign intelligence. The CIA works closely with the DEA and the FBI on drug law enforcement and counterterrorism. The CIA also conducts liaison with the intelligence and security services of friendly governments, shares intelligence information with, and, on request, provides advice and training to these services.

The CIA is expressly prohibited by Executive Order from routinely engaging in the domestic electronic, mail, or physical surveillance, or unconsented physical search. The Company admits, however, that such intrusion into the lives of Americans may take place given "extraordinary conditions of concern for the national welfare." The CIA also claims not to maintain files on American citizens. Again, however, it admits that the names of U.S. citizens may appear in various records as a consequence of routine business they conduct with the CIA. These are the official stances of the CIA, targeted to Congressional oversight committee, or particularly noisy press representatives.

Until WWII, no government agency conducted organized and systematic collection and analysis of foreign intelligence. The War, State and Navy Departments each had their own specialists. The first true foreign intelligence agency, the Office of Strategic Services, was organized in 1941 to fight the Axis powers. The successes of the OSS were the result of clear goals, clear enemies, few restrictions and little oversight. The OSS was disbanded at the end of the war.

The next year, the Central Intelligence Group was created to coordinate both military and civilian intelligence. This agency was subsumed into the CIA when it was created in 1947. Since that time, the CIA has engaged in countless operations around the globe and within the U.S. Primarily through proxies armed, trained or coordinated by CIA agents, overt and covert actions have been taken in every corner of the world. The 1961 CIA-sponsored Bay of Pigs, and the 1994 Aldrich Ames spy scandal are perhaps the agency's most spectacular failures, but a closer review reveals many more operations that achieved their goals.

Today, the CIA is organized into four divisions: the Operations Directorate, the Intelligence Directorate, the Science and Technology Directorate and the Administration Directorate. Operations conducts intelligence gathering, counterintelligence and covert operations. Intelligence synthesizes and analyzes the data collected and issues reports. The Science and Technology Directorate creates, develops and tests numerous tradecraft devices and processes. The Administration Directorate coordinates the personnel and services of the other three.

An affiliated division, the Center for the Study of Intelligence, maintains the Agency's historical materials and promotes the study of intelligence as a legitimate and serious discipline. The Center for the Study of Intelligence conducts research on intelligence, publishes journals, books, monographs and a quarterly newsletter, and coordinates a number of academic outreach programs.

CIA recruits quality people in nearly all fields of study. Scientists, engineers, economists, linguists, mathematicians, secretaries, and computer specialists are but a few of the disciplines continually in demand. Some are specialists – physical and social scientists, doctors of medicine, lawyers, etc. Many are generalists, people with broad based educational backgrounds who make up the bulk of the domestic and overseas staffs.

Neither the number of employees nor the size of the CIA's budget is publicly disclosed. A common misconception is that the Agency has an unlimited budget. While classified, the budget and size of the CIA are known in detail by the Office of Management and Budget and by the Intelligence Oversight and Defense Subcommittees of the Appropriations Committees in both houses of Congress.

Officially, only the President can direct the CIA to undertake a covert action. Covert actions are considered when the National Security Council judges that U.S. foreign policy objectives may not be fully realized by normal diplomatic means and when military action is deemed too extreme an option. Once tasked, the Director of Central Intelligence must notify the intelligence oversight committees of the Congress of covert operations.

The CIA's secrecy and specializations make it an ideal target for Aegis recruitment. Unfortunately, the agency's high public profile and the frequent, intrusive Congressional oversight detract from an Aegis operative's flexibility and missions. It is also difficult to discern the goals, motivations and agendas of highly secretive intelligence officers. If possible, Aegis agents in the CIA are even more paranoid than their Cellmates from other agencies.

CIA Professions

Agent

Influence provided: 📷

Professional trainings: Awareness, Communication, Investigation, Politics, Savoir Faire, Surveillance

Professional skills: Athletics, Autofire, Brawling, Computer Programming, Computer Use, Cryptology, Diplomacy, Disguise, Escape, First Aid, Forgery, Gun Fu, Heavy Weapons, Lockpicking, Martial Arts, Melee Weapon, Photography, Shadow, Small Arms: Pistol, Small Arms: Rifle, Stealth, Tracking, Video

Analyst/Techician

Influence provided: ⚗

Professional trainings: Awareness, Communications, Investigation, Politics, Survival

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

CIA Pulling Strings

Access Abroad: The CIA has connections across the planet. With a successful Df3 Influence test, the CIA profession can move a team and its equipment anywhere in the world. Travel takes 2D days (Df4 test = 1D days; Df5 test = 24 hours). At her discretion, the Game Master may impose further delay depending on the situation.

Access to Spy Satellite Data and Images: The CIA monitors some of the most sophisticated spy satellites in the world. With a little work, monitoring agents can read the headlines on a local newspaper stand. With a successful Df1 Influence test, the agent can receive access to data from anywhere in the world that is 24 hours old. The satellite photo can be of any 2km by 3km area on the planet, or section of the heavens (resolution at GM's discretion). The age of the information will modify the Df of the test (Df1 = 12 hours, Df2 = 6 hours, Df3 = 3 hours, Df4 = 1 hours, Df5 = 30 minutes). A successful Df3 Influence test and 1Dx10 minutes will get the character a live satellite feed that lasts 1Dx10 minutes. A satellite uplink and monitor must be available to display the feed. Lastly, the agent can order a communications filter of all information and transmissions from a certain area for up to 1D days with a Df4 task. The agent will have to review all that information by herself.

Lab/Workshop Access: The labs available to CIA operatives are very good. With a successful Df2 Influence test, a CIA profession may gain access to a good Quality Rating laboratory or workshop (+2t to any skill tests performed). A Df3 test will grant time in an excellent lab or workshop (-1Df to any skill tests performed).

Maps: The CIA uses agents and satellites to map the world in excruciating detail. Some of these maps are released to the public. Obviously, these public maps are not complete. CIA professions have access to the "uncensored" maps of the world with a successful Df1 test. For maps with secret military and sensitive installations marked, a Df3 test must be completed. Areas that do not "exist" can be reviewed with a Df5 test. All maps arrive in a week. The Df of a test may be increased – each +1Df added decreases the time delay by half.

More Equipment: The CIA is a world leader in the development of espionage technology. It also has a sizable budget. Thus, a CIA operative can secure any Intrusion Equipment, Electronics, Software, Surveillance Equipment, Communications Gear, Hostile Environment Gear, or any Special Vehicles that are primarily used for Espionage at -2RP. Any items that have a basic cost of 2RPs are doubled in quantity instead.





DEPARTMENT OF ENERGY (DOE)/OFFICE OF ENERGY RESEARCH (OER)

The Department of Energy is responsible for providing scientific, educational and institutional leadership in the promotion of efficient energy use, diversity in energy sources, and a secure national defense. For the most part, the divisions of the Department of Energy are administrative and regulatory and thus do not greatly concern Aegis.

One portion of the Department, the Office of Energy Research (OER), is considered very valuable. The Office of Energy Research funds basic research, stretching the spectrum of scientific knowledge, including materials and chemical sciences, engineering and geosciences, energy biosciences, magnetic fusion energy, health research, high energy and nuclear physics, and mathematical and computational sciences.

Prior to the energy crisis of 1973, the federal government's role in energy management and research was minimal. Energy was cheap and plentiful, and environmental impacts were little understood and ignored. One of the largest program involved the promotion of nuclear energy for peaceful uses through the Atomic Energy Commission (AEC).

In 1973, the Yom Kippur War and the oil embargo by OPEC created massive increases in oil prices and oil shortages. In 1974, the Federal Energy Administration was created to gather energy matters in one agency. The FEA wedded two lines of policy: the classified atomic weapons and energy programs of the AEC, and the energy research, regulation, pricing, and conservation programs of a number of different agencies.

The FEA was replaced by a cabinet-level Department of Energy in 1977. Shortly after the Department was created, the Office of Energy Research was established to coordinate and fund significant energy science research and technological development.

Today, the Department of Energy consists of a Headquarters with supporting financial, legal, personnel, procurement, public and congressional affairs offices, and a number of program divisions. The Office of Civilian Radioactive Waste Management (OCRWM) is charged with developing and operating a disposal system for spent nuclear fuel and high-level radioactive waste. The Office of Defense Programs (DP) ensures the safety and performance of nuclear weapons, maintains the nuclear stockpile, and regulates nuclear weapons production. The Office of Energy Efficiency and Renewable Energy promotes energy efficiency and renewable energy technologies. The Office of Environmental Management (EM) coordinates nuclear-and nonnuclear-related site cleanup across the nation. The Federal Energy Regulatory Commission (FERC) regulates the transmission of natural gas, oil and electricity, and licenses and inspects hydroelectric projects. The Office of Fissile Materials Disposition governs the storage and disposition of weapons-usable fissile materials. The Office of Fossil Energy (FE) is responsible for

increasing natural gas and petroleum supplies, and related environmental matters. FE also oversees the Strategic Petroleum Reserve (the nation's emergency oil stockpile) and the Naval Petroleum and Oil Shale Reserves. The Office of Fusion Energy is charged with acquiring the knowledge base needed for an economically and environmentally attractive fusion energy source. The Office of Nonproliferation and National Security seeks to curtail the spread of nuclear weapons.

The Office of Energy Research, the program which includes most Aegis personnel, is headed by a Director's office with supporting technical, management, planning and policy divisions. The OER Science Programs include the Office of High Energy and Nuclear Physics, the Office of Biological and Environmental Research, the Office of Basic Energy Sciences, the Office of Fusion Energy Sciences, and the Office of Computational and Technology Research. OER energy research facilities are located at Ames Lab in Ames, IA, the Argonne National Lab at Argonne, IL, the Brookhaven National Lab in Upton, NY, the Fermi National Accelerator Lab in Batavia, IL, the Lawrence Berkeley National Lab in Berkeley Hills, CA, the Oak Ridge Institute for Science & Education and the Oak Ridge National Lab in Oak Ridge, TN, the Pacific Northwest National Lab in Richland, WA, the Princeton Plasma Physics Lab in Princeton, NJ, the Stanford Linear Accelerator Center in Stanford, CA, and the Thomas Jefferson National Accelerator Facility (formerly CEBAF) in Newport News, VA. Each of these labs conducts a number of different research programs extending across a variety of sciences and technologies.

DOE/OER Professions

Scientist/Technician

Influence provided:  or 

Professional trainings: Awareness, Biohazard Control, Politics

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

DOE/OER Pulling Strings

Access to New Technologies: Due to the nature and variety of the research programs sponsored by DOE, a number of innovative technologies are developed. DOE/OER agents can gain access to new and experimental energy sources. With the equipment and knowledge secured, the operative may be able to analyze and supply energy for otherworldly devices. The energy source will not be better than the original power source, but will be much better than, for example, connecting car batteries to an Atlantean particle rifle. A successful Df4 Influence test is required to get the power source created and kept secret. The labs and scientists used must have access to the device that the power source is being designed for (possible security leak there), and it will take 1D weeks of development and construction time for small items, and 2D months for larger items such as spacecraft. This assumes that the devices are technologically powered, not psychically powered (i.e., psychic lens).

Access to Scientists: Due to the extensive number of scientists funded by the Office of Energy Research's programs, Aegis finds a plentiful supply of dedicated and discrete personnel. All science and technical staff may be employed for –1RP in cost. If the staff member already costs 1RP, then two staff members will recruited instead.

Energy Blackouts: Aegis professions within the DOE may call upon the power the Federal Regulatory Commission over natural gas, oil, electricity and hydroelectric facilities. An agent can stop the transmission of any of these resources. A successful Df1 Influence test is needed to stop the flow of energy to any particular grid in a city or town. A Df2 test is needed to blackout a larger area such as a the entirety of a small town, or many blocks of a city. Df3 is assigned to cutting off a large town or a small city, and Df4 must be passed for a major metropolis, or a small state with no metropolises in it. When attempting to cut off an entire state with major cities, all the customers of one energy company, or a number of states, a Df5 test is needed. Cutting power to a number of states covering many different energy companies demands a Df6 test.

Expedited Research: The OER labs are staffed by large numbers of quality researchers and supplied with top-flight equipment. A scientist attempting a research project using these labs finds breakthroughs come quicker. An OER professional may attempt two long-term research tests per week, or two short-term projects each day.

Lab/Workshop Access: The labs available to DOE/OER operatives are very good. With a successful Df2 Influence test, a DOE/OER profession may gain access to a good Quality Rating laboratory or workshop (+2t to any skill tests performed). A Df3 test will grant time in an excellent lab or workshop (-1Df to any skill tests performed). Df4 allows access to a superior lab or workshop (both good and excellent Quality Rating benefits).

Species Identification: The Office of Energy Research's Human Genome Program (HGP) is the lead automated high-throughput DNA sequencing program in the country. Accordingly to public releases, each year brings identification and sequencing of 2 percent of the human genome. Unofficially, Aegis moles have pushed the boundaries of the program significantly. Currently, 10% of the human genome is being sequenced a year. Further, Grey, Saurian, and a few highly guarded Atlantean DNA samples are being analyzed as well. Just recently, this program was expanded to include cryptozoological creatures. With a successful Df1 Influence test, an agent can have a DNA sample secretly analyzed. A full report on the sample (not always conclusive) will be delivered in 2D days. A Df3 influence test will expedite the research to 1D days or 24 hours if a Df5 test is made.



Department of Health and Human Services (HHS)/Centers for Disease Control and Prevention (CDC)

The Department of Health and Human Services (HHS) includes more than 300 programs covering a wide spectrum of activities. Some highlights include medical and social science research, food and drug safety oversight, Medicare (health insurance for elderly and disabled Americans) and Medicaid (health insurance for low-income people), financial assistance for low-income families (AFDC), child support enforcement, Head Start (preschool education and services), preventing child abuse and domestic violence, and substance abuse treatment and prevention.

Like DOE, the bulk of HHS' programs are of little use or benefit to Aegis. Aegis has drawn most from the Centers for Disease Control and Prevention (CDC) programs. The CDCs are charged with the prevention and control of infectious diseases. The CDC conducts medical research and publicity, aids in the control of epidemics, and performs surveillance of infectious diseases.

The oldest section of the current HHS is the Public Health Service which dates back to 1798 when the first Marine Hospital was established to care for seafarers. In 1862, President Lincoln appointed a chemist to serve in the new Department of Agriculture, and charged him with testing foods and drugs. This was the beginning of the Bureau of Chemistry, forerunner to the Food and Drug Administration. In 1887, the federal government opened a one-room laboratory on Staten Island for research on disease, thereby planting the seed that was to grow into the National Institutes of Health.

1935 brought the Social Security Act and the beginning of the largest governmental entitlement program in history. Four years later, various federal programs in the fields of health, education, social insurance and human services were brought together under the new Federal Security Agency.

In 1946, the Communicable Disease Center was established, forerunner of the Centers for Disease Control and Prevention. Finally, in 1953, the cabinet-level Department of Health, Education and Welfare (HEW) was created. The Medicare and Medicaid programs were created in 1965, making comprehensive health care available to millions of Americans.

The Department of Education became its own agency in 1979, and HEW became the Department of Health and Human Services. The Social Security Administration was also separated from HHS to become an independent agency in 1995.

HHS is composed of the central office in Washington, D.C., where the Office of the Secretary and supporting financial, personnel, planning and management offices are located. HHS' eleven operating divisions are the Administration for Children and Families (ACF), the Administration on Aging (AOA), the Agency for Health Care Policy and Research (AHCPR), the Agency for Toxic Substances and Disease Registry (ATSDR), the Centers for Disease Control and Prevention (CDC), the Food and Drug Administration (FDA), the Health Care Financing Administration (HCFA),

the Health Resources and Services Administration (HRSA), the Indian Health Service (IHS), the National Institutes of Health (NIH), and the Substance Abuse and Mental Health Services Administration (SAMHSA).

The CDCs number eleven. The Office of the Director administers the program. The other facilities are the National Center for Environmental Health, the National Center for HIV, STD, and TB Prevention, the National Center for Chronic Disease Prevention and Health Promotion, the National Center for Health Statistics, the National Center for Infectious Diseases, the National Center for Injury Prevention and Control, the National Institute for Occupational Safety and Health, the Epidemiology Program Office, the International Health Program Office, the Public Health Practice Program Office, and the National Immunization Program. Most of these programs are located in Atlanta, GA. Research and experiment laboratories are scattered about the country, the largest located in Anchorage, AK, Atlanta, GA, Cincinnati, OH, Fort Collins, CO, Morgantown, WV, Pittsburgh, PA, Research Triangle Park, NC, San Juan, PR, Spokane, WA and the Washington, DC area.

CDC Profession

Scientist

Influence provided:

Professional trainings: Awareness, Biohazard Control, Politics, Surveillance

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

CDC Pulling Strings

CDC Labs: The Center for Disease Control laboratory and medical facilities in Atlanta are on-call 24 hours a day, seven days a week. If a successful Df1 Influence test is made, samples sent from field operatives will receive skill level 3 biological, medical, toxicological, and virological testing and analysis, and the results will be returned within a week. Each increase in the Df of the Influence test halves the testing time (Df2 = 84 hours, Df3 = 42 hours, Df4 = 21 hours, Df5 = 10 hours). If the substance or item under analysis is alien, supernatural or "unknown", the answer will be received in 6 weeks, and may not be conclusive. Again, increases in the Df tested decrease testing time (Df2 = 3 weeks, Df3 = 10 days, Df4 = 5 days, Df5 = 56 hours). All analysis time may be halved again if the agents can devise a convincing explanation that an outbreak has begun or is suspected.

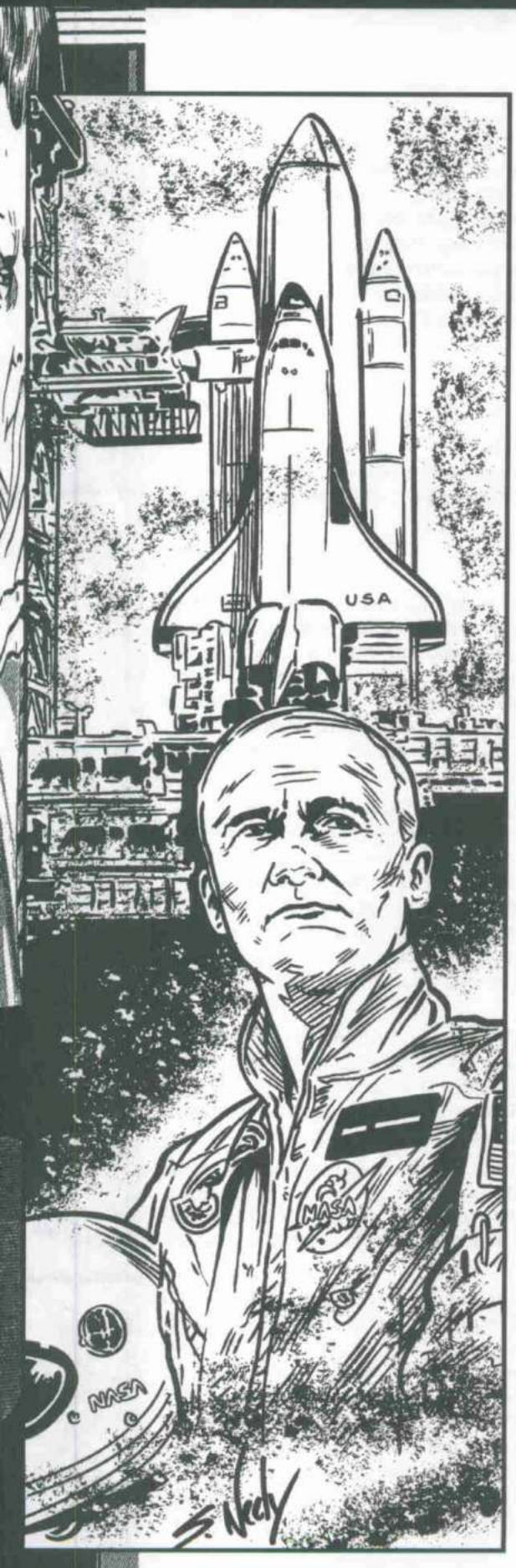
Dangerous Toxins: Working with states and other federal agencies, the Agency for Toxic Substances and Disease Registry seeks to prevent exposure to hazardous substances from waste sites. The agency conducts public health assessments, health studies, surveillance activities, and health education training in communities around waste sites on the U.S. Environmental Protection Agency's National Priorities List. ATSDR also has developed toxicological profiles of hazardous chemicals found at these sites. With a successful Df1 Influence test, a CDC agent can get a profile of any known hazardous material. A Df3 test will supply a sample of a dangerous substance, and a Df5 test gains access to deadly substance. These materials may or may not be effective on alien physiologies. Research and experimentation demanded several breakthroughs may be imposed to tailor the substance to a particular race.

Dangerous Virus: As the primary caretaker and researcher of viruses, CDC labs are veritable stockpiles of the most dangerous enemy of humankind. A successful Df1 Influence test gains a CDC profession a profile of any known virus. A Df3 test will supply a sample of a dangerous virus, and a Df5 test gains access to deadly substance. These diseases may or may not be effective on alien physiologies. Research and experimentation demanding several breakthroughs may be imposed to tailor the disease to a particular race.

Medical Advantage: With access to dozens of top-notch medical and treatment centers around the county, medical supplies are easier to come by for CDC professions. All medical facilities are 2RP less in cost, any medical staff (doctor or lab assistants/nurses) are 1RP cheaper, scientific, drugs and medical equipment are all 1RP less, and any special vehicles that are medical in nature are 3RPs cheaper. Any item that already costs 1RP is doubled in quantity instead.

Quarantine: When the CDC discovers an outbreak or potential outbreak of an infectious disease, it may send a team of doctors to quarantine the affected party or area for diagnosis and treatment. This quarantine is enforced by local and state law enforcement agencies and the National Guard, if necessary. The quarantine may last anywhere from 24 hours to a full week, depending on the severity and lethality of the outbreak. Quarantining an individual or family requires a successful Df1 Influence test, an apartment, office building or complex is Df2, a small town or neighborhood is Df3, and a large town would be Df4. To quarantine an entire city would be Df5, and a metropolis like New York or Los Angeles would require a Df6 Influence test. Imposing a quarantine, particularly of a large area, is by no means a low profile endeavor. Operatives using a quarantine to help cover up activities should be prepared for the inevitable media interest and publicity, as well as official inquiries by other government agencies.





National Aeronautics and Space Administration (NASA)

The National Aeronautics and Space Administration is responsible for the coordination and advancement of civilian space exploration and study. Under this broad ranging mandate, NASA conducts technological and life science research and development that pushes the envelope of world scientific knowledge.

In 1915, Congressional legislation created an Advisory Committee for Aeronautics. The prefix "National" soon became customary, was officially adopted. For fiscal 1915, the fledgling NACA organization received a budget of $5000, an annual appropriation that remained constant for the next five years. This was not much even by standards of that time, but it must be remembered that this was an advisory committee only, "to supervise and direct the scientific study of the problems of flight, with a view to their practical solutions." Once the NACA isolated a problem, its study and solution was generally done by a government agency or university laboratory, often on an ad hoc basis within limited funding.

Between World War I and World War II, the NACA's work on airfoils, engine cowlings, icing, and other problems drew the attention of aeronautical engineers around the world. World War II brought the most dramatic changes: research geared to national security, growth from one small facility to three spacious centers sited coast-to-coast, and ballooning budgets and personnel rosters. For all its successes, the agency also lost some of its luster as European advances in gas turbines and high-speed flight received postwar attention.

The postwar era entailed Cold War tensions and national security budgets that promoted advanced flight research. The NACA flourished. Cooperative programs with the military brought the X-1 and X-15 aircraft into being. These programs also moved the NACA out of the tradition of research and flight testing by adding responsibilities for design and program management. The old "advisory" committee had become a major R&D bureaucracy.

The shock of the successful Soviet launch of Sputnik in 1957 altered the NACA forever. America demanded a top-flight space program. The military component would of course be under DOD. But a civil component, lodged in a new agency would pick up certain of the existing space projects and forge an expanded program of space exploration in close concert with the military. The National Aeronautics and Space Administration came into being in October 1958.



Granted billion-dollar budgets by Congress, the new NASA was thrust into an international spotlight as America's answer to the Soviet Union space advances. With four new Centers, NASA rapidly developed skills in the novel field of astronautics. The spotlight of the space race also intensified the agency's problems when projects missed deadlines and astronauts died. Still, Apollo was a successful effort and an historic achievement.

The post-Apollo era was not necessarily clear in terms of missions and purpose. The sense of urgency that spurred Apollo had dissipated. In aeronautics, NASA made progress in hypersonic flight and began highly beneficial programs to control pollution, reduce engine noise, and enhance fuel economy. In astronautics, the Space Shuttle was a fascinating program, although critics maintained that it was a complex system with no major or scientific mission to justify its expense.

The loss of Challenger in 1986 underscored the risk of relying so heavily on the Shuttle instead of expendable launch vehicles. Reorganizing priorities for military and civil payloads proved to be a frustrating exercise. A renewed wave of criticism concerning lower budgets for space science surfaced, and controversies over manned versus unmanned flights that had been going on since the early days of the space program returned. Several studies noted the constraining effects that seemed endemic to large bureaucracies.

Beginning in 1988 with the STS-26 mission of the Discovery, manned missions aboard the Shuttle resumed. During the 1990s the launch and repair of the Hubble Space Telescope and the spectacular success of the Mars probe landing have rejuvenated NASA. The progress on the new space station continues, apparently just in time as the Mir space station has encountered significant difficulties.

Today, NASA consists of the Headquarters Offices located in Washington, D.C., and a number of research centers scattered about the county. NASA HQ includes the Office of the Administrator, supported by several financial, personnel, public relations and management offices. The HQ also administers four Strategic Enterprises: the Office of Aeronautics and Space Transportation, the Office of Life and Microgravity Sciences and Applications, the Office of Space Science, and the Office of Space Flight. Each Strategic Enterprise has a unique set of strategic goals, objectives, and concerns, with a unique set of external "customers." Each Enterprise has labs and other facilities located in a number of NASA's different research centers.

The NASA research centers are the Ames Research Center in Moffett Field, CA (aeronautics. astrobiology, computing), the Dryden Flight Research Center in Edwards, CA (aeronautics), the Goddard Institute for Space Studies in New York City (global climate change), the Goddard Space Flight Center in Greenbelt, MD (global environment, satellites and space observation), the Jet Propulsion Laboratory in Pasadena, CA (propulsion, robotic exploration, imaging), the Johnson Space Center in Houston, TX (flight control and space station), the Kennedy Space Center in Florida (Shuttle launch and support), the Langley Research Center in Hampton, VA (aeronautics), the Lewis Research Center in Cleveland, OH (aeronautics), the Marshall Space Flight Center in Huntsville, AL (transportation and microgravity), the Stennis Space Center in Hancock County, MS (propulsion), the Wallops Flight Facility on Wallops Island, VA (satellite launch, aeronautics, tracking and data acquisition), and the White Sands Test Facility in Las Cruces, NM (testing and evaluating hazardous materials, components, and propulsion systems).

Officially, no U.S. government entity researches UFOs. The U.S. Air Force (USAF) and NASA have had intermittent, independent investigations of the possibility of UFOs; however, none of these has officially produced factual evidence that intelligent life exists on other planets, or that UFO's are related to aliens. Under Project Blue Book (1947 to 1969), the Air Force investigated UFO's; then in 1977, NASA was asked to examine the possibility of resuming UFO investigations. After studying all of the facts available, it was determined that nothing would be gained by further investigation, since there was an absence of tangible evidence.

In October 1992, NASA was directed by Congress to begin a detailed search for artificial radio signals from other civilizations under the NASA Towards Other Planetary Systems (TOPS)/High Resolution Microwave Survey (HRMS) program (also known as the Search for Extraterrestrial Intelligence project). Congress directed NASA to end this project in October 1993, citing pressures on the federal budget. The HRMS did not detect any confirmed signal before it was stopped. However, similar work will continue in a more limited manner through efforts of private groups and through academic institutions. The Search for Extraterrestrial Intelligence Institute (SETI Institute) in Mountain View, CA, effectively replaced the Government project, borrowing the signal processing system from NASA. The SETI Institute is a nonprofit corporation conducting research in a number of fields including all science and technology aspects of astronomy and planetary sciences, chemical evolution, the origin of life, biological evolution, and cultural evolution.

Since neither NASA nor the Air Force is engaged in day-to-day UFO research, neither one reviews UFO-related articles intended for publication, evaluates UFO-type spacecraft drawings, or accepts accounts of UFO sightings or applications for employment in the field of aerial phenomena investigation. This is the story that Aegis wants disseminated to the public at large.

Despite funding and public relations problems in recent years, NASA remains a vital resource in Aegis' efforts to combat extraterrestrial operations. NASA is, after all, the only organization in America that maintains a fleet of spacecraft (not counting the Ranch). NASA astronauts are uniquely qualified to operate in microgravity environments and NASA researchers have been designing and analyzing spacecraft for decades.

NASA Professions

Astronaut

Influence provided: or

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

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

Scientist/Engineer (Ground Crew)

Influence provided:

Professional trainings: Awareness, Biohazard Controls, Communication, Politics, Zero-Gravity Movement

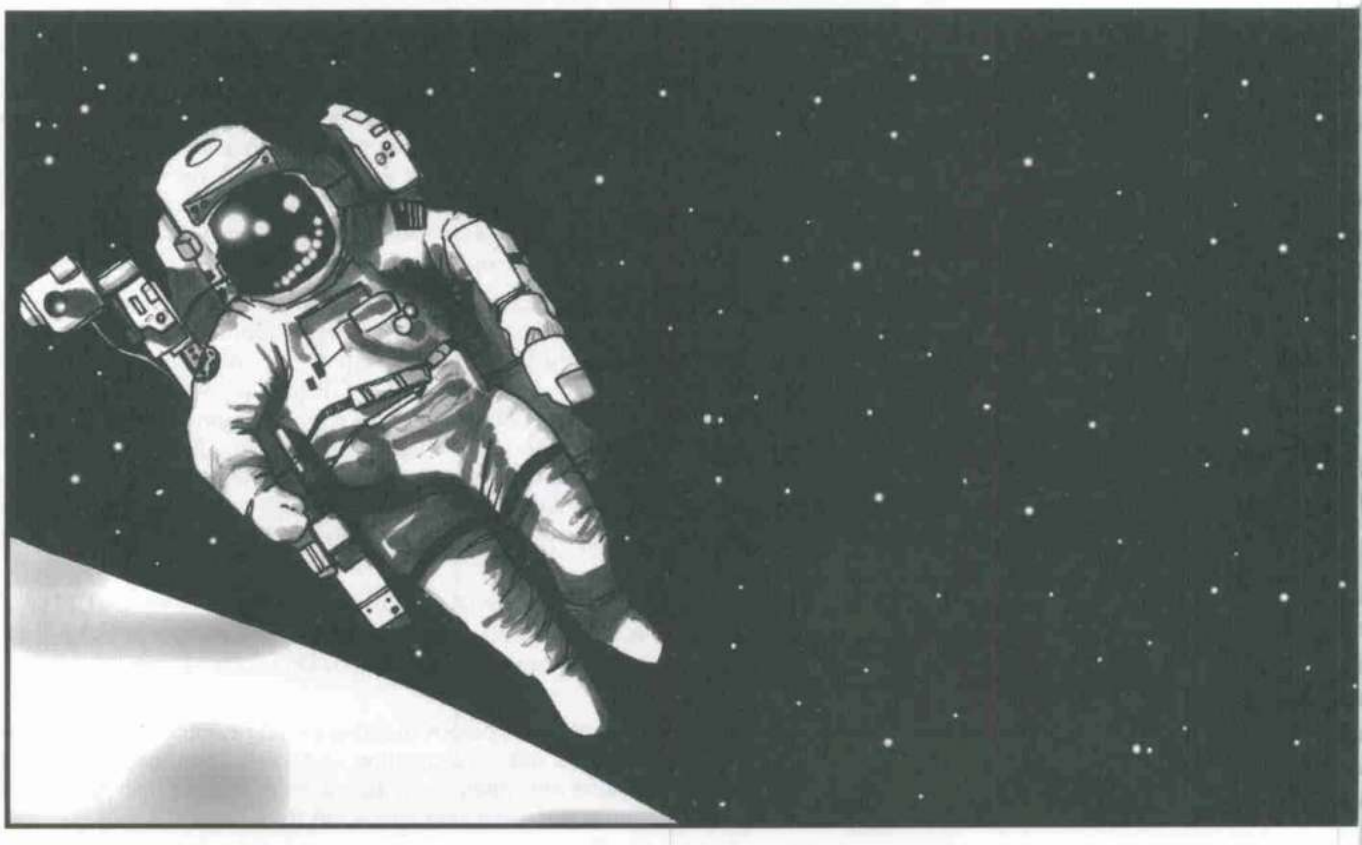
Professional skills: Computer Programming, Computer Use, Cryptology, Diplomacy, Engineering, First Aid, Humanities, Medical, Photography, Repair/Build, Research, Science, Teaching, UFOlogy, Video

NASA Pulling Strings

Mission Access: A successful Influence can get a NASA profession access to nearly any NASA mission. The security content of the mission will determine the difficulty of the test. A relatively easy test (Df2) will get the character information about routine commercial or scientific rocket payloads, basic research programs or civilian satellite launches. The Space Shuttle missions are higher security, since they are manned, and subsequently a little more difficult to tap into (Df3). A successful Df4 test allows the character to replace or add crew to a Space Shuttle mission, or even scrap the mission entirely. Due to high security, military missions are very difficult to mess with (Df5).

Orbital Psychotrons: The collapse of the Soviet Union lead to the loss of much of its space program. In a desperate salvage attempt, the new Russian government began to cooperate with NASA, sharing resources like their Mir space station and our Space Shuttle. With newfound access to Russian records, NASA discovered that the Russian Mir station served as an orbital workstation for psychic cosmonauts. One of the duties of these cosmonauts was the maintenance of a secret satellite called Alexis, which functions as a giant, orbital psychotron.

The satellite Alexis is capable of two psychic disciplines, Telepathy and Bio-PK Trance, and is operated by a cosmonaut in Mir. A Df5 Influence test is required to gain access to the satellite, and even then there is a chance (roll 1 or 2 on 1D) that the desired discipline has been depleted. Both disciplines take about seven days to charge, and therefore cannot be used more than once each week. Successful access and proper charging allows the character to direct the astronaut to prepare the device and maneuver it into position. This takes a variable number of hours

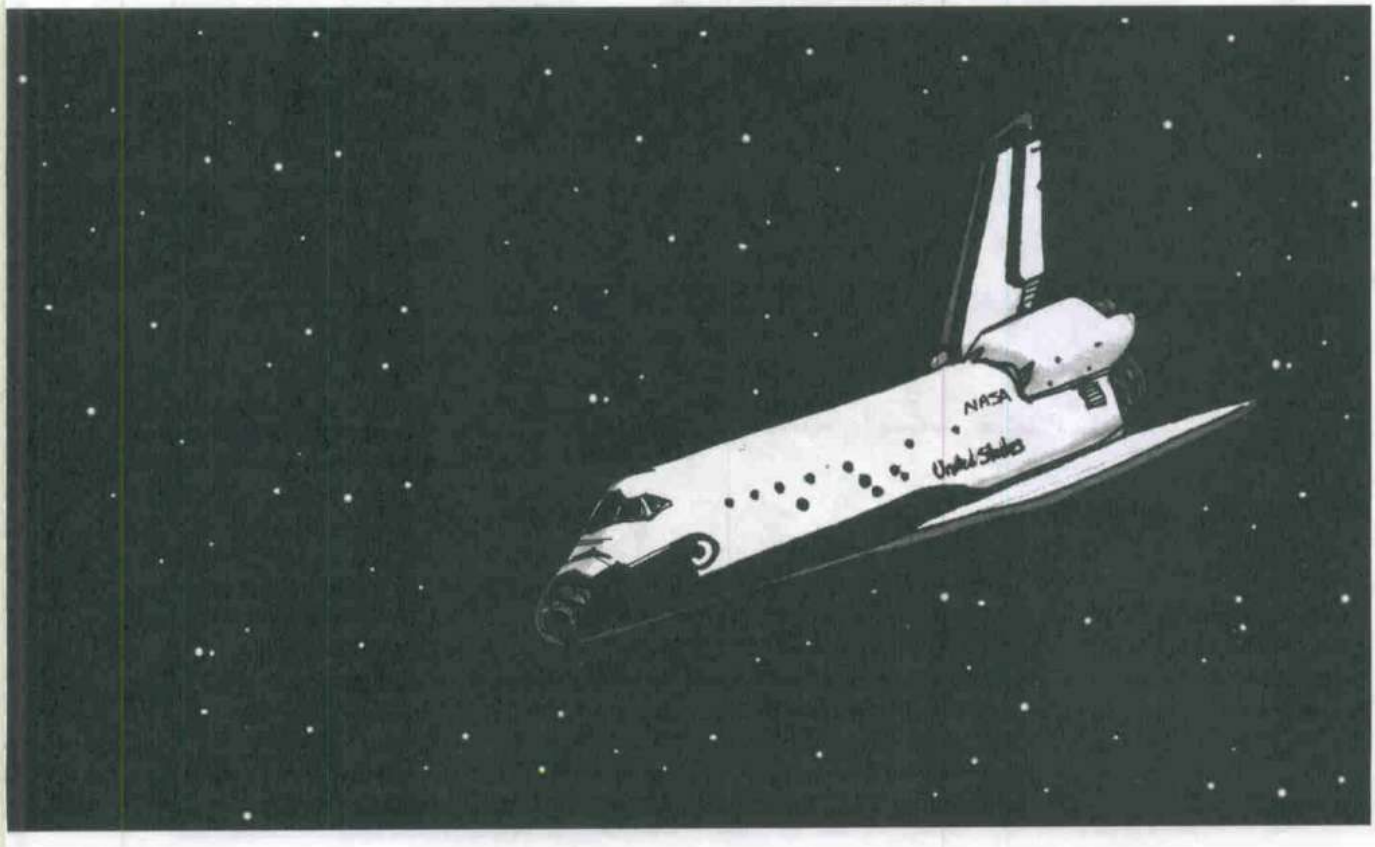


depending on a Luck roll (Good Luck = 8+D6 hours; Bad Luck = 16+D6 hours; Neutral Luck = 12+D6 hours). The satellite will remain in position for eight hours. When activated, the satellite affects everyone in an area from ten meters to one kilometer (chosen by character) in radius with either Telepathy or Bio PK Trance.

Secret SDI Gun Stars: Although the U.S. military's "Star Wars" Strategic Defense Initiative never lived up to the hype surrounding its capabilities, it did manage to produce and launch two prototype killer satellites. These satellites are equipped with magnetic rail guns capable of destroying aircraft and missiles from orbit. These guns fire a metal projectile roughly the size and shape of a hockey puck. During tests, the satellites proved able to knock out air targets and even some surface targets, but were too inconsistent to be relied upon. Rather than admit to wasting several billion dollars on a failed system, the government left the satellites in orbit and officially "forgot" them. Now, only a few technicians at NASA are even aware that the two satellites, designated GS Fred and GS Ginger, even exist.

A successful Df4 Influence test is required to prep either satellite and ready it for activation. Once prepped, the satellite remains in a state of readiness for eight hours before returning to its powered-down dormant state. The satellite also returns to the dormant state after it is fired. After the satellite has been assigned a target, a variable amount of time is needed to acquire and lock onto that target, depending on a Luck roll (Good Luck = 8+D6 hours; Bad Luck = 16+D6 hours; Neutral Luck = 12+D6 hours). Any vehicle, structure or landmass may be targeted, but the satellite is unable to lock onto anything smaller than Size 5. Once the target has been acquired, the satellite malfunctions and does not fire on a roll of 1 on 1D. Otherwise, the satellite fires a projectile. The satellite's effective Gunnery skill is 2 and the base Df for the shot is 3, modified for the target's size and movement. If the projectile hits, the target must make a Malfunction roll (+8). If a person somehow manages to get hit, Sp6 damage is inflicted.

Satellite Data: Since NASA launches and monitors virtually all U.S. satellites, it is relatively easy for NASA professions to get the latest data from any number of U.S. civilian satellites, including the LandSats, ComStars, and even the Hubbell telescope. A successful Df1 Influence test will secure a satellite photo of any 2km by 3km area on the planet, or section of the heavens (resolution at GM's discretion). The resolution of most civilian satellites is relatively low, however, and cannot distinguish Earthly objects smaller than a few meters. The age of the information will modify the Df of the test (Df1 = 12 hours, Df2 = 6 hours, Df3 = 3 hours, Df4 = 1 hours, Df5 = 30 minutes). A successful Df3 Influence test and 1Dx10 minutes will get the character a live satellite feed that lasts 1Dx10 minutes. A satellite uplink and monitor must be available to display the feed. Lastly, the agent can order a communications filter of all information and transmissions from a certain area for up to 1D days with a Df4 task. The agent will have to review all that information by herself.






STEVE BRYANT 1995

CHAPTER 4
ANATOMY



0:00 >>>>>>>>>HERMES DOWNLOAD BEGINNING<<<<<<<<<Run Time: 11 minutes, 28 seconds

ORGANIZATION

0:03 >HERMES QUERY: AEGIS ORGANIZATION

The requesting unit is not cleared for access to these files. **<Annotation>** available.

0:10 >ANNOTATION

0:22 Access of this document by this unit has been flagged and will trigger several security review protocols. The operative using this unit may find certain areas of HERMES inaccessible for a short period of time. **<Continue><Exit>.**

0:36 >CONTINUE

0:48 *//Lowest security classification overview of Aegis organizational theory and practices by Directorate of Administration and Security.//*

0:53 **Introduction**

From its earliest days Aegis has kept to the darkest shadows of the American government, hiding itself within federal and state bureaucracies. Aegis holds secrecy and security as its lifeblood. Without these two assurances, the entire cause is jeopardized, and most likely, will bring American society crashing down as well. It is a well-known fact of life that secrets are difficult to keep secure, especially a secret as large as the alien presence on Earth. The more people in the know, the greater the likelihood that someone will talk out of turn. However, the cause of Aegis is such that it requires a significant number of operatives to undertake its stated mission of protecting the U.S. and the world from the alien threat. Obviously the need for secrecy and the need for personnel are at odds, as is always the case in any sort of intelligence agency.

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1:26 Aegis, however, faces an additional problem that most intelligence organizations do not have to contend with. Not only do Aegis operatives collect and analyze extremely sensitive information, they do it as part of a group whose very existence must remain a secret. Organizations like the CIA or KGB are allowed to reveal their existence to the world, allowing them to openly recruit new operatives, get government funding, and have some degree of official government authority behind their actions. Early on, Aegis was compelled to forgo such advantages in return for total anonymity. The very existence of the organization must remain a secret, along with all information about Aegis membership, organization and resources.

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Faced with these organizational difficulties, Aegis Prime drew from several historical examples when forming the foundations of what would become Aegis' very extensive network. They decided to create a secret society of sorts, and looked into how such groups hid themselves from the world. Of course no known secret society had ever succeeded on the scale that Aegis hoped to. Nevertheless, great lessons were learned. Aegis Prime also borrowed from the lessons learned during the war about intelligence and resistance movements operating within enemy territory. It is almost a given that if the enemy captures an operative, they will learn everything the operative knows, given enough time for interrogation and torture (something especially true when dealing with aliens). Obviously, what an operative did not know, they could not reveal. Thus, in the later 1940s, Aegis Prime decided to adopt a Cell structure as the central feature of our organization.

The basic idea is as follows: Aegis Prime is the central component of a massive web of intelligence gathering groups spread throughout every part of the American government and other useful areas. These groups, when necessary, carry out any operations Aegis Prime chooses to engage in. Aegis Prime formed the first set of child Cells, the number of which is now classified. Aegis Prime recruited operatives from all walks of life, men and women who they knew they could trust to be loyal and discreet. None of the child Cells knew of the existence of the other child Cells, much less had any idea how big Aegis was really becoming. The child Cells did not even know the true composition of Aegis Prime. Most Cells usually only had one or two contacts with the Aegis Prime, while of course the members of Aegis Prime knew of all the members of all the child Cells. However, the members of Aegis Prime decided that only they should have any knowledge as to the overall picture of Aegis' Cell structure. From that point onwards, Cells had no contact with any Cells other than their parent Cells and child Cells that they themselves created.

The first generation Cells were encouraged to recruit new operatives and create new Cells as they saw fit. This process has continued to this day until Aegis operatives and Cells may be found in all walks of life. Each Cell obviously has to take appropriate precautions when taking in new recruits and creating new Cells. Security must always be a prime concern. At first and now, Cells are meant to be almost entirely autonomous. Aegis Prime provides no funding, personnel or resources for the creation of new Cells. Cells must provide for themselves by using whatever influence and resources the members are able to muster. This is a key aspect of the whole organization for Aegis Prime. They will not be responsible for coming up with massive funds every year in order to keep Cells operating. Money invariably leaves a trail, no matter how well laundered. With each Cell supporting itself, the money trails are widely disparate, with no way of linking the misappropriations to any particular organization, particularly Aegis Prime. Of course, this means that tremendous disparities exist between different Cells, with some Cells being much more capable than others. This is the price of security. Each must work to best of his capacity with the resources available. We are at war, and war has never been fair or equitable.

HERMES

As the Aegis web spread out across the land, problems in command, control and communication became decidedly more difficult. Although Cells were only to communicate with their direct children and parents, it was paramount that Aegis Prime remain appraised of the goings on within each and every Cell in the organization. Early on, each Cell prepared reports that were passed up the chain of Cells to Aegis Prime. Obviously, this level of direct communication was risky and Aegis Prime searched for a different way. The answer to this problem was HERMES.

In the early 1950s, Aegis Prime decided that Cells should make their reports electronically, using heavily coded information channels to transmit the information to Aegis Prime. The network of contacts at this point extended far into the U.S. government and the American military industrial complex. This gave Aegis Prime access to technology decades ahead of what would become commercially available. They equipped themselves and the Cells with the latest in computers, still relatively primitive by today's standards. These computer terminals were quite large, and devoted entirely to encoding electronic transmissions. Aegis employed a system of one-time codes, different for each Cell. This allowed the transmissions to be entirely secure, free from any chance of being decoded as long as the receiving and transmitting computer systems remained in Aegis hands. The transmissions were at first simply broadband transmissions that were hidden within unassuming radio traffic. The Cells had no idea who they were transmitting to, only that their messages were being received and occasionally responded to. Thus HERMES was born. Aegis Prime chose to house the main computers of the HERMES network in it new operational headquarters at Groom Dry Lake, the Ranch.

Over the coming decades, HERMES became more and more complicated, and began to employ orbiting satellites for directing its signals. Computer systems become more compact and more powerful, allowing for the transmission of short bursts of information, again using one-time codes that were hence unbreakable. The use of one-time codes left only one possible hole in Aegis Prime's computer security measures -- it was still necessary to deliver the new sets of one-time codes to the new Cells. Obviously if a constantly updated series of one-time codes were to fall into enemy hands, it would become possible to send false information to HERMES, as well as understand anything HERMES sent out to the compromised Cell. However, even under such dramatic circumstances the security of Aegis Prime and Aegis as a whole would not overly become compromised. The code sets are unique to each Cell, Cell use of HERMES units are constantly monitored, and individual units are dedicated to, and may only be used by, particular operatives.

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5:28 As HERMES stepped into the modern age of powerful microcomputers, the security became even harder to break. The use of one-time codes continued, surrounded in turn by a host of the most modern
5:33 cryptography and computer safety systems. Aegis prides itself on having the most secure computer network in the world. This is not just a matter of pride, but a matter of necessity. Should the system ever be
5:40 compromised, Aegis secrets might well be bared to the whole world.

5:42 The modern HERMES net is not linked to any outside computer systems. Aegis operatives cannot use HERMES terminals to surf the internet or answer e-mail. Only authorized HERMES units can access the network, and then only if the terminal provides the appropriate codes
5:56 and the user follows the correct protocols. Aegis agents wishing to use more traditional computer networks must do so through their own computers. Aegis Prime feels that the world computer network is much too
6:08 insecure to trust its secret communications to.

6:13 Up until recently, each agent was granted his own personal hand-held HERMES consoles coded to that individual's fingerprints and/or retinal patterns. This assures that no one else will be able to use the con-
6:22 sole. Even if these security measures are somehow circumvented, several passwords to be overcome. Further, one must know the exact procedure for operating the terminal or the set will send a warning signal to
6:28 HERMES and shut itself down. Finally, several other security features have been employed that remain classified. Each Mark II is coded with a unique ID number that identifies it and its operator to HERMES. If
6:31 a link or terminal is replaced, the ID number for the previous link is flagged as "decommissioned". If a link or terminal with a decommissioned ID connects to HERMES, the system orders the accessing
6:37 machine to self-destruct.

6:41 In the unlikely event that this whole system is overcome and unauthorized access gained, the intruder will only be able to access information the agent is cleared for. Further, each agents is required to check in
6:51 every few days, either with his own Cell or with a member of their parent Cell. If they fail to do so, that agent's HERMES terminal is automatically cut off from the rest of the system, minimizing the amount of damage that can be done.

7:00 Some Cells, particularly older ones, have Mark I HERMES terminals located in their bases. Security concerns are paramount with Mark I ter-
7:02 minals given their relatively bulky size, and obsolete technology. Any Cell with a Mark I terminal should destroy the equipment and report that fact to its parent Cell.

7:08 Most recently, Aegis has introduced the Mark IIa unit, which comes in a variety of concealable forms including cigarette lighters and wallets.
7:14 The Mark IIa also features DNA scanning before operation to further ensure that the user is authorized.

7:17 Of course, none of these measures will stop someone who has decided to betray Aegis. More than anything, Aegis Prime fears the damage a mole in the organization could do. A rogue agent within Aegis would
7:23 theoretically be able to compromise the entire HERMES network through his terminal, or at least that information which he has access to. Therefore, Aegis Prime controls very carefully the information available
7:29 to each agent. Every operative is assigned a security clearance that determines what kind of access he has to HERMES data. Aegis Prime keeps a careful watch on all of the Cells, making routine security checks of all
7:37 Aegis operatives, often without the target even realizing they are being investigated. HERMES contains no information concerning the network of Cells that comprise Aegis. Aegis Prime alone has access to such
8:10 data, and keeps strict control over who has access to that information.

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The Invisible Hand

Many agents within Aegis feel that the organization is put together rather haphazardly. Cells seem to be on their own in the world, without much or any guidance. On occasion, a seemingly randomly assigned HERMES alert will come down to the Cell, instructing it to carry out some assigned mission. From the limited perspective of any given Cell, this false impression is entirely understandable. Much like priests say that we cannot fathom the works of God, an Aegis Cell fathom the decisions of Aegis Prime, or even their parent Cell. Like any military or covert agency, information is doled out on a need to know basis, and more often than not, the Cell does not need to know the whole story.

The fact of the matter is Aegis Prime keeps a careful watch on all Cells and all operatives. No one outside of the elite inner circle is even aware of how many Cells there are actually are out there. The left hand may not know what the right hand is doing, and probably does not even know the right hand exists, but Aegis Prime knows all. Obviously keeping track of all the Cells and their activities takes up a great many resources and a great deal of time. This is the only hint the rest of Aegis has to the true extent of Aegis Prime's power and influence. Aegis Prime is the invisible hand that drives all of Aegis. Cells can and do undertake their own operations on their own initiative. Aegis Prime encourages such initiative, as long as they are kept informed of all results. There are only two things sacred within Aegis: maintaining Aegis security and filing accurate HERMES reports.

Without accurate reports, the entire system would collapse in on itself, devolving into anarchy and chaos. The fact that each Cell operates entirely free of every other Cell (for the most part) means that without Aegis Prime there would be no way to guide the combined energies of the organization. Too much of what the Cells do would be redundant, while important leads would not be followed up in a timely matter (or at all). In order to assure that Cells file accurate reports, it is not uncommon for Aegis Prime or parent Cells to send other Cells on monitored missions. The monitored Cell will undertake a mission entirely designed and monitored by Aegis Prime. Thus Aegis Prime already knows what information the Cell will find or what actions they will have to take to complete the mission. If the Cell fails to report the mission accurately, Aegis Prime will take note of this. Penalties for inaccurate reports range from reductions in Cell access to HERMES, to being cut off from Aegis and HERMES, to Cell termination. Aegis cannot afford such mistakes.

The work of Aegis Prime is loosely organized by a series of ad hoc committees. This structure is apparent through certain designations, assignments and accreditations appearing on HERMES. The committees have no conference meetings, offices, staff or supplies. They exist at the whim of separate members of Aegis Prime, and in the virtual reality of HERMES. The oldest and most often encountered committees are the Office of Recruitment Services, the Legal Affairs Division, and the Bureau for Operations and Tactics. The Information Security and Database Maintenance Team administers HERMES. The Central Institute of Mental Hygiene maintains an extensive psychological analysis and care section of HERMES to ensure that each operative is provided the best possible treatment for emotional and mental stress and trauma.

The most secretive and vital of the committees is the Directorate of Administration and Security. This committee assignment is so important that its director rotates each year among the members of Aegis Prime. Only the previous and current heads of DAS know who runs the Directorate. The DAS has a broad mandate to ensure that Aegis operatives act with discretion and are completely loyal. Several means are employed including parent Cells, HERMES monitoring and finally the Internal Security Section. The ISS "shadows" are the best operatives Aegis has to offer, and have full authority to investigate and question to root out security leaks.

Facilitators

Given the dual nature of Aegis operatives, significant time must be spend maintaining their cover identity. This is not only supported, but mandated by Aegis Prime. Particularly for those relatively high up their cover organization's chain of command, unfettered discretion to conduct Aegis missions and investigative work is out of the question. All operatives are encouraged to arrange their mission schedules to account for the demands of their cover professions. Spending long periods of time overseas combating the alien menace is commendable, but will surely lead to termination from an agent's cover organization.

Of course, war does not keep to a schedule, nor account for vacation or sick leave time. Missions often arise that call for immediate and extensive action. In these situations, operatives may place a HERMES request to their facilitator. Facilitators are sometimes operational, but most often non-operational, personnel who work to provide job flexibility to Aegis operatives. Facilitators are highly placed throughout the government. They know the agents they are to cover for, and can often grant extended vacations or job assignment discretion to Aegis operatives. Agents should not assume that a facilitator will act on their behalf. Efforts should always be made to secure work flexibility. On the other hand, HERMES requests may be made and will, when possible, be honored.

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Parent and Child

The organization and cohesion of Aegis depends on strict adherence to the hierarchy of Cells that has grown up over the course of Aegis' existence. At the top of this hierarchy sits the undeniable authority of Aegis Prime. Spreading down from this absolute power like a great extended family tree are the myriad parent and children Cells of Aegis. When a Cell creates a child Cell, the parent is entirely responsible or any security breaches committed by the child Cell. This is a responsibility that does not decrease with age. As long as parent and child exist, the parent is responsible for the child (or children). This encourages Cells to think through carefully the creation of a new Cell. All the new Cell members should be carefully screened and investigated. The parent Cell should, from that point on, keep a close watch on the child Cell, particularly in its early years of existence. Parent Cells typically carry out routine security checks, just to make sure that their children are behaving.

Child Cells are of course also responsible for their own actions. Indeed, when a Cell acts inappropriately in some manner it suffers the brunt of any punishment meted out by Aegis Prime (in addition to whatever the parent Cell does). Child Cells must also obey the infrequent orders handed down to them by their parent Cell. These orders are considered inviolate, and Aegis exacts a harsh punishment on those who fail to obey orders. Operatives are reminded again, there is a war going on, and in war every soldier must obey their orders unfailingly. To do otherwise threatens the lives of everyone.

While the child Cell is beholden to the orders of the parent Cell, the child Cell is, like every Cell, expected to be a largely autonomous entity. Child Cells are expected to take the initiative and instigate their own operations the majority of the time. Child Cells are also to provide support for the parent Cell when necessary. The parent need not concern itself with the daily management of their children's affairs. When a child Cell makes the move to parenthood it does not reveal the existence of child Cells to its parent. This would violate the strict secrecy of the Cell system. The less each Cell knows about other Cells the better.

Communication, Cooperation, and Competition

Secrecy and isolation are all well and good in theory, but there comes a time when a particular mission proves too much for one Cell to handle on its own. In the event of such an occurrence, two or more Cells may have to cooperate. Of course, the most obvious form of cooperation is between a parent Cell and a child Cell. Such cooperation is commonplace, and indeed is the primary reason for creating child Cells. It represents a minimum security risk. Even if the parent Cell has to employ several children Cells, the parent should be able to manage the operation well enough that the various child Cells do not become fully aware of their siblings' existences.

Sometimes however, a mission arises that is too big, too complicated, or too specialized. In these cases, the Cell may request aid through the HERMES network. The Cell dispatches a special HERMES alert that only Aegis Prime can access. In the alert, the Cell explains the nature of their problem and the kinds of resources it feels are needed to accomplish this vital mission. Aegis Prime then makes a determination as to the resources that should be allocated to the Cell. Aegis Prime is naturally loathe to have different Cells interact, and will do its best to minimize contact between Cells. When extensive contact between Cells becomes unavoidable, Aegis Prime may have to take drastic members to assure Aegis security in the wake of the operation, including disbanding the Cells, using psychic and chemical methods to erase memories, or even terminating agents it deems to be too great a security risk. Needless to say, any Cell that makes such a request of Aegis Prime had better have very good cause for doing so.

On more than one occasion, different Cells have unknowingly stumbled onto the same leads and crossed paths with one another. Since the Cells are of necessity unaware of each other's existence, this can lead to dramatic, even bloody conflict. This only underlines the importance of accurate, timely HERMES reports. When Aegis Prime realizes that two Cells are working on the same case, it will usually order one of the Cells recalled. However, this is not possible if Aegis Prime is not kept aware of what is going on. Should either Cell discover the existence of the other Cell, it should immediately withdraw from the mission and report the event via HERMES. This is a serious security breach, and Aegis Prime will take appropriate action to ensure that the Cell structure is returned to its normal, secure state.

11:28 >>>>>>>>>>>>>>>>>>>>>>>>>>>>>END DOWN LOAD<<<<<<<<<<<<<<<<<<<<<<<<<<<<<





CELL CREATION

Cell creation is the second step to commencing a Conspiracy X game session or campaign. Cells are the combination of personnel and their influence created during character creation. Aegis operatives are not expected to engage in war alone, but are formed together into small, elite groups called Cells.

As with character creation, each group should form their Cell as they wish. Our recommended order of Cell creation is as follows:

Cell Creation Process

1. Devise Cell concept.
2. List Influence Icon types and Resource Point totals for each Icon.
3. Purchase locations, facilities, staff, equipment, and special resources.
4. Determine security and contact protocols.

These steps are explained in greater detail in the remainder of this chapter. A handy flowchart and resource lists are provided in Appendix C to facilitate Cell creation.

RESOURCE POINTS (RPS)

Securing resources for a Cell is sometimes a matter of money, but most often depends on contacts, positions and manipulation. Thus, each resource listed in this chapter is assigned a Resource Point (RP) cost. This abstract number indicates the level of commitment, manipulation, maneuvering and sometimes cash necessary to reassign the asset to the Cell or Cell cover, and to "delete" it from the government's accounting records.

The number of RPs available to a Cell depends on the Influence attributes of the members of that Cell. Each character brings a total RPs equal to her Influence attribute times five. As you purchase items to include in your Cell's resources, subtract a corresponding number of RPs from your RP total. Unlike Character Points, RPs are always spent, never granted. No "disadvantageous" resources exist to add to your Cell's RP total.

Once game play begins, Resource Points may be gained through Downtime (see Appendix A).

CELL CONCEPT

Just as character creation is easier and more comprehensive when you start with a concept about personality and history, your Cell creation process will benefit from some general ideas about structure and cover. These features are as unique as the characters who make up a Cell. For example, if the Cell is composed of several scientists, a lab facility outside of town under the cover of a water-testing firm may be appropriate. If a number of Cell members have Medical or First Aid skills, a special research group attached to a hospital may be the best arrangement. A group of combat specialists will want to be located at a military base, or perhaps operate as an investigative agency. The choice is yours, just make sure it fits the characters' strengths and skill packages.

Influence Icon Types

- Military (mil)
- Intelligence (int)
- Science/Research (s&r)
- Criminal (crim)
- Police (pol)
- Media (med)

INFLUENCE ICONS

Not all Credentials have access to all resources. For example, a CDC facility possessing a fully armed military fighter jet would no doubt spark an investigation by the Government Accounting Office. CDC activities just don't call for the use of such an airplane. Each resource is assigned one or more of six Influence Icons: military, intelligence, science and research, criminal, police and media. To purchase an asset, a Cell must have one or more members with access to the appropriate Influence Icons, and these members must bring to the Cell a sufficient number of RPs. For example, to secure a Barracks structure, a Cell must include a member who is attached to a military or police organization and brings at least 2RPs to the Cell.

As characters bring RPs to a Cell, so too they bring Influence Icons. Each profession carries its own Influence Icon. For instance, a NASA technician supplies the Cell with the science and research Influence Icon type. Each character's RPs may only be spent on the Icon type provided.



James Winchester is a Ranger (military Icon) with an Inf 2. Conrad Jacobs works as a CIA agent (intelligence Icon) at Inf 2. If these two form a Cell, the total RPs available equals 20. However, 10RPs are limited to intelligence Icon purchases, and 10RPs are limited to military Icon purchases. The Cell could secure an Underground base because its 15RP cost may be comprised of either military or intelligence Icon RPs. The team could not center their operations in a military base because all 15RPs for such an area must be military Icon RPs.

All Influence Icons – military, intelligence, science and research, criminal, media and police – may be gained through the appropriate Contact trait (see Background and Resources traits in Chapter Two: Operatives). Influence Icons outside those available to your Profession can be secured through other Contact traits.

In the third step of Cell creation, the characters total their RPs (5 times Influence attribute each) and indicate which Influence Icon those RPs fall under.

DETERMINE SECURITY PROTOCOLS

We know we set this step at the end, but again we didn't want it to get lost in the lists of resources and their costs. Once all character and Cell creation has been finished, the team should work through some basic intra-Cell communications and security procedures. When should the Cell members be contacted? Who should contact them? How are these contacts made? Are the members contacted in a certain order? What happens when a member has a security concern? Are Cell meetings scheduled on a regular basis? Who takes care of the Cell equipment? All these questions should be discussed. It may be that these concerns never arise in your campaign. It may also be that your Game Master uses a Cell's communication and security protocols, or lack thereof, in game play to compromise Cell security. We are pretty confident that a properly paranoid Cell should account for these features.

CHOOSE CELL RESOURCES

Now comes the big job – picking Cell assets. Obviously, this is a group project. Work together to maximize Cell resources. The continued existence of your Cell requires it.

Resources fall into five groups: locations, facilities, staff, equipment (weapons, espionage, electronics, science, gear and vehicles), and Credential specific resources. These groups are discussed in turn in the remainder of this chapter. Each section begins with a listing of the types of that resource with their RP cost and which of the six Influence Icons it requires. These lists are repeated in Appendix C to facilitate Cell creation. Each section also presents some descriptive text about each resource option.

LOCATION RESOURCE LIST

Resource	Cost						
Abandoned Building	5RP	X	X		X	X	
Armored Location	+5RP	X			X	X	
Bomb Shelter	2RP	X	X	X	X	X	X
Estate	5RP		X		X		X
Industrial Park	10RP	X	X	X	X		
Marine Research Vessel	10RP			X			
Military Base	15RP	X					
Mobile Home	5RP		X		X	X	X
Office Building	5RP		X	X	X		X
Offshore Oil Rig	15RP			X	X		
Private Residence	3RP	X	X	X	X	X	X
Storefront	1RP		X	X	X	X	X
Underground	15RP	X	X	X			
Underwater	15RP	X		X	X		
Warehouse	5RP			X	X	X	

LOCATION RESOURCE DESCRIPTIONS

Locations are structures that house the Cell's personnel, equipment and operations. Cells may, and probably should, have more than one location. The Cell base is considered extremely secure, as are all of its facilities and attendant personnel, so keeping investigations on-base is always preferred. In addition to the facilities listed in each entry below, Cell locations automatically include such security measures as necessary to comply with Aegis security standards, as well as any mundane facilities such as kitchens, dining space, and restrooms.

Each location entry describes the general features of the location and any restrictions on its use or availability. Some locations restrict the number of Large facilities. Such facilities are discussed later in this chapter.

ABANDONED BUILDING: Whether it's an old school, business, apartment building, or even a church, these locations are large enough to function as the center of an Aegis Cell's operations. The only difficulty is in ensuring that no prying eyes are turned to the building; more than one homeless person has stumbled into areas not meant to be seen. This can be messy or unfortunate.

Restrictions: The abandoned building may not have any airstrip. It may only contain two Large facilities, and no facility may be obvious from the outside (outdoor gunnery range, overt helipad and the like).

ARMORED LOCATIONS: Any location may be armored to withstand outside assault for the additional cost listed. The Ar is 6 versus all weapons, and reduces Blast Ratings by the same amount.



BOMB SHELTER: A legacy of decades of cold war paranoia and preparation, bomb shelters exist in every town and city across the nation. Their disuse, seclusion and security make them ideal bases for smaller Cells with few resources, and excellent bolt-holes for equipment and weapon stashes for larger Cells. Wise placement of bomb shelter caches ensures that a Cell is never too far from supplies.

Restrictions: The major drawback to a bomb shelter is lack of space. A bomb shelter may have no Large facilities, no airstrip, no helipad, and the total combined maximum lab and workshop staff may not exceed five.

ESTATE: Independently wealthy individuals have an option for the placement of the Cell that is not available to other characters. A private estate provides excellent security and seclusion as well as an established suite of facilities and room to build more. The estate provides the Cell with a pool, gym, garage (20 Size levels) and six bedrooms (dormitories) at no extra RP cost.

Restrictions: No more than one Large facility (other than the pool and garage listed above) may be incorporated into the estate, and no airstrip.

INDUSTRIAL PARK: Providing the Cell with ample room for Large facilities, high security, modern utilities and considerable freedom from surveillance, a portion of an industrial park makes an ideal Cell location. Indeed, if the park is small enough, the Cell may occupy the whole area. Such installations are often disguised by legitimate "front" operations to avoid suspicion by local or government agencies. This location comes with a mainframe computer facility.

Restrictions: It is prohibitively expensive to incorporate more than two Large facilities into a portion of an industrial park.

MARINE RESEARCH VESSEL: The marine research vessel is a massive ocean-going ship designed for extensive research projects at sea. The ship contains living quarters and supplies suitable to maintain continued operations for several months or more. The ship's command center is equipped with a radar array, GPS terminal and base radio. The deck includes a helipad and room to accommodate up to two additional watercraft, such as mini-subs or speed boats (must be purchased separately).

Restrictions: Only one Large facility may be built into the boat (and no airstrip).

MILITARY BASE: One of the most desirable locations for a Cell, a military base allows the members of the Cell to operate with a freedom that is seldom possible with other sites. The Base Commander may be a member of the Cell itself. If so, and if the base is small, the Aegis operatives may be the only personnel on base. Other Cells may be hidden among numerous facilities and projects on a larger base. Security and workspace are seldom problems for Cells located on military bases. On the other hand, operatives must be aware that security from other military personnel who are not Aegis operatives is still an issue. A surprise spot check from a curious Brigadier-General can mean disaster for an unprepared Cell. Military bases include barracks and a brig.

Restrictions: Only characters in the Department of Defense and Operation Moondust professions may spend Resource Points for a military base location. The characters must be active members – connections within these organizations are not sufficient.

MOBILE HOME: The mobile home is a large, tractor-trailer sized vehicle that serves as a poor-man's HQ. It has two cramped beds, a small kitchen area and a bathroom. There is also room for a variety of computer, surveillance, communication, or lab equipment, which must be purchased separately.

Restrictions: No Large facilities, airstrips or anything else that is too bulky or requires large energy resources.

OFFICE BUILDING: Modern facilities, decent security and excellent opportunities for "front" organizations make a portion of an office building a good choice for a Cell that does not mind neighbors. If the space is small enough, the Cell may occupy the whole building. Office suites/buildings provide, free of charge, several modern business necessities: ten inbound phone lines, a computer workstation, fax machine, copier and most importantly, a paper shredder. Many Cells contain high-ranking agents from organizations such as the CDC, FBI or CIA. This allows the office to pose as the local branch office of that agency. A small staff from the "front" agency handles daily business and routine operations unaware of the true nature of the facility.

Restrictions: Office buildings suffer from space restrictions. Also, due to zoning ordinances, living quarters and similar facilities must be carefully camouflaged. An office building Cell may not have an airstrip, and can have no Large facilities.

OFFSHORE OILRIG: Very difficult to secure, because of the shortage of sites available, the offshore rig is very popular with coastal Cells. It offers both space and security, and operations out of the rig are very easy to conceal. Of course, it is susceptible to hurricanes and bad storms.

Restrictions: The oilrig may hold two Large facilities, but may not have an airstrip. "Garages" are possible, but only for seagoing vessels, and must include a vehicle elevator (actually an automatic winch).

PRIVATE RESIDENCE: Discouraged by official Aegis policy, some cells still choose to center operations in suburban homes or private residences. The only real advantage to this is the reluctance of most illegal groups to operate freely inside "Beaverville". The home includes three dormitory-style rooms and a two-car garage (12 Size levels) at no additional cost.

Restrictions: The private residence may only have one Large facility, and may not be equipped with an airstrip or helipad, nor any item that might be seen from the outside of the home.

STOREFRONT: Common in the early days of Aegis, these sites are poor locations for a Cell's main operations, but can be adequate for temporary ops or as safe houses. The site is a single small store, perhaps with attached garage. The cost of the site includes the essential modifications for Aegis use, such as window shutters or tinting, and a good security system. The storefront will lower the cost of any underground site by 1RP.

Restrictions: A major lack of space prevents the storefront from having any Large facilities, airstrips, or helipads. A single set of living quarters may be located upstairs, and only one garage and one other facility may be attached to the store.

UNDERGROUND: A covertly constructed, underground base is without exception the best possible location for a Cell. Security is unparalleled. Underground bases vary greatly, depending on the specific needs of the Cell that creates them. They range from cavernous aircraft hangars and research facilities built under mountains to secret sub-basements beneath downtown skyscrapers.

Restrictions: Facilities for aircraft are understandably more difficult to build underground. Entrances for vehicles also require special consideration. Underground hangars and garages require vehicle elevators. Airstrips will be either above ground, and visible, or will cost another 5 Resource Points to build underground.

UNDERWATER: Like its distant cousin, the underground base, this is a secret facility built entirely underwater. It is excellent for concealment purposes, but does have the problem of being in a hostile environment. The base could be built into a privately owned island or reef, or located below twenty fathoms of water off the continental shelf, away from popular diving sites. The site includes the life support facility and is considered armored.

Restrictions: No facilities for aircraft or vehicles incapable of submerging. Entry and egress are potentially difficult. The Cell will probably need a second inland site for ease of Cell operations.

WAREHOUSE: Generally, the only way to locate Large facilities within city limits is to base the Cell in a warehouse in the industrial district. The Cell's activities are also less likely to draw unwanted attention in a city's relatively unpopulated industrial zone. At night the area is often nearly deserted, allowing the Cell to operate under cover of darkness. The primary disadvantage of a warehouse Cell is the lack of amenities and added difficulty in providing adequate security.

Restrictions: Though spacious, warehouse space is difficult to modify to accommodate more than a single Large facility. Further, no airstrip is possible.







FACILITIES RESOURCE LIST

Entries marked with "*" have special cost or size features. See the descriptive entry after the Resource List.

Standard Facilities	Cost						
Armored Facilities	+1RP	X			X	X	
Auditorium/Briefing Room	1RP	X	X	X		X	X
Barracks (2 = Large)	2RP	X				X	
Biohazard Suite	5RP*			X			
Brig (2 = Large)	2RP	X	X		X	X	
Darkroom	3RP	X	X	X	X	X	X
Dive Bay	1RP	X		X			
Dormitory (4 = Large)	1RP	X	X	X	X	X	
Environment Chamber	5RP			X			
Isolation Tank	3RP			X			
Killing House (Large)	4RP	X	X			X	
Life Support	5RP	X		X			
Quarantine Slammer (Large)	15RP	X		X			
Radar Array	2RP	X	X		X	X	X
Storage Vault	2RP	X	X	X	X	X	X
Submarine Dock (Large)	3RP	X		X			
Suite (2 = Large)	2RP	X	X	X	X		X
Telecommunications Lines	2RP	X	X	X	X	X	X

Computer Facilities	Cost						
Mainframe (3 = Large)	5RP	X	X	X	X	X	X
Personal Computer/Workstation	1RP	X	X	X	X	X	X
Supercomputer (2 = Large)	10RP	X	X	X	X	X	X

Medical Facilities	Cost						
Field Hospital (3 = Large)	3RP			X		X	
Hospital (Large)	8RP			X		X	
Intensive Care Unit (Large)	10RP			X			

Training Facilities	Cost						
Firing Range (Large)	2RP	X	X		X	X	
Gym	2RP	X	X		X	X	X
Pool (Large)	2RP	X	X	X	X	X	

Vehicle Facilities	Cost						
Airstrip (Large)	8RP	X	X	X	X		
Garage (*)	1RP*	X	X	X	X	X	X
Hangar (Large)	1RP*	X	X	X	X	X	X
Helipad	5RP	X	X	X	X	X	X
Vehicle Elevator	3RP	X	X	X	X		

Work Facilities	Cost						
Aerospace (Staff = 3)	5RP	X		X			
Automotive (Staff = 2)	3RP	X	X	X	X	X	X
Electronic (Staff = 2)	2RP	X	X	X	X		X
Mechanical (Staff = 2)	2RP	X	X	X	X	X	X
Lab/Library (Staff = 1)	1RP	X	X	X	X	X	
Additional Space (per Staff)	+1RP	X	X	X	X	X	X
Expanded Service	*	X	X	X	X	X	X
Workspace Quality: *Poor*	-3RP	X	X	X	X	X	X
Workspace Quality: *Good*	+5RP	X	X	X	X	X	X
Workspace Quality: Excellent	+10RP	X	X	X	X	X	X
Workspace Quality: *Superb*	+15RP	X	X	X	X	X	X

FACILITIES RESOURCE DESCRIPTIONS

Facilities are relatively large features of a location. They range from helipads, to garages, to labs, to pools. Some facilities are, or at a certain number become, Large. Such facilities are designated in the list above and the descriptions below. There is a limit to the number of Large facilities that may be found in certain locations (see location descriptions earlier in this chapter).

STANDARD FACILITIES

ARMORED FACILITIES: Any facility may be armored to withstand outside assault for the additional cost listed. The Ar is 6 versus all weapons, and reduces Blast Ratings by the same amount.

AUDITORIUM/BRIEFING ROOM: This is an office-style meeting room, with audiovisual booth. Ideal for running briefings of Cell personnel, or meeting with outside personnel (the entrance can be assumed to be from the outside of the site in the latter case).

BARRACKS: Minimal on-site quarters for up to ten people. Includes five double bunks, lockers, showers, and lavatories. Two barracks constitute a Large facility.

BIOHAZARD SUITE: The biohazard suite is not so much a separate facility, but rather an addition or modification to a laboratory facility. Converting a lab to a biohazard suite involves making it airtight, adding an airlock and decontamination area (called the Gray Zone), an air filtration system, biohazard space suits and a biochemical laboratory. These modifications make the lab a Biohazard Level 4 secure area, fully equipped for work with lethal viruses, chemical and biological agents and extraterrestrial biological samples and life forms.

When working in a biohazard suite, researchers first enter a preparation room where they don biohazard space suits. They then enter the Gray Zone airlock where they are showered with UV radiation and antiseptic chemicals. Finally, the scientists enter the suite and connect their suits to external filtered air supplies. When finished, personnel pass once again through the Gray Zone to be decontaminated before entering the real world.

Biohazard suites cost 5RPs plus a number of RPs equal to the maximum staffing level of the suite.

Biohazard Level 4 is the highest classification of danger caused by infectious or unknown biological agents. This category includes lethal airborne agents and unknown alien biological entities.

BRIG: A secure holding area for up to four prisoners, complete with meal slot and dual-function toilet/sink. Two brigs constitute a Large facility.

DARKROOM: Used to develop ordinary photographs, a normal darkroom is readily available to the general population. Many Aegis Cells install more sophisticated darkrooms that can process not only ordinary film, but also professional quality, high-speed, infrared, military, and other exotic types of film including foreign military satellite cartridges. If the processing method for the film is known, or can be found out, then the film can be developed. Otherwise, correctly determining the proper procedure is a Photography 3 test. Darkrooms come equipped with a revolving windowless door.

DIVE BAY: Used to access the sea from a submerged site, this facility provides room for up to four divers to swim in and out of a site at a time. It also has the capacity to store and refill tanks for divers, and to store the other miscellaneous gear which divers require.

DORMITORY: This is a one or two person room with minimal accommodations, similar to a cheap hotel room. Two dormitories constitute a Large facility.





ENVIRONMENT CHAMBER: These chambers are designed to allow total control over a small environment. They may take a variety of forms, from large cylindrical metallic chambers to small rooms. The operator can make the atmosphere within the chamber vary in composition and pressure, from near vacuum to 30 atmospheres of pure hydrogen. The atmosphere of the chamber can be completely recycled to ensure that less than one part in a billion of the original contents remains. Temperature and humidity are controlled through the gasses injected, and sprayers throughout the chamber can flood it with any chemical that will not destroy it. Designed specifically for handling people and objects exposed to extra-terrestrial environments like the moon surface and near-orbits, it is also effective for more mundane uses, for example, as a decompression chamber.

ISOLATION TANK: Referred to by MKULTRA operatives in the early 1950s as McCarthy Tanks, these are totally isolated from the outside, hermetically sealed, and environmentally neutral. No sensation can interrupt the concentration of a psychic in one of these tanks; the psychic receives a +1R bonus to all attempts at the use of long distance psychic powers. Only characters with psychic powers, or those from agencies doing research on psychics, may buy this facility.

KILLING HOUSE (LARGE): This is a SWAT or special forces style tactical exercise chamber, complete with moving good guy/bad guy targets and observation cameras. Anyone practicing weapons skills in one of these facilities gains 1CP extra toward the skill each week during Downtime.

LIFE SUPPORT: The purchase of this facility covers life support generation and basic environment control for the entire site, as long as the site remains environmentally sealed. It functions as large-scale environment chamber, but allows only human habitable environments.

QUARANTINE SLAMMER (LARGE): The worst place in the world to be, this area is a virtual prison used for observation of victims of level 4 biohazards. It also serves as an intensive care unit. The Slammer holds one person, and includes a Grey Zone for access to the area. It does not include research facilities.

RADAR ARRAY: This equipment is used for detecting the approach of aircraft. It has a range of 80 kilometers per sensor unit. Additional sensor units may be purchased for 1RP. Obviously, they must be placed in disparate locations to be effective.

STORAGE VAULT: Regular storage rooms do not cost anything. This is a secure, airtight, radiation-proof, steel-walled storage facility for sensitive or dangerous materials approximately 4m wide by 4m deep.

SUBMARINE DOCK (LARGE): Two mini-subs can be housed in this facility, allowing for their entry and exit from submerged sites. The area also serves as a maintenance bay for the subs.

SUITE: A suite is a two-person group of rooms with kitchen, living area and bedrooms. Two suites constitute a Large facility.

TELECOMMUNICATIONS LINES: Any major use of ordinary telecommunications lines or resources falls under this category. Examples include 20 dial-in phone lines suitable for data, voice or fax transmission, a long-distance internetwork computer connection linking two or more geographically remote locations, or a satellite earth station uplink. Each of these items is considered a separate facility and must be purchased separately.

COMPUTER FACILITIES

MAINFRAME: Not much more powerful than a workstation, mainframe computers are generally used to process large volumes of data, such as bank transactions, airline reservations, database searches and the like. A mainframe can directly manage terrabytes of data, usually in tape form, and efficiently sort and search it, but for real scientific number crunching, a supercomputer is needed. On the other hand, most supercomputers cannot handle the bandwidth of a mainframe. Three mainframes constitute a Large facility.

PERSONAL COMPUTER/WORKSTATION: There's not much difference between a PC and a workstation nowadays. Either is more than adequate for most uses, including most research and engineering. These are top-of-line, multi-processor systems, an order of magnitude more powerful than a typical home or office system.

SUPERCOMPUTER: These machines are used mainly for crunching astronomical reams of numbers. Uses include cryptography, engineering analysis, and heavy-duty scientific research. Whereas a mainframe is useful for searching reams of sorted and catalogued information, it takes a supercomputer to extract information from what appears to be random noise, such as searching for a certain person's voiceprint on every call on a particular cellular network. Two supercomputers constitute a Large facility.

MEDICAL FACILITIES

All medical facilities are kept stocked with all items necessary to keep them in full operation. Doctors and nurses must be acquired separately as staff, and count as scientists and lab assistants, respectively. Like all other staff, they work only for the Cell, and are always "on call".

FIELD HOSPITAL: This rudimentary unit includes 5 beds and supplies equivalent to those found in a medic's kit. It provides a bonus (+2t) to Medical and First Aid tests (performed by the caregiver). If this test is successful, then the bonus also applies to stabilization and healing tests (performed by the patient). Three field hospitals constitute a Large facility.

HOSPITAL (LARGE): This facility supports 2 patients. It provides a bonus (-1Df) to Medical and First Aid tests (performed by the caregiver). If this test is successful, then the bonus also applies to stabilization and healing tests (performed by the patient).

INTENSIVE CARE UNIT (LARGE): An ICU supports only one patient, but gives that patient a much better chance of recovering from traumatic wounds than normal hospitalization. It provides a bonus (-2Df) to Medical and First Aid tests (performed by the caregiver). If this test is successful, then the bonus also applies to stabilization and healing tests (performed by the patient).

TRAINING FACILITIES

FIRING RANGE (LARGE): This area allows training in Small Arms, Autofire and other ranged weapon skills.

GYM: This facility allows characters to maintain Physical Training or Runner traits, and to train/practice in Athletics, Brawling, Gun Fu (with blanks), Martial Arts, Throw and any other physical skills.

POOL (LARGE): Pools allow maintenance/training in Swimming, SCUBA Diving, Zero-Gravity Movement and may prove a useful resource in other respects.

VEHICLE FACILITIES

AIRSTRIP (LARGE): An airstrip can be anything from a long stretch of hard-packed gravel to a mile long paved runway for cargo planes, the major tradeoff being between utility and conspicuousness. Fighter jets generally require short strips, even shorter ones can be used if a carrier-like catapult is installed. The space shuttle needs a strip approximately 4 miles long. The airstrip includes appropriate control tower facilities, as well as radio and radar equipment.

GARAGE: More than simply a storage area for cars, a garage is also equipped for standard vehicle maintenance and simple repairs. An automotive workshop is required to effect major repairs or actual modifications to the vehicles. Garages cost 1RP per 4 Size levels of storage space. Each 12 Size levels of space constitute a Large facility garage.

HANGAR (LARGE): The hanger will include the proper facilities for maintenance of any aircraft the Cell controls, including facilities for refueling, ordinance changes, and minor repairs. An aerospace workshop is required to effect major repairs or actual modifications to the craft. Hangers cost 1RP per 4 Size levels of storage space.

HELIPAD: A helipad allows helicopters and VTOL aircraft to take off and land. Like an airstrip, the helipad includes such radar and radio equipment as is necessary to safely operate the craft. Unlike airstrips, helipads can be located in urban areas, and the Cell is assumed to have secured whatever official permits are necessary for unimpeded operation.

VEHICLE ELEVATOR: A vehicle elevator allows a hangar, helipad or garage to be underground, providing greater security. It also allows the facility to be located where there would not normally be enough storage space, or where they would otherwise draw unwanted attention, such at the top of an office building.

WORK FACILITIES

AEROSPACE: This workspace can be used to repair and modify aircraft of all kinds. Two or more workshops, and many months of time, would be required to actually assemble an aircraft from scratch. Although it will remain stocked with replacement and repair parts for any craft the Cell actually owns, the workshop does not automatically stock specific parts for other types of craft. An aerospace workshop requires a hangar to be useful. Each aerospace workshop has staff space for three technicians.

AUTOMOTIVE: A fully equipped automotive workshop stocked with generic replacement parts for most major foreign and domestic vehicles. Equipment includes everything necessary for complete tear-down and rebuild, from screwdrivers to vehicle lifts. Two shop equivalents are required to service larger vehicles, such as semi-tractors or tanks. A garage is necessary for the automotive workshop to be useful. Each automotive workshop has staff space for two technicians.





CONSTRUCTION: This workshop contains all the tools necessary for woodworking and other construction activities. This facility might range from a home improvement tool room in the basement of many suburban homes to a full scale construction workspace located at a construction company's headquarters. Each construction workshop has staff space for two technicians.

ELECTRONIC: Everything necessary to diagnose and repair most modern electronic equipment, from radios to vehicle sensor arrays, is located in an electronic workshop. Two shops will allow for copying or construction of new circuit boards and small integrated circuits. Three shops will allow for fabrication of small quantities of high-density integrated circuits by electron beam etching. Each electronic workshop has staff space for two technicians.

MECHANICAL: A mechanical workshop contains lathes, milling machines, band-saws and other equipment necessary for fabrication of machine parts, such as might be needed for custom equipment or automotive or aerospace repairs. Fabrication of large parts such as rotor-blades, wing struts, etc. would require 3 or more workshop equivalents. Each mechanical workshop has staff space for two technicians.

LAB/LIBRARY: This space can range from a well-equipped workbench to a small collection of important texts to a federal depository to a small wing of the Lawrence Livermore National Laboratory. The space is assumed to equipped with all of the usual devices or materials for a facility of that size. It is not necessary to enumerate all of the equipment or resources of the space. Simply assume that the facility has everything that doesn't require more operators or physical space than available. When purchased, a lab/library must be specified to an Engineering, Humanities, Medical or Science sub-skill.

ADDITIONAL SPACE: Additional space is added so more staff can work in the facility. Each staff space added increases the cost of the workspace by 1RP.

EXPANDED SERVICES: Workspaces can be expanded to accommodate another sub-skill at the rate of 1RP per sub-skill added. Workshops can add the capabilities of another type of workshop at 1RP less than the other workshop's normal cost.

WORKSPACE QUALITY: Workspaces are rated by the quality of their resources/equipment. These rating range from Poor to Superb. The Quality Rating modifies the normal RP cost of the workspace. A poor Quality Rating will never reduce the cost of a facility below 1RP.

Quality Rating Poor: This workspace uses assets that are out-of-date, substandard, and broken. All tests here suffer a -2t penalty.

Quality Rating Good: This workspace has advanced assets of above average quality and workmanship. All tests here gain a +2t bonus.

Quality Rating Excellent: This workspace has cutting-edge, state-of-the-art and even experimental assets not available to the general public. All tests here gain a –1Df bonus.

Quality Rating Superb: This workspace combines both Good and Excellent. All tests here gain a –1Df and +2t bonus.

STAFF RESOURCE LIST

Research Staff	Cost						
Academician	2RP		X	X			X
Computer Specialist	2RP	X	X	X	X	X	X
Doctor	2RP	X	X	X	X	X	X
Engineer	2RP	X	X	X			X
Lab assistant	1RP	X	X	X	X	X	X
Scientist	2RP	X	X	X	X	X	
Technician	2RP	X	X	X	X	X	X

Operations Staff	Cost						
Soldier/Mercenary	2RP	X		X	X		X
Intelligence	2RP		X		X	X	X
Pilot/Driver/Sailor	2RP	X	X	X	X	X	X

STAFF RESOURCE DESCRIPTIONS

Some Cells, particularly larger ones, may wish to include additional personnel besides the Aegis operatives themselves. These individuals are generally hired or recruited to fill a particular need of the Cell, such as researcher or pilot/driver for a particular vehicle. Cell staff is considered a permanent part of the Cell, although they may not know the true purpose of the group, the nature or existence of Aegis or the alien visitors. It is up to the Aegis operatives to decide whether their staff will be kept in the dark or indoctrinated as full Aegis operatives.

All staff have level 3 mental and physical attributes, 2/12 luck and no exceptional traits except skills and training. The skills and training that each type of personnel has are listed below, though the GM may allow some variation. All staff are assumed to have Drive 1 and Brawling 1 unless otherwise specified. Each staff member may be assigned one training for free.

RESEARCH STAFF

ACADEMICIAN: Humanities (pick sub-skill) or Occult (pick sub-skill), Research 3, Computer Use 2

COMPUTER SPECIALIST: Computer Programming 3, Computer Use 3

DOCTOR: Medical or Parapsychology (choose one) 3, Research 3, Computer Use 2

ENGINEER: Engineering 3, Computer Programming 2, Computer Use 2

LAB ASSISTANT: Science (pick sub-skill), Medical or Parapsychology 2, Computer Use 2, First Aid 2

SCIENTIST: Science (pick sub-skill) 3, Research 3, Computer Use 2

TECHNICIAN: Repair/Build 3, Computer Use 2

OPERATIONS STAFF

SOLDIER/MERCENARY: Small Arms: Rifle 3, Small Arms: Pistol 2, Martial Arts 3, Autofire 2, Heavy Weapons 1

INTELLIGENCE: Small Arms: Pistol 2, Martial Arts 3, Stealth 2, Shadow 3

PILOT/DRIVER/SAILOR: Pilot, Drive or Boating 3, Small Arms: Pistol 2, Repair/Build 2, Gunnery 2

WEAPONS RESOURCE LIST

Pistols	Cost	Ammo						
Assault Carbine	1RP/4 units	1RP/1500 rounds Mil				X	X	
Auto Pistol	1RP/5 units	1RP/3600 rounds	X	X	X	X	X	
Dart Pistol	1RP/5 units	1RP/500 CO2 darts		X	X			
Derringer	1RP/5 units	1RP/2000 rounds		X		X		
Hold-Out Pistol	1RP/5 units	1RP/2000 rounds		X		X		
Light Revolver	1RP/12 units	1RP/6000 rounds	X	X	X	X	X	X
Magnum Auto Pistol	1RP/4 units	1RP/2880 rounds	X	X		X	X	
Magnum Revolver	1RP/5 units	1RP/1000 rounds	X	X		X	X	
Machine Pistol	1RP/5 units	1RP/3600 rounds	X	X		X		
Revolver	1RP/10 units	1RP/5000 rounds	X	X	X	X	X	
Sub-Machine Gun	1RP/5 units	1RP/7500 rounds	X	X		X	X	
Taser	1RP/5 units		X		X	X	X	X

Rifles	Cost	Ammo						
Assault Rifle	1RP/5 units	1RP/7500 rounds	X	X		X	X	
Automatic Shotgun	1RP/5 units	1RP/500 rounds	X			X	X	
Dart Rifle	1RP/5 units	1RP/500 CO2 darts		X	X			
Double-Barrel Shotgun	1RP/5 units	1RP/500 rounds			X		X	
Elephant Gun	1RP/2 units	1RP/500 rounds		X				
Rifle	1RP/5 units	1RP/5000 rounds	X	X	X	X	X	
Sawed-off Shotgun	1RP/5 units	1RP/500 rounds			X			
Shotgun	1RP/5 units	1RP/500 rounds	X	X	X	X	X	
Sniper Rifle	1RP	1RP/1250 rounds	X	X		X	X	
Varmint Rifle	1RP/10 units	1RP/5000 rounds				X		

Heavy Weapons	Cost	Ammo						
Flamethrower	1RP	1RP/4 fuel tanks	X					
Heavy Machine Gun	2RP	1RP/5000 rounds	X					
Light Machine Gun	1RP	1RP/5000 rounds	X			X	X	
Minigun	2RP	1RP/4000 rounds	X					

Launchers	Cost	Ammo						
Disposable RL	1RP/10 units		X					
Grenade Launcher	1RP/5 units	1RP/40 units	X			X	X	
Missile Launcher	1RP	1RP/25 units	X					
Rocket Launcher	1RP	1RP/50 units	X					
Underbarrel GL	1RP/5 units	1RP/40 units	X			X	X	
Vehicular GL	1RP	1RP/40 units	X					

Ammunition	Cost						
40mm Grenades: Flare	1RP/40 units	X			X	X	
40mm Grenades: Flechette	1RP/40 units	X			X	X	
40mm Grenades: High Explosive	1RP/40 units	X			X	X	
40mm Grenades: Ripper	1RP/40 units	X			X	X	
40mm Grenades: Smoke	1RP/40 units	X			X	X	
40mm Grenades: Tear Gas	1RP/40 units	X			X	X	
Armor Piercing Bullets	+1RP to ammo cost	X	X		X	X	
Dragon Rounds	+1RP to ammo cost	X			X		
Tactical Bullets	+1RP to ammo cost	X	X		X	X	
Tracer Bullets	+1RP to ammo cost	X				X	

Thrown Weapons	Cost						
Hand Grenades: Fragmentation	1RP/40 units	X	X		X	X	
Hand Grenades: Incendiary	1RP/40 units	X	X		X	X	
Hand Grenades: Smoke	1RP/40 units	X	X	X	X	X	
Hand Grenades: Stun	1RP/40 units	X	X	X	X	X	
Hand Grenades: Tear Gas	1RP/40 units	X	X		X	X	
Throwing Knife	1RP/50 units	X			X		

Melee Weapons	Cost						
Club	1RP/24 units	X	X	X	X	X	X
Knife	1RP/24 knives	X	X	X	X	X	X
Mace Spray	1RP/20 units		X	X	X	X	X
Stun Gun	1RP/10 units		X	X		X	X

Explosives	Cost						
Breaching Charge	1RP/10 charges	X	X		X	X	
Claymore Mine	1RP/10 units	X					
C-4	1RP/250 blocks	X	X	X	X	X	
Detonators: Radio	1RP/50 units	X	X	X	X	X	
Detonators: Timer	1RP/50 units	X	X	X	X	X	
Dynamite	1RP/500 sticks	X	X	X	X	X	
Satchel Charge	1RP/5 units	X					

WEAPONS RESOURCE DESCRIPTIONS

Ammo is listed for each weapon with its cost next to it. All weapons come with half of this listed ammo when the weapon is purchased at no extra cost.

PISTOLS

ASSAULT CARBINE: These are sub-machine gun-sized weapons which fire full-powered rifle cartridges. Typically equipped with a folding stock for concealment, and a mount for a sight.

AUTO PISTOL: The auto pistol has long been the standard sidearm for law enforcement agencies and the military. It is a semi-automatic and fires medium-powered ammunition.

DART PISTOL: A small pistol that uses compressed gas to fire a dart. Virtually harmless in itself, the dart is used as a vehicle for a drug, usually a tranquilizer. If the dart penetrates the target's armor (if any), the drug is successfully delivered whether the target takes damage or not. The dart delivers a single dose of the drug per hit. The weapon is quiet, only slightly louder than a silenced pistol. Also, the user has great control of the lethality of a hit by varying the drug used.

DERRINGER: Derringers are very small double-barrel pistols that can be concealed just about anywhere – in a pocket, a purse, even a large wallet. Despite their small size, derringers fire high caliber rounds with all the stopping power of larger guns. The barrels can be fired one at a time or both at once (roll to hit once for both shots).

HOLD-OUT PISTOL: Hold-outs are small semi-automatic pistols that fire low-caliber rounds, sacrificing firepower for concealability. These pistols are only slightly larger than derringers and can be hidden just as easily.

LIGHT REVOLVER: Light caliber revolvers are most popular for the easy availability of the ammo, and the ease of maintenance. Commonly used for "plinking" and target shooting.

MACHINE PISTOL: The machine pistol is an auto pistol capable of fully automatic fire, thus requiring a larger magazine to store the extra rounds. The pistol's short barrel makes it less accurate than rifles or sub-machine guns. Even with the larger clip, it is only a little more difficult to conceal than a normal auto pistol.

MAGNUM AUTO PISTOL: This is a higher caliber version of the auto pistol, such as a Desert Eagle .44.

MAGNUM REVOLVER: The gun preferred by no-nonsense lawmen and anyone else who likes their side arm to have kick. The magnum revolver is one of the most powerful handguns made. Due to the weapon's impressive recoil, a Str4 test is required to fire a magnum in back-to-back rounds.

REVOLVER: A medium power, reliable pistol with a revolving six-shot chamber that was once rather common among law enforcement agencies. They have lost popularity because of speed and ammunition capacity limitations. These weapons may not have a silencer attached to them (regardless of what you see on TV).

SUB-MACHINE GUN: Sub-machine guns are in common use by paramilitary and special ops teams worldwide because of their rate of fire and small size. The sub-machine gun is a short-barreled, fully automatic carbine often fitted with a folding stock to allow greater concealment and freedom of movement.

TASER: The taser is a small pistol that is used by law enforcement agencies and security forces to subdue violent individuals. The pistol fires a small barbed dart that remains connected to the pistol by a thin conductive wire. On contact, the taser sends a jolt of electricity down the wire forcing the target to make a Size 4 test to avoid being knocked unconscious for 1D rounds. Even if unsuccessful, the target will be stunned for the next 1D rounds. As long as the dart stays attached to the target, the shooter may send more jolts down the wire (expending charges but requiring no roll to hit). Tasers hold two darts and a rechargeable battery good for 10 electric jolts.

RIFLES

ASSAULT RIFLE: Assault rifles are the primary weapons of armed forces worldwide. An assault rifle is essentially a standard rifle that can fire either single shots or fully automatic bursts. Wide ranges of accessories exist to modify assault rifles, including telescopic sights, grenade launchers and folding stocks.

AUTOMATIC SHOTGUN: A truly brutal weapon, the automatic shotgun does for the shotgun what the machine gun did for the rifle – fully automatic fire! The weapon looks like a very large assault rifle with an obscenely wide barrel. The automatic shotgun uses "clip" magazines like an assault rifle. With each burst fired, the shooter's firing arm takes Br1 damage (no staging; like we said, brutal).

DART RIFLE: These small compressed gas rifles function exactly as larger versions of the dart pistol. The rifle has greatly increased range.

DOUBLE-BARREL SHOTGUN: A shotgun with twin side-by-side barrels which can be fired separately or simultaneously. If you fire both barrels at once, roll only once to hit. The weapon is "broken" open to load and remove spent shells which increases the reload time.





ELEPHANT GUN: The elephant gun is a very large-caliber rifle most often used for hunting really large game like elephants and rhinoceros. The weapon's long barrel and massive bulk make it difficult to lug around, but it is capable of delivering incredible firepower at extreme distances.

RIFLE: This represents any of the high-caliber, semi-automatic rifles in common use by both civilians and the military. Rifles are very accurate over long distances, particularly when incorporating telescopic sights.

SAWED-OFF SHOTGUN: These guns are made at home by shady people looking for the firepower of a shotgun and the concealability of a large pistol. A sawed-off shotgun is a double barrel shotgun that has had the stock and most of the barrel sawed off (hence the name). The gun's range is extremely limited, but within that range it is rather hard to miss.

SHOTGUN: A single-barrel shotgun holds 8 shells and requires the shooter to "pump" a shell into the chamber to reload. All shotguns can fire either shot shells or slug shells.

SNIPER RIFLE: A normal rifle that has been specially modified for sniping, this weapon has a bipod, silencer, and sight mount. It will also have a heavy barrel to aid in heat dispersion, and a carefully machined frame to minimize recoil.

VARMINT RIFLE: Any one of several light caliber rifles typically used for shooting small game. Usually a child's first gun in the South, and not something that you'd see many agents using. Still, they are common in civilian uses, and almost untraceable.

HEAVY WEAPONS

FLAMETHROWER: The flamethrower is a rifle-sized weapon that fires a jet of burning incendigel from a large tank worn on the back like a knapsack. The gel splatters and runs like a liquid and ignites any flammable material on contact. A flamethrower fuel tank contains enough incendigel for 50 "bursts", generally a single burst is fired at a target. The jet of flaming gel may also be swept across a large area, allowing the user to attack up to three human-sized targets while expending 1D+1 bursts of fuel. When a living target is hit with incendigel, roll 1D and add one for each burst that has hit the target. If the result is greater than the target's Size attribute, the target is engulfed in flames. If the result is equal to or less than the target's Size, he or she is "merely" on fire. If the incendigel tank is hit by a weapon that inflicts lethal damage, there is a chance that it punctures and bursts. Roll 1D. If the number is greater than or equal to the Damage Level of the attacking weapon, nothing happens. If the result is less than the Damage Level, the tank explodes, covering a five-meter radius with burning liquid and engulfing the wearer in flame.

HEAVY MACHINE GUN: A very bulky, large caliber fully automatic weapon that is generally carried by two people (Str3 test to carry alone) and fired from a tripod or mounted on a vehicle. The machine gun is a standard infantry support weapon and is effective against both personnel and lightly armored vehicles.

LIGHT MACHINE GUN: A large fully automatic rifle that can be carried by a single person (Str2 test), but is usually fired resting on a bipod or mounted on a vehicle. A Str3 test is required to fire it without support. Light machine guns are common heavy support weapons among infantry units due to their firepower and portability.

MINIGUN: A minigun is a high-caliber machine gun capable of an incredibly high rate of fire. In order to avoid overheating and warping the barrel of the gun, a minigun incorporates eight rotating barrels that each fire a single round in turn. The minigun is generally mounted on a vehicle, usually a helicopter. With a special harness, the gun may be carried and fired by a single strong individual (Str3 test to carry and Str4 test to fire, even then with a +2Df to hit). If the minigun is fired from a vehicle using the Gunnery skill as it was designed, treat the attack as if the firer's Autofire skill were 5. When firing a minigun, double the number of rounds fired per burst and the number of bullets per burst that can hit a target. For example, a character with an Autofire skill of 3 can attack six different targets rather than the usual three.

LAUNCHERS

DISPOSABLE ROCKET LAUNCHER: The disposable rocket launcher is a single-use device that incorporates a launcher and a rocket in a small, collapsible package. The rocket delivers a warhead very similar to that of a standard rocket launcher, but the compact design of the launcher renders the rocket even more inaccurate. As implied by the name, a disposable rocket launcher cannot be reused (so please remember to recycle).

GRENADE LAUNCHER: The grenade launcher is a squat, short-barreled rifle that fires 40mm grenades accurately over long distances. The weapon holds only a single grenade at a time and breaks open to be loaded like a double-barrel shotgun.

MISSILE LAUNCHER: Shoulder-fired missile launchers are the only effective weapons that infantry have against aircraft. Missile launchers take advantage of the tremendous amounts of heat their targets give off by firing heat-seeking guided missiles. Missile launchers may only be fired at aircraft and other large sources of heat; they are incapable of "locking-on" to any other target. Missiles cause a tamped explosion with a Blast Rating of 7.

ROCKET LAUNCHER: Rocket launchers are the last word in heavy weaponry, firing an unguided high-explosive rocket capable of destroying small buildings and armored vehicles. However, the rockets are inherently inaccurate and are completely ineffective against anything under Size 5 or fast-moving targets (aircraft, in particular). Rockets cause a tamped explosion with a Blast Rating of 5.

UNDERBARREL GRENADE LAUNCHER: A single shot 40mm grenade launcher that is mounted under the barrel of an assault rifle. Underbarrel grenade launchers increase the versatility of an assault rifle, but are not as accurate as a normal grenade launcher. The launcher is fired by its own trigger and breaks open to be loaded, like a double-barrel shotgun.

VEHICULAR GRENADE LAUNCHER: An automatic grenade launcher that fires belts of 40mm grenades. This heavy weapon must be mounted on a vehicle to be fired and is most often found on fast-attack all-terrain vehicles and helicopters.

AMMUNITION

40MM GRENADES: These are fired from grenade launchers only and may not be used as hand grenades. The grenades resemble large bullets approximately the size of a closed fist.

FLARE: Flare rounds fire a parachute flare into the air which burns for 1D+3 rounds while floating down to the ground. While burning, the flare illuminates a 100-meter diameter area (centered directly below it) with dim, shadowy light. Areas already shadowy or brighter are unaffected. When a flare is fired, anyone who does not take precautions (shielding their eyes) must make a Reflexes 4 test or reflexively look at the flare, temporarily blinding them for the duration of the flare plus 1D rounds.

FLECHETTE: Flechette grenades are vicious anti-personnel weapons that fire a cluster of small steel darts. The effect is similar to a shotgun, except the area covered is much larger and the flechettes are armor piercing. The range brackets for flechette rounds are 10/20/30/40/50, and they are treated like armor-piercing shotgun rounds that do Wn3 damage.

HIGH EXPLOSIVE: HE rounds are very effective at destroying lightly armored vehicles and breaching barriers. The grenade contains a shaped-explosive warhead with a tamped Blast Rating of 4.

RIPPER: These are particularly nasty rounds that are loaded with hundreds of small dime-sized circular steel blades, like miniature shuriken. When fired, the blades fly out of the barrel and immediately catch the air, spinning off in every direction. This effectively creates a cloud of razor sharp metal. The cloud measures ten meters in diameter, centered five meters in front of the barrel. Everything within the cloud takes Fw3 damage; no test "to hit" is necessary.

SMOKE: Other than its longer effective range, this grenade is identical to a smoke hand grenade.

TEAR GAS: Other than its longer effective range, this grenade is identical to a tear gas hand grenade.

ARMOR PIERCING BULLETS: AP bullets are steel-jacketed rounds coated in Teflon specifically designed to defeat body armor. Armor tests to stop AP bullets are one Df higher. However, the same characteristics that allow the bullet to easily penetrate body armor also cause it to pass right through the target's body, inflicting less damage than a normal round. Reduce the Damage Level of any wound caused by AP rounds by one. Armor piercing rounds are available for all small arms.

DRAGON ROUNDS: Only available for shotguns, these rounds load an amount of phosphorus or magnesium into the slug, turning the shotgun into a flamethrower. The rounds will do Wn4 damage to the target hit, and also catch the victim on fire. These rounds are supposed to be used for blowing the hinges off doors in a rapid assault entry. They tend to mess up the shotgun they are fired from, causing the shotgun to fail on a Bad Luck roll by the shooter after the rounds are fired. Anyone crazy enough to want to use Dragon rounds in an auto shotgun will be very unhappy, as the intense heat will destroy the gun in a nice big blast when they are fired.

TACTICAL BULLETS: Many different companies have produced rounds which will fragment or swell inside the victim's body, massively raising the damage potential but dropping the chances of armor penetration significantly. Special forces and anti-terrorist troops often use these rounds in hostage situations, in order to reduce the odds of an accidental overpenetration kill on a soft target (this is military doublespeak for blowing such a big hole in the terrorist that you accidentally bag a hostage, too). Tactical rounds will make the round do Sp instead of Wn damage, but armor is 2 points more effective. These rounds cannot be purchased for shotguns.

TRACER BULLETS: Tracer rounds have incendiary material on the back of the bullet making the path of the bullet visible to the naked eye. The bullet's trajectory appears as a brief, luminous red line, or trace. When tracer bullets are fired from a fully automatic weapon in a long burst, the target number to hit is reduced by two. The key disadvantage to tracer rounds is that the bullets are highly visible and will give away the shooter's position.





Thrown Weapons

Hand Grenades: A small explosive shell designed to be thrown by hand. The exact shape can vary depending on type, but all are about the same size and shape. All have a pin that is pulled out to arm a short fuse, which is lit when the grenade itself is released. Hand grenades are not interchangeable with the 40mm grenades used as ammunition for grenade launchers.

Fragmentation: The outer shell of the "frag" grenade is prescored and lined with notched wire designed to fill the blast radius with metal shrapnel. The grenade's blast is an untamped explosion with a Blast Rating of 3.

Incendiary: These grenades cover a 20m radius with burning chemicals, igniting all flammable material. Treat any personnel caught in the blast as if they had been hit with a flamethrower (see Flamethrower under Heavy Weapons). These grenades are primarily used to destroy equipment rather than personnel.

Smoke: Smoke grenades release a large cloud of colored smoke. The speed at which the smoke is blown around depends on the strength of the wind. Assuming at most a light breeze, the grenade will form a thick cloud of smoke 100 to 150 meters long in about five rounds. This grenade is used for signaling and creating cover. Its effectiveness is severely reduced with very strong winds. In a windless situation, like inside a building, the smoke will rapidly fill the enclosed area, making vision nearly impossible and breathing difficult.

Stun: Also known as Flash-Bang grenades, these small explosives produce a brilliant flash of light and a deafening bang. The grenade does little real damage, but the disorienting effects of the flash and explosion are likely to stun anyone nearby. Everyone within 30m who is not protected must make a Willpower 5 test or be stunned. To be protected from the grenade's effects, a character must be completely behind some obstacle like a wall or vehicle.

Tear Gas: These grenades release a cloud of tear gas that provides cover like the smoke grenade, but has the additional effect of irritating any exposed skin, particularly the eyes and nose. Anyone exposed to tear gas must make a Willpower 5 test to function at all, and even then, the character is considered blind and suffers a +2Df penalty to any attempted actions. The effects wear off after about an hour. The use of a gas mask will protect the wearer from all harmful effects of the gas, although the cloud will still obstruct vision.

Throwing Knife: Throwing knives are specially balanced for throwing, although they can be used in hand-to-hand combat as a normal knife.

Melee Weapons

Club: Clubs are short blunt weapons often issued to police and security forces as non-lethal (usually) weapons. A number of varieties exist.

Knife: A knife is any short-bladed weapon including hunting knives, switchblades and bowie knives. They are designed to deal vicious wounds but are not balanced enough to be thrown with any accuracy.

Mace Spray: This small aerosol spray canister contains mace, a chemical agent that causes painful skin irritation and temporary blindness if sprayed in a person's face. Mace is commonly used by law enforcement officials and letter carriers as an effective means of stopping unwanted aggressors, be they criminals or vicious dogs. Someone who is maced suffers effects identical to tear gas (see Tear Gas under Hand Grenades). Each canister is good for about 20 "bursts".

Stun Gun: Stun guns are small self-defense weapons similar to a taser that deliver an electrical shock through contact with two small metal probes. Treat the shock as a taser hit, but a successful hit must be scored each time to deliver a shock. The stun gun is powered by an integral rechargeable battery and should be considered as having unlimited ammo for game purposes.

Explosives

Breaching Charge: Used by antiterrorist forces to make a rapid entry to an area, this charge is pre-shaped to a thin coil approximately ten feet long. It will do two things when triggered (a Heavy Weapons test of Df1). First, it will blow a six-foot wide circular hole in any normal external wall, and, second, it will act as a stun grenade to everyone in the space beyond the wall. The wall will collapse into the room when blown. This will do Bk(1D) damage to anyone within six feet of the blast.

Claymore Mine: The claymore mine is an antipersonnel weapon that fires shrapnel in a cone-shaped area 30 meters long and 10 meters wide at the farthest point. Anything caught within this area takes Sp3 damage and the blast itself is a Blast Rating 2 tamped explosion. The mine can be triggered either by a remote radio switch or by tripwire. A Demolitions1 skill test is required to properly set up the mine.

C-4: C-4 (or plastique) is a malleable, clay-like explosive that is used extensively by the military. One block is about two kilograms of explosive but can be broken up for smaller explosions. C-4 can only be detonated by electrical impulse; fire will not work. In fact, C-4 is flammable and will burn without detonating. Additionally, wet C-4 detonates just as easily as dry, making it a truly versatile explosive. Setting C-4 charges is tricky business, though, and requires a Demolitions3 test to do properly.

DETONATORS: Radio detonators are detonated from a distance by remote. Timers use a set time then explode. Both detonators can be rigged to explode when tampered with. This takes an Electronics test at Df3.

DYNAMITE: Dynamite is a common explosive used in civilian demolition, mining, and construction. TNT is rolled into sticks containing a length of primercord fuse. Dynamite is a rather stable explosive that can only be detonated by fire or electrical impulse, but will become inert and useless if it gets wet. Setting proper TNT charges requires a Demolitions2 test.

SATCHEL CHARGE: The satchel charge is a canvas bag containing 16 blocks of C-4 and a preset timer/radio detonator. The charge is intended for use by individuals with little or no demolitions skill. To this end, the use of a satchel charge does not require Demolitions skill, but instead a Heavy Weapons1 skill test. Any level of Demolitions skill will also suffice. Though the satchel charge is not tailored to any specific need, it makes an excellent tool for teams in need of crude demolitions capability.

ESPIONAGE RESOURCE LIST

Surveillance	Cost						
Audio bugs	1RP/24 bugs		X		X	X	X
AV bugs	1RP/12 bugs		X		X	X	X
Bug Detector	1RP/3 detectors		X	X	X	X	
Burst Transmitter	1RP/3 units	X	X				
Camera	1RP/any 4 cameras	X	X	X	X	X	X
Headset Microphone	1RP/6 headsets Mil		X			X	
Infrared Flashlight	1RP/12 units	X	X	X			
Infrared Goggles	1RP/10 sets	X	X	X			
Laser Eavesdropper	1RP/		X			X	
Nightvision Goggles	1RP/6 sets	X	X			X	
Remote Monitor	1RP/6 monitors		X	X		X	X
Shotgun Microphone	1RP/2 mikes		X			X	X
Starlight Telescope	1RP/2 scopes	X	X	X			
Tape Recorder	1RP/6 units		X	X	X	X	X
Telescope	1RP/4 scopes		X	X		X	X
Video Camera	1RP/any 3 cameras		X	X	X	X	X
Video Cassette Recorder	1RP/6 units		X	X	X	X	X
Wiretap	1RP/12 taps		X		X	X	X
Wiretap Detector	1RP/5 units		X		X	X	X

Intrusion	Cost						
B&E Kit	1RP/4 kits		X		X	X	X
Lock Pick	1RP/5 sets		X		X	X	X
Lock Pick: Electronic	1RP/2 kits		X		X	X	X
Lock Pick Gun	1RP/4 guns		X		X	X	

ESPIONAGE RESOURCE DESCRIPTIONS

SURVEILLANCE EQUIPMENT

AUDIO BUGS: Audio bugs are tiny microphones with radio transmitters that are used extensively in surveillance operations. Even the largest bugs are no larger than a shirt button and are therefore easily hidden nearly anywhere. They run on internal batteries good for 72 hours of constant use, although they only activate when there is data to transmit, so their actual useful life is often much longer. Modern bugs are very sensitive and can pick up a whisper at fifteen meters. Their transmitter is not terribly powerful, however, forcing the receiving unit to be within half a kilometer.



AV BUGS: Audio video bugs are advanced surveillance equipment that function very similarly to an audio bug, with the added function of an integrated black and white video camera. Despite the added electronics, AV bugs are often only moderately larger than audio-only bugs and their batteries last just as long. AV bugs transmit data as long as there is sufficient light to see, regardless of whether anything is going on at the scene. This makes the actual life of an AV bug much shorter than an audio bug.

BUG DETECTOR: A small hand-held device that registers the transmission of any active audio or AV bugs within ten feet. Since it only detects transmissions, inactive bugs or bugs that only record and do not transmit will remain undetected.

BURST TRANSMITTER: These relatively small devices transmit messages and data in short directed bursts. They have a range of only 10 kilometers and must be pointed in the general direction of the receiver but are very difficult to intercept.

CAMERA: This is a professional quality camera with all accessories including telephoto lenses, tripods, filters, and flashes. Although anyone can use a camera to document a scene, a skilled photographer is capable of recording elements that may have been missed by other observers. In addition to the standard camera, several specialty models are available, though only a skilled photographer will be familiar with their use. Except as noted, all cameras are loaded with rolls of film good for about 50 exposures.

MICRO: These cameras are designed for covert operations. They hold enough film for 36 exposures, yet are no larger than a cigarette lighter. Micro cameras are sometimes built into larger objects like briefcases or pocketbooks so they can be used without attracting attention.

INFRARED: Infrared cameras photograph using the infrared spectrum of light instead of the visible spectrum. This allows monochrome photographs to be taken in total darkness using an integral infrared flash. The photographer is able to view the scene through the camera's integral infrared viewfinder.

SUBMERSIBLE: This camera functions exactly like a normal camera, except that the casing is fully waterproof and may be used completely submerged under water. The camera is capable of normal operation in depths well exceeding standard SCUBA diving allowances. (The film is not water-resistant however, and may not be removed or loaded while submerged.)

STARLIGHT: Starlight cameras use light in the visible spectrum, but intensify any light they receive, making it possible to take clear photos with only minimal light. They produce only black and white photographs. Pictures may be taken in any light at all, no matter how dim.

THERMOGRAPHIC: Thermographic cameras take pictures of heat sources instead of light. Areas of the photo that radiate a particular temperature range are assigned a corresponding color. Colors in the red end of the spectrum represent higher temperatures and cooler areas appear as shades of blue.

HEADSET MICROPHONE: This is a set of earphones with built in, forward facing microphones. These headsets are often used by SWAT assault teams when infiltrating a building. They reduce the Df of any hearing-based Perception test by one, providing the source of noise is in front of the wearer.

INFRARED FLASHLIGHT: Just as a flashlight projects visible light, the infrared flashlight projects a beam of light in the infrared (IR) range of the spectrum, which is normally invisible to humans. Used in conjunction with infrared goggles or cameras, it provides the same lighting a normal flashlight would, but is undetectable by humans without IR vision devices.

INFRARED GOGGLES: These goggles allow the wearer to see in the infrared spectrum instead of the normal visual spectrum. This allows the wearer to view a clear monochrome image of her surroundings, even in complete darkness, providing she has a source of infrared light (such as a flashlight or spotlight). IR goggles do not restrict vision like nightvision goggles.

LASER EAVESDROPPER: The latest in surveillance equipment, the laser eavesdropper is a vaguely gun shaped device that fires a low-powered laser. When the laser is bounced off a window, it "reads" the vibrations of the glass like a speaker and can reproduce the sounds inside the room exactly. The laser beam degrades slightly over distance, so the eavesdropper can only be used up to a range of ten kilometers, providing line of sight can be acquired. Because the laser eavesdropper must be kept very still it may not be used from or targeted at moving vehicles.

NIGHTVISION GOGGLES: Nightvision goggles operate in much the same way starlight telephoto lens and rifle sights do, by amplifying existing, although minimal, light. The goggles allow the wearer to see clearly in near complete darkness, providing there is any light available at all, regardless how dim. The goggles do restrict the wearer's field of vision, however, increasing the Target Number of any Perception tests based on peripheral vision by two (such as noticing someone sneaking up on your side).

REMOTE MONITOR: Remote monitors are high resolution displays built for viewing images transmitted by video cameras, AV bugs, satellite imagery or any other source of visual data. A single monitor may be linked to several sources simultaneously, allowing the operator to switch quickly between them.

SHOTGUN MICROPHONE: The shotgun microphone is a large hand-held parabolic mike used by broadcast news teams as well as surveillance agencies. Its name comes from the mike's cone-shaped area of effect, similar to the spread of shotgun pellets. The mike is extremely sensitive over long distances (-2Df for audio Perception tests out to 1km) but also rather bulky and difficult to conceal.

STARLIGHT TELESCOPE: This is a high-tech variant of the standard telescope described above. The starlight scope allows crystal-clear viewing up to 20km distance even in the dead of a cloud-covered night. The only drawback is that the unit is restricted to displaying monochrome images, just as any night-vision apparatus.

TAPE RECORDER: This device is a professional quality audio tape recorder that can record directly from an integral microphone or from any number of audio receivers such as bugs, wire taps, or headset and shotgun microphones. The recorder is loaded with long-term 24-hour spools of audio tape for extended surveillance operations.

TELESCOPE: This small (approximately 1 meter long) telescope is useful for long-distance surveillance, providing a clear view up to 20km away. The telescope is mounted on a gyro-stabilized tripod for clear and steady viewing even at extreme range. It includes an integral laser rangefinder that displays inside the scope's view.

VIDEO CAMERA: These are the large, professional quality video cameras used by television news crews and direct-to-video filmmakers. The video camera is capable of professional quality production, but only in the hands of a skilled videographer. The cameras require videotape to record, but all such cameras are capable of transmitting their picture to a receiver up to half a kilometer away.

Video cameras are also available (micro, submersible, infra-red, starlight and thermographic) that function identically to the corresponding film cameras. One minor exception is the micro video camera, which can not record to tape due to its size and is limited to transmitting its picture to be recorded elsewhere.

VIDEOCASSETTE RECORDER: This device is a industrial strength version of the standard consumer VCR. It can record high-quality image data from any source, most often a remote monitor or TV. If connected to a computer equipped with image processing software, it allows operatives to doctor videotapes to show just about anything they'd like (Computer Use and Videography skill is also needed). Data is stored on long-term 12-hour videotape.

WIRETAP: Wiretaps are small electronic devices that can be attached to a telephone line in moments. The listener can then eavesdrop on any telephone conversation transmitted through that wire. The receiver has a range of one-half kilometer. Wiretaps only work on conventional telephone lines; they cannot connect to cellular phones as there are no wires to tap.

WIRETAP DETECTOR: The wiretap detector is a small device that monitors a phone line for signs indicating the presence of a wiretap. The detector only detects that the line is being monitored and gives no indication as to who is monitoring the line or where the tap is placed. Like bug detectors, a wiretap detector will only notice taps that are currently in use. Inactive wiretaps will remain undetected.

INTRUSION EQUIPMENT

B&E KIT: This kit is a sturdy black nylon duffel bag containing a number of tools useful for surreptitious but often none-too subtle entry into a building. The tool kit includes such burglar basics as bolt cutters, prybars, a glass cutter, a hack saw and an industrial strength flashlight.

LOCK PICK: Lock picks are the traditional locksmith and burglar's tool. The set consists of a number of picks and tension bars that allow someone skilled in their use to open virtually any key lock. The picks are carried rolled into a soft black cloth lined with pockets.

ELECTRONIC LOCK PICK: An electronic lock pick set consists of a small pack of electronic tools necessary to bypass most electronic keypad or card-key locks. Without such tools, lock pick attempts against these locks are virtually impossible. The tools are not really lock picks as such, as they are useless against standard, non-electronic locks.

LOCK PICK GUN: The lock pick gun is a vaguely pistol-shaped device that picks locks automatically, with no skill needed from the user. Treat the gun as if it had a level 2 Lockpicking skill. Used almost exclusively by police forces, lock pick guns are usually illegal to own without a permit and are relatively difficult to obtain in any case.





ELECTRONICS RESOURCES LIST

Communications	Cost						
Base Radio	2RP	X	X	X	X	X	X
Cellular Phone	1RP/6 phones		X	X	X		X
Hands Free Radio	1RP/12 units		X				X
Personal Radio	1RP/6 units	X	X	X		X	X
Satellite Uplink	1RP	X	X	X			X
Scrambler	1RP/4 units	X	X				X
Signal Jammer	1RP	X	X				X
Vehicle Radio	1RP/2 units	X	X	X	X	X	X

Electronics	Cost						
GPS Terminal	1RP/5 terminals	X	X	X			X
Laptop Computer	1RP	X	X	X	X	X	X
Photo Recon Drone	2RP	X	X				
Portable Radar	3RP	X	X	X			
Telemetry Robot	2RP			X		X	
Submersible Telemetry Robot	2RP			X			

Software	Cost						
Image Processing	1RP/version		X	X			X
Science Expert System	1RP/version	X	X	X		X	
CAD/CAM	1RP/version			X			
Global Mapping	1RP/version	X	X	X			X

ELECTRONICS RESOURCES DESCRIPTIONS

COMMUNICATIONS GEAR

BASE RADIO: The base radio is a large, stationary radio transceiver with a large antenna similar to those found at radio stations and military listening posts. Maximum range is usually about 100 kilometers but can vary depending on weather, altitude, and interference.

CELLULAR PHONE: This phone is identical to a standard commercial cellular phone, with a few important exceptions. While any character can get a cellular phone at any electronics outlet, phones acquired though Resource Points and assigned to the Cell are registered to government organizations or are electronic "clones" of legitimate phones. Therefore, the Cell will never be charged for their use and need not fear the units being associated with anyone in the Cell.

HANDS FREE RADIO: This is a small, concealable radio transceiver with a range of half a kilometer. The speaker is worn in the ear like a hearing aid, and the microphone is attached to the wearer's clothing, usually the lapel or collar. The radio is voice-activated, and turns itself on and off as necessary. These radios are commonly used by members of bodyguard and security forces to keep in touch with one another.

PERSONAL RADIO: Personal radios are commonly used by groups of people who need to keep in close contact over medium distances such as police officers and park rangers. The units either conform to the typical "walkie-talkie" look, or are worn on the belt and connected to a separate handset microphone. The FM radio transmitter/receiver has an average effective range of about two kilometers.

SATELLITE UPLINK: A small satellite dish that allows a stationary radio unit to send and receive signals from an orbiting satellite. The satellite can relay the signals to any other radio unit that is also connected to a satellite uplink. Although portable, the uplink is still rather bulky and is generally installed on a vehicle.

SCRAMBLER: The scrambler can be attached to any radio transceiver (including a cellular phone), enabling the user to send encrypted messages intelligible only to another radio connected to a scrambler with the same settings. A computer attached to a radio and a scrambler can decipher scrambled transmissions providing it can intercept about 15 minutes of transmissions. To defeat this, teams using scrambled transmissions often change the scrambler settings at regular intervals.

SIGNAL JAMMER: A signal jammer attached to a radio transmitter allows a trained operator to jam specific radio frequencies within the range of the transmitter by overwhelming that frequency with garbage transmissions. Any receiver within range tuned into that frequency will only pick up static.

VEHICLE RADIO: Vehicle radios are large radio transceivers installed in a vehicle that run off the vehicle's battery. Vehicle radios have a range of approximately twenty kilometers.

ELECTRONICS GEAR

GPS TERMINAL: This device is a small hand-held electronic unit that receives data from the orbiting satellites that comprise the Global Positioning System. The terminal's display then computes and displays the unit's position by longitude and latitude accurately to within a few feet.

LAPTOP COMPUTER: The laptop is a powerful computer with capabilities equaling or surpassing most desktop models. The laptop includes telecommunications software and a cellular modem. The computer is installed with the software needed to communicate with any network or telecommunication system in use today, and the hardware necessary to connect to phone jacks, pay phones, network connections, even phone taps. The computer can run off its internal batteries for about four hours, or it can be plugged into any outlet for unlimited use. When plugged into a wall outlet, the batteries take about six hours to recharge.

PHOTO RECON DRONE: Photo recon drones are small (Size 2) remotely piloted aircraft used for covert aerial reconnaissance. The drone resembles a small prop airplane painted with appropriate camouflage. The drone's small size and nearly silent prop engines make it very difficult to detect. It is piloted via a control unit similar to those used on the telemetry robots, though the transmitter is substantially more powerful, giving the drone a 10 kilometer range. Only a camera is mounted on the drone as there is no need for arms or armament. The larger frame of the recon drone can, however, mount additional surveillance and photography equipment, as necessary. For purposes of movement and targeting, the drone should be considered a vehicle with a Speed of 1, Size of 2 and no Handling modifier. The plane comes with a control unit.

PORTABLE RADAR: This is a small radar unit shaped like a squat cylinder only one meter in diameter. It is attached to a small display unit and has a range of eight kilometers. Any solid objects like trees or buildings block the radar unit's line of sight, so care must be taken to place the unit where it will be most effective. As always with radar, remember that a group of small objects flying close together will appear as one large object.

TELEMETRY ROBOT: Telemetry robots are remotely piloted machines designed for dangerous situations such as bomb disposal, or in areas with dangerous levels of radiation or biohazard. Although most robots are the products of separate experimental projects, and therefore relatively unique, they conform to the same basic characteristics and abilities. Most telemetry robots are composed of a large tracked chassis, about a meter long and half as wide. On top of the chassis is mounted a video camera and a long manipulative arm bringing its height to about a meter and a half. The video camera transmits a constant picture back to the operator who controls the robot through a small, portable control unit. The control unit consists of a small video screen and two joysticks, used to steer the robot, direct its video camera and control the manipulative arm.

The robot is rather slow (Agl1 for movement purposes), but is capable of negotiating most obstacles, including staircases. The manipulative arm is generally a simple two or three fingered claw that is surprisingly strong (Str3), but imprecise. Many telemetry robots employed by law enforcement agencies also possess the ability to mount a weapon linked to the robot's video camera. The weapon of choice is a shotgun or small water cannon. The robot's skill with either weapon is limited to 1.

The range of a telemetry robot's control unit is one kilometer, which may be boosted through normal communications equipment. If the robot loses contact with the control unit for any reason, the robot will stand still and take no action on its own, as it has no real intelligence or autonomous programming. The device includes the control unit and a water cannon for those robots capable of mounting one. Shotguns must be purchased and mounted separately.

SUBMERSIBLE TELEMETRY ROBOT: Submersible robots were built to assist marine research teams exploring hazardous areas underwater. They look like small, meter-long submarines and operate in much the same manner and have largely similar capabilities as the land-based robots described above. For obvious reasons, they have no need for a mounted shotgun or water cannon. The robot's speed (Agl1), range (1km) and strength of its manipulative arm (Str3) are the same as its land-based cousin. The robot comes with a control unit.

Water Cannon
This gun has the same range as a shotgun, but gains a +2t to hit. Targets must make Size 4 tests or are knocked prone and stunned.





SOFTWARE

Unless otherwise noted, each of the following software systems are available in three separate versions, each tailored to a particular grade of computer: PC/workstation/laptop, mainframe and supercomputer. The capabilities of each version may vary considerably, as noted in the program's description. Usually a single copy of any of the software programs can be installed on any number of individual computers, but programs built for one system cannot be run on other platforms. Software written for workstations will not work on supercomputers or mainframes. Software written for laptops will work on workstations and vice versa.

CAD/CAM: CAD/CAM stands for Computer Assisted Design and Computer Assisted Manufacturing. These advanced programs function for Engineering projects much the same as expert systems do for scientific research. Each CAD/CAM program is geared toward a specific branch of engineering such as electrical or mechanical. The program will provide a bonus to any applicable Engineering or Repair/Build skill test. PC/workstation/laptop versions provide a +2 Target Number bonus, mainframe programs give a -1Df bonus, and supercomputer CAD/CAM programs give both a -1Df bonus and reduce the time required to complete any project by half.

Like the science expert system software, in order to take advantage of the software, a Computer Use test must be made by a project team member whose Df equals that of the project's PV or Df. Mainframe and supercomputer CAD/CAM programs can also be queried on basic Engineering and Repair/Build questions by succeeding at a Computer Use test whose Df is equal to that of the question. Mainframe programs answer with a level 1 skill, supercomputers with a level 2 skill.

GLOBAL MAPPING: Global mapping software contains detailed, up-to-date maps of every explored area on the planet. A Computer Use 1 test can bring up a terrain map of any desired location. If the computer running the software is connected to a GPS Terminal, it will show the terminal's location as a continuously updated dot on the map accurate to within 3 meters. If the computer can be connected to two radio receivers, the Global Mapping software can triangulate on any signal both receivers can pick up and pinpoint the location of the transmitter. As long as the signal is clear, the software can continuously update the location on the map. In order to triangulate on radio signals, the operator must make a Computer Use2 test and also have Communication training. PC/workstation/laptop versions of this software can only track a single radio signal, but mainframe and supercomputer versions can keep tabs on an unlimited number of radio targets.

IMAGE PROCESSING: The image processing program allows an operative to doctor photographs and videotape with a very high level of quality. The software will also help determine if a photograph or videotape is genuine or has been faked. The hardware needed to scan photographs and connect the computer to a VCR is included in the package. The Difficulty Level of determining the authenticity of a photo or video is the Photography or Video skill of the photographer. Likewise, the photographer's skill is also the Difficulty Level of digitally retouching film or video. In both cases, the applicable skill is Computer Use. Note that the original film or videotape is unaltered by this process and if left intact could provide damning evidence. The mainframe version of this software provides a +2 Target Number bonus, the supercomputer version provides a -1Df bonus.

SCIENCE EXPERT SYSTEM: Expert systems are valuable scientific research tools that incorporate large databases of information with powerful research tools and "expert" knowledge systems. Each expert system is tailored for a particular scientific discipline such as Biochemistry, Genetics, Nuclear Physics or Virology. Systems for non-traditional sciences like Parapsychology and the Occult are also available.

When aiding in research, the expert system provides a bonus to the Science test. The bonus itself depends on the type of computer that is running the program. Workstation/laptop versions add 2 to the Target Number roll, mainframes reduce the Df by 1, and supercomputers both reduce the Df by 1, and halve the time needed for that phase of research. In order to gain the benefit of the program's bonus, a member or members of the research team must make a Computer Use skill test whose Df equals that of the project's PV.

The more powerful mainframe and supercomputer versions of the expert system software can answer basic questions from non-scientists through an advanced neural-network query system. Mainframe programs can answer questions as a skill level 1 scientist, and supercomputers as skill level 2. In order to get a useful answer, the individual posing the query must succeed at a Computer Use test vs. the Df of the question.

SCIENCE RESOURCES LIST

Scientific Equipment	Cost						
Biohazard Space Suit	2RP			X			
Biohazard Suit	1RP/25 suits	X		X			
Evidence Collection Kit	1RP/3 kits		X			X	
Geiger Counter	1RP/12 units	X		X			
Pocket Dosimeter	1RP/20 units	X		X			
Quarantine Tent	1RP			X			
Radbadge	1RP/100 badges	X	X	X			
Radiation Suit	1RP/12 suits	XI		X			
Specimen Jars/Collection Tools	1RP/12 sets		X	X		X	

Medical Equipment	Cost						
Antidote Injectors (Mil)	1RP/20 units	X		X			
Antidote Injectors (Res)	1RP/5 units			X			
Doctor's Bag	1RP/5 bags	X		X		X	
First Aid Kit	1RP/25 kits	X	X	X	X	X	X
Medic's Kit	1RP/10 kits	X	X	X		X	
Sodium Pentothal	1RP/10 vials		X	X			
Tranquilizer	1RP/10 vials		X	X	X		

SCIENCE RESOURCES DESCRIPTIONS

SCIENTIFIC EQUIPMENT

BIOHAZARD SPACE SUIT: These suits are the ultimate biohazard protection gear. They are pressurized, airtight, and very bulky. The suits bear more than a passing resemblance to an astronaut's space suit. Biohazard space suits provide personal Biohazard Level 4 protection and have their own battery powered air supply and filtration unit that will provide uncontaminated air for eight hours. The bulk of the suits make movement difficult, increasing the Df of any Agility tests while worn by one.

BIOHAZARD SUIT: This is a large one-size-fits-all plastic overall including rubber boots, gloves, and gas mask. A biohazard suit protects the wearer from harmful gases, microorganisms, chemicals and weak acids. The suits are quite sturdy, but by no means armored. If any weapon succeeds in hitting and doing any amount of lethal damage, the suit's integrity is breached and must be patched immediately to avoid contamination. For this purpose, scientists working in hazardous environments often wear pre-cut lengths of duct tape attached to the legs of the suit to act as instant patches.

EVIDENCE COLLECTION KIT: This is a field investigator's grab-bag, with fingerprinting kit, talcum dust, evidence bags, rubber gloves, a Polaroid camera with several sets of film, drawing pads and pens, and other tools of the forensics trade. Enables collection of physical evidence from the scene of the crime without any risk of damaging the evidence. Investigation training is required for proper use of this item, but will grant an agent a +1t modifier to all Perception tests made at the scene, or later in the lab.

GEIGER COUNTER: The Geiger counter is a small hand-held gauge that measures radiation levels. The unit has effectively no range and only measures radiation in the immediate area.

POCKET DOSIMETER: The radiation worker's answer to the radbadge, this is a personal detection device about the size of a pen which will tell the wearer exactly how much exposure he has received. Anyone wearing a dosimeter and trained in Biohazard Control knows exactly how much radiation exposure they have received, and how fast they are receiving it, thereby preventing an agent from being exposed to deadly levels of radiation.

QUARANTINE TENT: A large, inflatable, airtight tent for the containment of large specimens or individuals suspected of contamination with possibly hazardous agents. The tent is equipped with an airlock to allow safe entrance and exit. It is large enough for four individuals to work comfortably on a single subject. The tent takes about fifteen minutes to set up completely and includes four biohazard suits. When deflated, the tent is small enough to squeeze into the back of a station wagon.





RADBADGE: The radbadge is about the size and shape of a conventional nametag, with a large red chemically treated square on it. As the badge is exposed to radiation, the red square gradually turns black, signaling potentially dangerous radiation levels. Worn in areas where radioactive materials are stored or used, to warn of possible radiation leaks. Radbadges do not turn red in the absence of radiation, and are therefore useful only once.

RADIATION SUIT: Radiation suits are heavy-duty lead-lined suits used to protect workers from lethal levels of ionizing radiation. The suit is fully filtered and enclosed and as such provides the same protection from chemicals and microorganisms as the biohazard suit. In addition, the lead lining and thick material of the suit itself protects against levels of radiation and heat that would otherwise be lethal in seconds. The thickness and durability of the suit also provides Ar2 body armor.

SPECIMEN JARS AND COLLECTION TOOLS: A set of small sealable specimen jars for holding biological, chemical, or organic specimens and the tweezers, razors, and glass slides used to collect those specimens.

MEDICAL EQUIPMENT

ANTIDOTE INJECTORS: The injector is for use when the bearer suspects that he may have been exposed to nerve gas. While questions exist about potential side effects from the chemicals in the injector (atropine or 2pan-chloride), almost anything is better than dying of a nerve agent. There are two types of injectors, the ones issued by the military, and the safer maximum threat injectors (+1t to Luck test) issued to researchers who are working with nerve gas. With both, the agent may roll a Luck test if she uses the proper injector within 15 minutes of exposure to the nerve gas. Good Luck means that the agent may continue acting, with all tasks at a -1t penalty, and is temporarily immune to the gas effects as long as the agent rapidly evacuates the scene. A Neutral Luck result means the agent is incapacitated, but will live through the attack, being hospitalized for 1D weeks. Bad luck means that the antidote actually made things worse, and the agent has died of exposure. Note that these injectors are only available for chemical exposure. They will not work against radiation and biological weapons.

DOCTOR'S BAG: This bag contains the tools and drugs needed to examine and treat minor ailments and injuries with the Medical skill. Without the equipment and supplies provided in the doctor's bag, the Df of any Medical test is increased by one. Each bag contains one vial of sodium pentothal and one vial of tranquilizers.

FIRST AID KIT: The small kit is used to administer effective first aid, including bandages, antibiotics, and burn salves. Using this kit reduces First Aid skill Target Numbers by 2. The kit contains enough supplies for six uses.

MEDIC'S KIT: A medic's kit contains standard issue equipment for Emergency Medical Technicians. Using the kit reduces First Aid test Dfs by one, and gives a +2t bonus to Medical tests, for stabilization and resuscitation attempts only. The kit only contains enough supplies for six uses.

SODIUM PENTOTHAL: Sodium pentothal is a narcotic drug inaccurately known as "truth serum". The drug is administered to a subject to reduce his alertness and increase the chances that he will reveal information. The term "truth serum" is misleading because the answers the subject gives are not necessarily true.

Once sodium pentothal is administered to a subject (requiring a Medical1 test, failure renders the subject unconscious), the subject quickly lapses into a state of semi-narcosis consciousness, with little control over what he says. The effects of the drug wear off in about five minutes, after which there are no harmful side effects. While under the effects of sodium pentothal, the subject must make a Willpower 4 test to resist answering any question posed to him. If the test fails, the subject must answer the question as truthfully as he can, though he need not give out information that was not specifically asked for. Also while under the drug's effect, any physical or mental actions receive a +2Df penalty, making it a passable sedative. Attempts to hypnotize a subject under the effects of sodium pentothal receive a -2Df bonus.

TRANQUILIZER: Tranquilizers are drugs used to sedate people or animals, usually rendering them unconscious. Most often tranquilizers are administered via dart or syringe, either of which may be loaded with up to 6 doses. Once the subject has been injected with the tranquilizer, one dose takes effect every two combat rounds. Every time a dose takes effect, the subject must make a Size test vs. the total number of doses that have taken effect to avoid losing consciousness. If the subject passes the test and remains conscious, the Df of other attribute or skill tests she makes must be increased by the number of doses that have taken effect. Once the tranquilizer reaches full effect, one dose will wear off every 15 minutes.



An Aegis operative shoots a Black Book agent with a tranquilizer dart (6 doses). The agent immediately begins to run. At the start of the second round, the first dose takes effect and the agent must make a Size 1 test (automatic success). The dose's effect makes his Agility tests to run one Df tougher, forcing him to slow down a little. Two rounds later, another dose takes effect and the agent must make a Size 2 test. Again, this is an automatic success, but now his tests are increased by two Df, forcing him down to a slow stumble. Two rounds later, the third dose takes effect and the agent succeeds in a Size 3 test. However, his Agility tests to get away are now 3 Df tougher, reducing the agent to a crawl. Two rounds later, the Aegis operative casually walks up to the agent who fails his Size 4 test and loses consciousness. Four rounds later, the drug reaches full effect and begins to wear off, but since each dose of tranquilizer lasts fifteen minutes, the agent will remain unconscious for another hour and a half.

GEAR RESOURCE LIST

Clothing and Body Armor	Cost						
Bulletproof Briefcase	1RP/4 units		X		X		
Camouflage Fatigues	1RP/24 sets	X	X			X	
Flak Vest	1RP/10 vests	X	X		X	X	X
Helmet	1RP/10 helmets	X	X			X	
Kevlar Vest	1RP/6 vests	X	X		X	X	X
Uniform	1RP/24 uniforms		X		X		

Combat Accessories	Cost						
Bipod	1RP/5 units	X	X		X	X	
Briefcase MP	1RP/unit	X	X		X		
Extended Clips	1RP/40 units	X	X		X	X	
Flashlight Mount	1RP/20 units	X	X				
Folding Stock	1RP/10 units	X	X		X	X	
Gas Mask	1RP/10 units	X	X	X	X	X	
Laser Sight	1RP/10 units	X	X		X	X	
Silencer	1RP/10 units	X	X		X		
Starlight Scope	1RP/5 units	X	X		X		
Telescopic Sight	1RP/10 units	X	X		X	X	
Tripflares	1RP/100 units	X	X	X			

Hostile Environment Gear	Cost						
Base Camp	1RP/camp	X	X	X			
Climbing Gear	1RP/6 sets	X	X	X		X	
Cold Weather Gear	1RP/5 outfits	X	X	X			
Diving Suit	2RP/suit			X			
Drysuit	1RP/6 suits	X	X	X			
Flare Gun	1RP/10 units	X	X	X		X	X
Flashlight	1RP/24 units	X	X	X	X	X	X
Oxygen Rebreather	1RP/unit Mil			X			
SCUBA Gear	1RP/4 sets	X	X	X		X	
Survival Kit	1RP/10 kits	X	X	X			X
Wetsuit	1RP/12 suits	X	X	X		X	

Restraints	Cost						
Handcuffs	1RP/12 sets	X	X		X	X	
Straightjacket	1RP/4 jackets		X	X			
Plastic Binder Strips	1RP/500 strips		X			X	

Tool Kits	Cost						
Tool Kits	1RP/any 2 kits	X	X	X	X	X	X

GEAR RESOURCE DESCRIPTIONS

CLOTHING AND BODY ARMOR

BULLETPROOF BRIEFCASE: This case looks like a standard stylish leather briefcase, but its Ar4 lets it take a lot of punishment. The case is indispensable for tremendously secret documents and the occasional impromptu shield from gunfire.

CAMOUFLAGE FATIGUES: These are standard military-issue combat fatigues. Stealth tests are one Df easier when wearing fatigues appropriate for the terrain. Available for forest, jungle, desert, arctic, and night (black).



FLAK VEST: Flak vests are bulky, non-concealable armor (Ar3). The vests are effective mostly at stopping shrapnel and smaller projectiles, and Kevlar has largely taken its place. Aegis operatives still find them useful, however. Due to its bulk, the vest is twice as effective as other armors at ablating energy attacks.

HELMET: A steel combat helmet with an Ar3. Helps to protect against all sorts of physical harm from gunfire to thrown rocks and bottles. Head shots from the rear or sides will hit the helmet on a 3 or higher on 1D. Head shots from the front will only hit the helmet on a 5 or 6.

KEVLAR VEST: These are light, concealable (Per4 test to detect) bulletproof vests (Ar4) that are now in common use by law enforcement agencies and paramilitary units world-wide. The one weakness of kevlar is its flexible fabric: bladed weapons are treated as armor piercing.

UNIFORM: Any uniform can be acquired for undercover or covert operations. This includes police, military, fast food joints, repair or maintenance companies, state road crews, circus clowns, anything.

COMBAT ACCESSORIES

BIPOD: Used for the bracing of a rifle, the bipod gives a +2t to any attempt to fire the weapon when it is leveled on a stationary rest. It also gives a -1Df to aimed fire from the rest, provided the shooter has spent at least one round getting a good sight picture on the victim. However, with a bipod, no snapshots or rapid movements are possible. It takes one full combat round to fold a bipod. It may be attached to assault carbines, rifles, sniper rifles, assault rifles, elephant guns, varmint rifles, and dart rifles.

BRIEFCASE MP: This looks like a standard leather corporate briefcase, but is in fact a weapon system for covert urban operations. A standard machine pistol is built into the briefcase, which is armored (Ar4). To fire the machine pistol, the shooter holds a safety catch on the bottom of the case with one hand, braces the case against his chest and pulls a concealed trigger on the briefcase's handle with his other hand. Lacking any sights, the briefcase is rather hard to fire accurately (any shots receive a +1Df penalty). Aimed shots may be taken with the briefcase. It is recommended that operatives load the machine pistol with tracer ammo, in order to increase their chances of hitting. The machine pistol built into the case is normal in every way, and may be removed easily and fired as a normal weapon. Comes with a box of 500 rounds. Additional ammo can be purchased as listed under machine pistol.

EXTENDED CLIPS: A bulky clip holding twice normal number of rounds for any pistol other then derringers or revolvers, or 50 rounds for any rifle. It reduces the concealability of the weapon (Game Mater's opinion as to the exact effects).

FLASHLIGHT MOUNT: In combat, at night or in a dark building, you need to be able to see your opponents, but you don't want to tie up one hand with a flashlight. The flashlight mount is a small flashlight that attaches to the barrel of a gun. The flashlight's switch is wired to the gun's trigger so that as long as your finger is on the trigger, the light is on. This can be fitted to any firearm from pistol to assault rifle in size.

FOLDING STOCK: This is a wire or plastic stock that replaces a weapon's normal stock. It can be folded in or out in a single combat round, allowing stocked weapons to fire snap shots without losing the ability to make aimed shots. Available for sub-machine guns, sniper rifles, rifles, shotguns, automatic shotguns and assault rifles.

GAS MASK: This is a rubber mask that filters out toxic gases such as smoke, tear gas, and most nerve gasses. It protects the eyes, nose and mouth (the areas most vulnerable to toxic gases). Wearing the mask restricts the wearer's vision, reducing all Perception attribute test Target Numbers by 2.

LASER SIGHT: The laser sight is a low-power laser mounted on a firearm that projects a small red dot parallel to the gun barrel. The sight lets the shooter see where the barrel is pointing, giving him a +2t against targets within 30 meters. A laser sight may be mounted on any small arm.

SILENCER: When attached to the end of a semi-automatic or automatic firearm, a silencer greatly reduces the sound of a gunshot. Noticing the sound of a silenced gunshot becomes a Perception test (Df1 per 5m distance from the shooter). Firing a short or long burst with a silencer will burn out the silencer if you roll less than the number of rounds fired on 1D. A silencer may be attached to an auto pistol, hold-out pistol, machine pistol, submachine gun, rifle, elephant gun, or automatic rifle.

STARLIGHT SCOPE: A starlight scope is used in minimal light situations. It functions as a regular telescopic sight, but negates any penalties for poor lighting. A starlight scope is much larger than a normal telescopic scope, however, and may only be mounted on rifles, sniper rifle, elephant guns and assault rifles.

TELESCOPIC SIGHT: A telescopic sight reduces the apparent range to a target when it is mounted on top of a firearm. It provides a -1Df for any aimed single shot at effective, long or extreme range only. Telescopic sights may be attached to auto pistols, revolvers, magnum revolvers, submachine guns, rifles, sniper rifle, elephant guns, and assault rifles.

TRIPFLARES: These are small warning flares that are triggered by a tripwire. They are not bright enough to blind anyone and will not provide substantial light to the area. They are generally used to warn of an approaching someone or something.

HOSTILE ENVIRONMENT GEAR

BASE CAMP: The base camp is an assortment of supplies necessary to establish a semi-permanent base of operations in a wilderness environment. The camp includes tents, sleeping gear, cooking apparatus and food for six people. The equipment is lightweight and can be carried easily in backpacks (included) by six individuals and set up or broken down in less than two hours.

CLIMBING GEAR: This includes all equipment necessary for climbing and rappelling down sheer surfaces, including both mountain cliffs and urban buildings. Ropes, pitons, crampons, hammers, picks, and grappling hooks are all provided. Rappelling may not be done without using some equipment (a rope), and Agility tests while Rappelling without climbing gear suffer a +1Df penalty.

COLD WEATHER GEAR: Cold weather gear protects against the damage sub-zero temperatures can inflict. The kit includes a parka, insulated coverall, boots, gloves, goggles, and facemask.

DIVING SUIT: Diving suits are large, pressurized, metal and plastic diving exoskeletons used for extended deep exploration of areas of the ocean floor. The suit contains enough oxygen for eight hours of continual use. The hard exoskeleton acts as Ar3. The grippers that the suit has instead of hands are not terribly dexterous, and are limited to basic grasping and lifting.

DRYSUIT: Drysuits are insulating body suits worn when SCUBA diving in extremely cold water. Without a drysuit, a diver would die from hypothermia in minutes.

FLARE GUN: This small pistol with a large barrel is used for firing bright flares. The flares will travel several hundred meters in the air and will illuminate a 100-meter diameter area (centered directly below it) with dim, shadowy light. Areas already shadowy or brighter are unaffected. When a flare is fired, anyone who does not take precautions (shielding their eyes) must make a Reflexes 4 test or reflexively look at the flare, temporarily blinding them for the duration of the flare plus 1D rounds. Flare guns come with 6 flare cartridges, and cases of 36 cartridges may be purchased for 1RP.

FLASHLIGHT: A large, waterproof, industrial strength flashlight.

OXYGEN REBREATHER: An oxygen rebreather is a device that allows a diver to breath underwater much like SCUBA gear. However, a rebreather recycles the air that the diver exhales, reducing the amount of oxygen that the diver needs to carry. Rebreathers allow divers to remain underwater for up to 24 hours at a time, are smaller and lighter than conventional SCUBA gear, and do not produce the tell-tale bubbles that can reveal a diver's position. The one main disadvantage is their expense.

SCUBA GEAR: These are Self Contained Underwater Breathing Apparatus, and includes mask, flippers, weight belt, snorkel, and oxygen tanks. The oxygen tanks last for up to an hour underwater.

SURVIVAL KIT: Survival kits are common equipment for teams operating in or near wilderness environments. The small kit contains many items that will prove useful for obtaining essential food, shelter and clothing: a knife, flint and steel, compass, first aid kit, flare gun and six flares, six fishhooks, and five meters of fishing line.

WETSUIT: Wetsuits are worn by divers as insulation and protection against minor cuts and abrasions when diving (Ar1). The suits are also colored matte black and provide the same advantages to covert ops teams as black camouflage fatigues.

RESTRAINTS

HANDCUFFS: These are your basic police-quality handcuffs. A Str5 or Escape3 test is required to get free.

STRAIGHTJACKET: Straightjackets are long-term restraints that bind a subject's upper body completely. A Str5 or Escape4 test is necessary to get out.

PLASTIC BINDER STRIPS: These are one-use plastic strips that make effective and quick hand restraints. The strips, in common use by many police departments nationwide, are simply strong plastic loops that are tightened around the subject's wrists and must be cut to release the subject. A Str4 or Escape2 test is necessary to liberate one's hands.

TOOL KITS

TOOL KIT: All tool kits are contained in large but portable metal cases. The tool kits allow the use of the corresponding Repair/Build skill without a +1Df penalty. Tool kits available are aerospace, construction, electronic, electrical, and mechanical.



VEHICLES RESOURCES LIST

Standard Vehicles	Cost						
Compact Car	2RP				X		X
Coupe	2RP		X		X		
Helicopter, Observation	4RP	X	X		X	X	X
Helicopter, Passenger	4RP	X			X	X	X
Helicopter, Transport	4RP	X	X	X			
Jeep	3RP	X	X	X	X		
Jet, Cargo	5RP	X		X			
Jet, Civilian	5RP			X			X
Jet Ski	1RP				X	X	
Minivan	3RP		X		X		X
Motorcycle	1RP	X			X	X	
Pickup Truck	3RP	X	X	X	X		
Prop Plane	4RP	X	X	X	X	X	X
Recreational Vehicle	4RP	X	X	X	X	X	X
Sedan	3RP	X	X	X	X	X	X
Snowmobile	1RP	X			X	X	
Speed Boat	3RP	X	X		X	X	X
Sport Utility Vehicle	3RP		X	X	X	X	X
Sports Car	3RP		X		X	X	
Tractor-Trailer Rig	2RP	X		X	X		
Tractor-Trailer Rig: Box	+3RP	X		X	X		
Tractor-Trailer Rig: Flatbed	+2RP	X		X	X		
Van	3RP	X	X	X	X	X	X

Special Vehicles	Cost						
Ambulance	5RP	X	X	X	X	X	
Biohazard Ambulance	7RP			X			
Fishing Trawler	7RP		X		X		
Helicopter, Assault	7RP	X					
Jet, Fighter	7RP	X					
Jump Jet	10RP	X					
Lab RV	12RP			X		X	
Lab Van	7RP		X	X		X	
Mini-Sub	4RP	X		X			
Police Cruiser	4RP		X		X	X	
Security Sedan	5RP		X		X		
Snow Cat	3RP	X		X			
Surveillance Van	7RP	0	X		X	X	X
SWAT Van	7RP	X	X			X	
Telephone Crane Truck	5RP		X		X		
Zodiac	1RP	X	X	X	X	X	

Vehicle Accessories	Cost						
Autonav Computer	1RP	X	X	X		X	
Inflatable Raft	1RP	X	X	X			
Infrared Spotlight	1RP	X	X	X			
Parachute	1RP	X	X	X	X	X	X
Signal Flares	1RP	X	X	X	X	X	X
Spotlight	1RP	X	X	X		X	X
Winch	1RP	X	X	X		X	

VEHICLE RESOURCES DESCRIPTIONS

STANDARD VEHICLES

The following vehicles are common civilian models that can be found everywhere. As such, no descriptions are given except to catalogue any extra equipment or capabilities worth noting. One key difference between vehicles used by Aegis Cells and similar vehicles employed by the rest of the populace lies not in any physical variation, but rather their acquisition and records. All vehicles employed by Aegis Cells are registered to legitimate front organizations or government agencies, with no connection to any Aegis entity. A few hours work and some phone calls (and an Influence 1 test) can have any vehicle's registration and ownership transferred to another front organization, which should help avert unwanted suspicion. Interestingly, most vehicles acquired by Aegis tend to be painted black, often with darkened windscreens when applicable. Whether this is by design or coincidence is not entirely clear.

COMPACT CAR: Speed:1 Handling:-1t Size:5 Crew:1 Passengers:3 (Auto safety kit)

COUPE: Speed:2 Handling:+1t Size:6 Crew:1 Passengers:3 (Auto safety kit)

HELICOPTER, OBSERVATION: Speed:4 Handling:-1Df Size:7 Crew:1 Passengers:1 (Vehicle radio)

HELICOPTER, PASSENGER: Speed:4 Handling: -- Size:7 Crew:1 Passengers:5 (Vehicle radio)

HELICOPTER, TRANSPORT: Speed:4 Handling:+1Df Size:9 Crew:2 Passengers:0 (Vehicle radio)

JEEP: Speed:2 Handling:-1t Size:5 Crew:1 Passengers:3 (Auto safety kit; no off-road penalties)

JET, CARGO: Speed:4 Handling:+1Df Size:9 Crew:3 Passengers:0 (Vehicle radio; 3 parachutes)

JET, CIVILIAN: Speed:5 Handling:-- Size:8 Crew:1 Passengers:8 (Vehicle radio; 2 parachutes)

JET SKI: Speed:1 Handling:+1t Size:4 Crew:1 Passengers:1 (2 life jackets)

MOTORCYCLE: Speed:3 Handling:-1Df Size:4 Crew:1 Passengers:1

MINIVAN: Speed:2 Handling:-1t Size:6 Crew:1 Passengers: 7 (Auto safety kit)

PICKUP TRUCK: Speed:2 Handling:-1t Size:7 Crew:1 Passengers:2 (Auto safety kit; no off-road penalties)

PROP PLANE: Speed:4 Handling: -- Size:7 Crew:1 Passengers:8 (2 parachutes; vehicle radio)

RECREATIONAL VEHICLE: Speed:1 Handling:+1Df Size:8 Crew:1 Passengers:4 (Auto safety kit)

SEDAN: Speed:2 Handling: -- Size:6 Crew:1 Passengers:4 (Auto safety kit)

SNOWMOBILE: Speed:1 Handling:+1t Size:4 Crew:1 Passengers:1

SPEED BOAT: Speed:2 Handling: -- Size:6 Crew:1 Passengers:3 (First aid kit; flare gun/6 flares; 4 life jackets)

SPORTS UTILITY VEHICLE: Speed:2 Handling:-2t Size:6 Crew:1 Passengers:5 (Auto safety kit; no off-road penalties)

SPORTS CAR: Speed:3 Handling:+2t Size:6 Crew:1 Passengers:1 (Auto safety kit)

STATION WAGON: Speed:2 Handling:-1t Size:6 Crew:1 Passengers:5 (Auto safety kit)

TRACTOR-TRAILER RIG: Speed:1 Handling:+1Df Size:8 Crew:1 Passengers:2 (Auto safety kit; vehicle radio; trailer(s) must be purchased separately, either flat bed trailers or box trailers)

VAN: Speed:2 Handling:-2t Size:7 Crew:1 Passengers:8 (Auto safety kit)

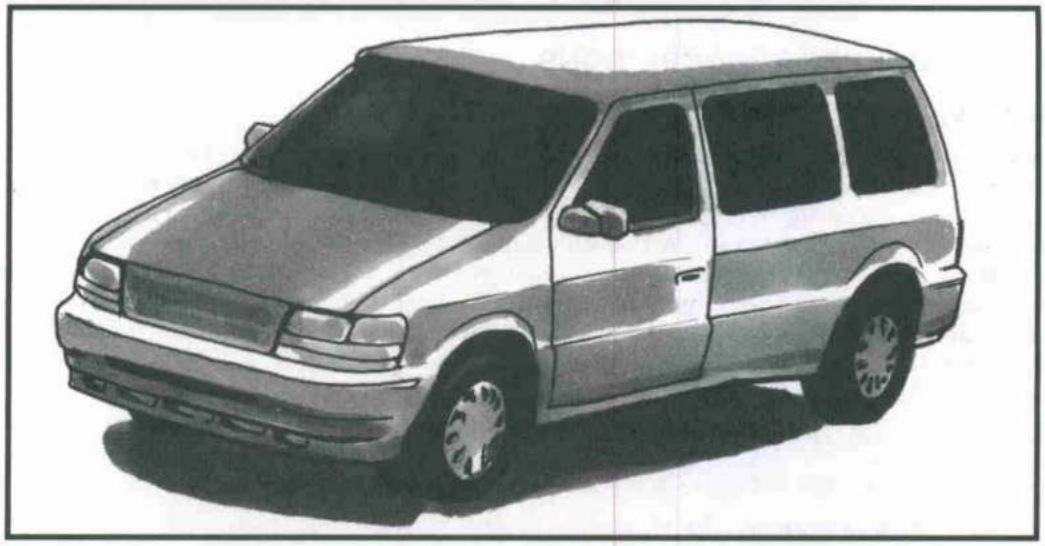
SPECIAL VEHICLES

AMBULANCE: Speed:2 Handling:-2t Size:7 Crew:1 Passengers:3

An ambulance is excellent cover for covert operations teams, particularly in urban areas with several ambulance companies. The sirens and lights clear the way for the team's rapid deployment or extraction, and the equipment carried in the vehicle may save the lives of anyone who was wounded during the operation. An ambulance is equipped with a vehicle radio and medical supplies that provide the same benefit as a medic's kit (supplies are effectively unlimited).







BIOHAZARD AMBULANCE: Speed:2 Handling:-2t Size:7 Crew:1 Passengers:2

The biohazard ambulance is an unmarked van containing much the same supplies as a mundane ambulance, plus additional gear to contain biohazards and treat individuals exposed to infectious agents. In addition to the standard medic's kit and vehicle radio carried by a regular ambulance, the biohazard ambulance contains the following equipment: 3 biohazard suits, 2 tasers, 3 flashlights, specimen sampling gear, body bags and a flamethrower.

The biohazard ambulance also contains two rather specialized items. The first is a portable biocontainment pod, commonly called a bubble stretcher. The biocontainment pod is very similar to a normal stretcher except that it is enclosed by an airtight plastic bubble to better contain contaminated individuals. A small air tank supplies the patient with air until he can be removed to a quarantine facility. The second item is a small pressurized tank, similar to a fire extinguisher, filled with disinfectant chemical. The chemical spray is used to quickly disinfect individuals (usually wearing biohazard suits) leaving a contaminated area.

FISHING TRAWLER: Speed:0 Handling:-- Size:9 Crew:3 Passengers:10

Fishing trawlers are large sea vessels built for extended, if not luxurious, excursions at sea. Trawlers are often used as a cover and operations center for ocean-based missions and for clandestine signal interception. The cargo hold of the trawler can provide ample room to set up necessary facilities and the cost of the ship includes the cost of hiring its crew. Standard equipment includes a radar array, GPS terminal, base radio and a Zodiac raft.

HELICOPTER, ASSAULT: Speed:4 Handling:+2t Size:7 Crew:2 Passengers:0

Assault helicopters are heavily armed and armored high-tech military craft. The hull has an Ar5 and is armed with the following weapons: a minigun and 1,000 rounds of tracer ammo, four air-to-air missiles, and two rocket pods with eight rockets each. Additional or alternate weapon systems must be acquired separately. The helicopter is also equipped with 12 electronic countermeasures (ECM) pods that it can drop to thwart guided missiles. As with any aircraft, a vehicle radio and radar array is standard equipment and the helicopter cockpit is fitted with ejection seats which incorporate a parachute, survival kit, first aid kit and 10 signal flares.

JET, FIGHTER: Speed:5 Handling:+2t Size:8 Crew:1 Passengers:0

Jet fighters can be any one of a number of military interceptor craft. Like most fixed-wing aircraft, the hull is unarmored (Ar3) and the jet is equipped with a vehicle radio, a radar array, an ejection seat and parachute. As part of the pilot's equipment the jet carries a first aid kit and survival kit in case he has to bail out. The jet can be fitted with wide range of weapon loads, most often six missiles and a heavy machine gun (1,000 rounds of ammo). Fighter jets are armed with 12 ECM pods like the assault helicopters. Additional or alternate weapon systems must be acquired separately.

JUMP JET: Speed:5 Handling:+2t Size:8 Crew:2 Passengers:0

Jump jets are military fighter planes designed primarily for attacking ground targets. In most ways jump jets are nearly identical to normal fighter jets, with the exception of the jump jet's VTOL (Vertical Take-Off and Landing) capability. VTOL aircraft, as implied by their name, do not require a runway for either lift off or landing. Instead, jump jets lift off a landing pad vertically, like a helicopter. This makes jump jets very useful for deployment in areas where building a runway is impossible prohibitively expensive. The jump jet's role as ground-support vehicle warrants slightly different armament in most cases, in addition to a heavy machine gun (1,000 rounds of ammo) and 2 air-to-air missiles, jump jets usually carry two rocket pods of 8 rockets each although additional or alternate weapon systems may be acquired separately. As in jet fighters, jump jets are equipped with ejection seats and parachutes for the pilot and navigator, as well as survival kits and first aid kits a each station.

LAB RV: Speed:1 Handling:+1Df Size:8 Crew:1 Passengers:4

The lab RV is an extensive mobile laboratory that provides a quality research platform for fieldwork in isolated and remote areas. The RV contains research lab facilities large enough for four researchers to work simultaneously. The lab is equipped to handle biological, chemical or medical research projects, and while the quality of the facility is not sufficient to provide a bonus, the RV is equipped with a computer workstation running Chemistry, Biology and Medical expert system programs. Additional equipment carried by the Lab RV includes: 2 quarantine tents, 8 biohazard suits, 4 radiation suits, 6 personal radios, 8 sets of specimen jars and tools, 2 Geiger counters, 24 radbadges, 4 dart rifles, 80 darts, 10 vials of tranquilizer, a doctor's bag, 4 medic kits, 10 industrial strength flashlights, a spotlight, video camera, remote monitor, vehicle radio and satellite uplink.

LAB VAN: Speed:2 Handling:-2t Size:7 Crew:1 Passengers:2

The lab van is a large vehicle that has been installed with a variety of high-tech scientific equipment. Lab vans are employed by police departments for crime scene investigations and by research organizations for quality fieldwork. The van constitutes a small, two-investigator laboratory fully equipped for biological, chemical and medical research (no bonus). The following equipment is also included in the lab van's supplies: one quarantine tent, four biohazard suits, four sets of specimen jars and collection tools, a Geiger counter, eight radbadges, a dart rifle, twelve darts, six vials of tranquilizer, and several sealed cages for small (Size 1) live specimens. A vehicle radio and car fax are standard as well.

MINI-SUB: Speed:1 Handling:-- Size:7 Crew:1 Passengers:2

The mini-sub is a relatively small two-person submersible craft used for exploring sites deep underwater. The sub is equipped with a vehicle radio for communication with the surface, two robotic arms for specimen collection (Str4), a spotlight, air tanks good for two people for eight hours, two dry suits, and two sets of SCUBA gear.

POLICE CRUISER: Speed:2 Handling:-- Size:6 Crew:1 Passengers:4

Masquerading as police officers can provide one of the best covers available to a covert ops team. It could also prove to be the team's undoing if not done properly. Operatives should take care to follow proper police procedure as much as possible to avoid unnecessary suspicion. Standard equipment includes a shotgun, box of 50 shot shells, vehicle radio, first aid kit, 50 signal flares, and a radar gun.

SECURITY SEDAN: Speed:2 Handling:-- Size:6 Crew:1 Passengers:4

Security sedans are customized luxury sedans built for the particular requirements of bodyguard work and other high-risk missions. The body and windows of the car have been heavily armored (Ar5) and the tires are made of solid rubber. A vehicle radio and scrambler, autonav computer, radar detector, cellular phone and car fax are installed as standard features. To protect against gas attacks, the car can also be made airtight at the flip of a switch, which also activates an independent air supply that can provide five passengers with three hours of breathable air. To compensate for the car's extra weight, a more powerful engine is installed, giving the car a slightly better top speed and overdrive capabilities. When the overdrive is engaged, the sedan's speed is increased by one for one round. The overdrive can damage the engine, however, if used for prolonged periods. Whenever the overdrive is activated, roll 1D; if the result is less than the number of rounds that the overdrive has been used in the last 30 minutes, the driver must roll on the Equipment Damage and Malfunction Table player for the malfunctioning overworked engine.

SNOW CAT: Speed:1 Handling:+2Df Size:7 Crew:1 Passengers:5

The Snow Cat is a large multi-passenger tracked vehicle built for traveling on ice and snow in adverse conditions. Unlike the snowmobile, the cabin is enclosed and heated. The Snow Cat contains a vehicle radio, survival kit, first aid kit and 25 signal flares.

SURVEILLANCE VAN: Speed:2 Handling:-2t Size:7 Crew:1 Passengers:3

A normal van specially equipped for surveillance work. Equipment in the van includes: a vehicle radio connected to a satellite uplink and scrambler, four hands-free radios, cellular phone (and scrambler), electrical and electronic tool kits, six wire taps, twelve bugs, a tape recorder, a video recorder, 3 remote monitors, a laser eavesdropper, four AV bugs, a shotgun microphone and a starlight telescope.

SWAT VAN: Speed:2 Handling:-2t Size:7 Crew:1 Passengers:5

These vans are used by SWAT teams nationwide to carry six member assault teams to and from operation sites. The back of the van is taken up by equipment lockers and four SWAT team members; the other two members sit up front. The body of the van is well armored (Ar5) and is equipped with the following gear: six submachine guns with flashlight mounts and folding stocks, a box of 50 clips of SMG ammo, six helmets, six flak vests, six gas masks, six hands-free radios, one case (20) each of stun and smoke grenades, a vehicle radio, a sledgehammer, and a medical kit.





TELEPHONE CRANE TRUCK: Speed:1 Handling:+1Df Size:7 Crew:1 Passengers:2

A telephone repair crew is a great cover for a covert operation, particularly for planting wiretaps. The crane can be useful in many other situations as well (surveillance, for example). The truck also carries full electric and electronics tool kits, a stack of orange road cones and a vehicle radio.

ZODIAC: Speed:1 Handling:+2t Size:5 Crew:1 Passengers:3

The Zodiac is a four-man inflatable raft employing a small but powerful electric motor. The small size and sturdiness of the raft and the silence of the engine make it a popular vehicle for covert operations teams.

VEHICLE ACCESSORIES

AUTONAV COMPUTER: An autonav computer uses a GPS link to determine the exact location of the vehicle it is installed in and display the vehicle's position on a small computer display monitor. The autonav contains topographic maps of the entire country and street maps of most major cities.

INFLATABLE RAFT: This raft is a standard four-person inflatable raft with oars, similar to those used in fresh water rafting expeditions. When deflated, the whole raft, oars and all, can easily be stored in a car trunk.

INFRARED SPOTLIGHT: Infrared spotlights are large, vehicle-mounted spotlights for use with infrared vision equipment. The spotlight is identical to a standard spotlight except that it projects light in the invisible infrared range, meaning that users will still need some means of seeing in the infrared spectrum for it to be effective. IR spotlights are most often used in conjunction with IR cameras and goggles.

PARACHUTE: Parachutes are used as safety equipment on most aircraft, as well as for recreational purposes. The parachutes favored by Aegis operatives are black, non-reflective, steerable 'chutes designed for military special forces and airborne troops.

SIGNAL FLARES: Small colored warning flares used to mark an area at night are used, such as road hazards and aircraft landing zones. The flares are also sometimes carried by divers since they include their own oxidant and can burn underwater.

SPOTLIGHT: A powerful spotlight that can be mounted on any ground vehicle or helicopter or set up on a tripod. The spotlight can be used to illuminate large patches of ground from the aircraft, or light an area clearly for extended work at night.

WINCH: A strong winch and 100 meters of cable capable of lifting a Size 7 vehicle. The winch can be mounted on a jeep, pickup truck, or any helicopter.

CREDENTIAL SPECIFIC RESOURCE LIST

Resources	Cost	Organization
Alien technology	10RP	Moondust, Groom Lake
Aurora	20RP	Groom Lake
Hidden Cures	5RP	CDC
Magic Van	10RP	NSA
MHIC-EDOM	5RP	MKULTRA, Rasputin
Mind Control Drugs	1RP	MKULTRA, Rasputin
Psi-Drugs	1RP	MKULTRA, Rasputin
Psychotrons	5RP	MKULTRA, Rasputin
Range Rovers	5RP	INS
Special Weapons	5RP	CIA, DTIC
SR-71 Blackbird	15RP	NASA, Airforce

SPECIAL RESOURCES DESCRIPTIONS

CREDENTIAL SPECIFIC RESOURCES

Credential Specific Resources are unique, extremely rare or secret items that are available only to characters with connections in particular organizations. Also listed here are any exceptions members of particular organizations benefit from when acquiring Cell resources. Those items and special considerations are only applicable to individuals who are members of, or who have connections in, the particular agency or organization. Credential Specific Resources do not have a listed requirement, only an RP cost.



ALIEN TECHNOLOGY: Since Project Moondust's main role is that of crash recovery and technology analysis, alien technology is often available to Moondust personnel for testing and research. The type of equipment available is determined by your Game Master.

AURORA: Speed:6 Handling:-2Df Size:8 Crew:1 Passengers:0

Since the late seventies, Aegis has been hard at work analyzing recovered alien spacecraft at the Groom Lake Research Facility in Nevada. The culmination of that program is the Aurora. The Aurora Interceptor is the most advanced fighter aircraft in existence, largely because it depends on technology that mankind would not have developed on its own for several centuries.

The Aurora is a triangular delta-wing aircraft with a titanium alloy airframe whose design relies heavily on the results of high-speed, high-altitude tests performed by the SR-71 Blackbird. The plane is powered by a number of fusion pulse-detonation engines developed from analysis of Saurian propulsion systems. The engines give the Aurora a top sustained speed just short of Mach 4 (four times the speed of sound). Top speed can be maintained for over four hours, limited not by the capabilities of the engines, but rather of the airframe's ability to withstand the extreme temperatures generated at such high speeds.

The Aurora control system incorporates the latest developments in vectored thrust technology, giving it unsurpassed maneuverability among terrestrial aircraft. Atlantean cybernetic control systems allow the pilot to fly the Aurora by thought alone, enabling a skilled pilot to maintain complete control of the craft through aerobatic maneuvers that would be impossible with conventional aircraft. The most impressive such maneuver developed by the Aurora flight team is a zero-radius 180 degree post-stall turn, during which the Aurora turns completely on its axis in just a few seconds, maintaining full forward velocity. The maneuver has been performed successfully at speeds well exceeding Mach 2 and has led many individuals witnessing it from the ground to misidentify the craft as extraterrestrial in origin.

The Aurora weapons systems are also exceptional, although most often the plane is loaded with conventional high-yield air-to-air missiles (preliminary tests with extraterrestrial directed energy weapons have proved unsatisfactory). What makes the Aurora's weapon package notable is the target acquisition and missile guidance system which both make use of Grey psychic lenses. Missile lock is achieved through a modified version of a Grey Clairvoyance lens, missile launch and guidance are enabled through a Grey Telekinesis lens. The use of psychic ability in the Aurora's weapon system nullifies the opponent's ability to detect missile lock and makes it very difficult to shake missiles once launched. As would be expected, the Greys themselves have the easiest time detecting and avoiding weapon lock; even so, they are sometimes unable to react quickly enough to avoid the missiles.

Cells that wish to include a permanently assigned Aurora Interceptor must have hangar space to keep the Aurora hidden, a private airstrip, an aerospace workshop, and a pilot capable of flying the craft. To use the Aurora to its full capacity, a pilot must have the Pilot: Aurora skill, the Atlantean Pilot Interface System, and Strong ESP. Pilots without these abilities may fly the plane at a greatly reduced rate (Speed:4, Handling:--) and may not use the weapons systems.

HIDDEN CURES: While the Black Book has attempted to quash the truth behind many of the origins to various level four biohazards, there are several that agents of the CDC have now cured. The cures are kept in special vaults deep inside USAMRID, awaiting the day when the Saurians will agree that they no longer need the edge that their bioengineered plagues have given them. An agent from the CDC may attempt to get her hands on one of these cures, at the price of potentially stirring up trouble for herself in the future. The cures are panimmunity factors – they will work on most level four biohazards, but are hideously difficult to manufacture without major labwork and months of time. A single dose will stop the progress of any illness unless the patient rolls Bad Luck. In that case, the panimmunity factor didn't work, and the patient is on his own. A single vial of the panimmunity factor would be worth a fortune, and, if it became public that the agent or her Cell possessed it, the Saurians would come hunting for the characters very quickly. No one could allow a story like this to break, and any attempt to tell the press would lead to a storm the characters wouldn't believe.

MAGIC VAN: Speed:2 Handling:-2t Size:7 Crew:1 Passengers:2

One of the NSA's strongest ELINT tools (electronics intelligence) is a secret fleet of vans packed with specialized computer surveillance equipment. The rumored existence of these ELINT vans and their capabilities have raised them to near-mythic status in electronic security circles and has earned them their unofficial nickname "Magic Van", half out of professional respect, half out of fear.

The van is capable of making a TEMPEST attack on any non-shielded computer in use within 100m, regardless of intervening obstacles. A successful TEMPEST attack allows the operator to reproduce the activity of any peripheral in use by the target computer. Once the attack succeeds and the computer is "locked", the NSA agent can see anything that appears on the target computer screen, read what is being typed on its keyboard, and capture data sent to a printer. There is absolutely no way for the targeted computer or its operator to detect such an attack, unless the van itself is noticed and the operator realizes its significance.

TEMPEST stand for Transient Electro-Magnetic Pulse Emission Standard, which is the U.S. government's standard describing how much EM radiation a computer can emit without compromising the security of that computer's data.



The only requirement needed to conduct a TEMPEST attack is that the operator must have both Communications and Surveillance training. For the attack to succeed the operator must be within 100 meters of the targeted computer, which must be on. Tuning into a particular computer takes 1D minutes. If the operator knows what data is likely to appear on a specific computer screen, he can scan through all available computers until he finds the expected data. When a TEMPEST attack is initiated, the GM should determine the number of computers in the attack radius. To determine the time it will take the attacker to locate and lock on to the target system, divide the number of computers in the area in half (round up) and roll that many dice. The sum rolled is the number of minutes before the operator successfully locates the target computer. For example, if an agent is parked outside a building with a network of 30 operating computers it will take him 15D minutes to find a particular computer.

MHIC-EDOM: The MHIC-EDOM (Microwave Hypnotic Intracerebral Control - Electronic Dissolution of Memory) was the only entirely technological mind control technique developed by the MKULTRA project. The MHIC-EDOM is a small portable device, roughly the size and shape of a large flashlight, that enables a skilled user to affect and control a subject's state of mind. The operator must have the MHIC-EDOM skill to have any chance of being successful. The device has two functions producing different but complimentary effects.

The first function, Microwave Hypnotic Intracerebral Control, uses carefully controlled microwave emissions to invoke a desired mental state in the subject. The MHIC-EDOM operator must be with thirty meters of the target and must succeed at two consecutive MHIC-EDOM skill tests vs. the target's Willpower attribute. Each attempt takes two rounds, during which only extremely sensitive individuals will notice anything out of the ordinary (a successful Perception 5 test will result in a ringing in the subject's ears and a slight headache). Once the operator makes two successful tests, she may immediately elicit the desired mental state in the subject. The following effects are possible:

Homicidal Rage: The subject will immediately lash out and attack the nearest person, friend or foe. The effect lasts for 2D rounds during which the subject will do his best to kill anyone near him.

Trance: The subject immediately lapses into a trance-like stupor. He will take no notice of his surroundings and stand (or sit) staring blankly ahead. The trance lasts for 1D minutes, during which the subject may be hypnotized as if he were a willing participant. Any physical damage or pain will snap the subject out of the trance.

Fear: The subject is immediately forced to relive his most terrifying nightmare for 2D rounds, during which time he will run away from the operator or, if unable, curl up into a fetal position and cower.

The second function of the MHIC-EDOM uses a modulated burst of microwaves combined with a controlled electric shock to temporarily disable the subject's short-term memory. This function has a considerably shorter range than the first; the MHIC-EDOM operator must be within 10 meters for the electrical charge to arc properly. The operator must then make a Df2 MHIC-EDOM test. If successful, the subject is immediately stunned and dazed for 1D rounds. The subject's short-term memory will be effectively erased for a one-hour period centering on the device's use. Aside from the initial stun effects, the subject's mental faculties are not impaired; he will still be able to act as he would normally for that time, but he will not remember anything that happened during that hour.

MIND CONTROL DRUGS: MKULTRA developed a number of psychoactive drugs that can alter a subject's state of mind reliably and leave virtually no trace of their passage (Medical 5 to detect the drug's presence). The various drugs can be administered in any form (pill, powder, gas, injection) and require the subject to make a Size test vs. the number of doses or succumb to the effects of the drug for 1D+dosage hours. The behavior of a character under the influence of MKULTRA drugs will be the same as if the individual possessed the one of the following traits: Schizophrenia, Flashbacks, Homicidal, Acute Paranoia, Pacifist or Killer Instinct.

PSI-DRUGS: MKULTRA psi-drugs temporarily enhance a psychic's abilities. Controlled use of psi-drugs can increase a psychic's effectiveness and extend his abilities longer than would otherwise be possible. Careless use of psi-drugs can lead to addiction, insanity or death.

PSYCHOTRONS: Psychotrons are electronic devices that allow a trained operator to release stored psychic energy, much like a battery. The user need not be psychic, but must not be a Void or Psink.

RANGE ROVERS: Speed: 2 Handling:-- Size: 6 Crew:1 Passengers: 5

The INS uses a series of rough and tumble vehicles for their operations, and all are four wheel drive, and very tough. By far the toughest, however, is the Range Rover. These vehicles are armored to level 6, have self-sealing tires and gas tanks, and carry a GPS system, vehicular radio, winch, infrared spotlight, and laptop computer standard. Each truck comes with a shotgun and assault rifle, along with two sets of kevlar, and a box of ammo for each small arm. Note that there is an armored partition between the front seat and the passengers in back. The Range Rover takes no off road penalties, and actually gets a +1t bonus for off road handling.

SPECIAL WEAPONS: The experts at Central Intelligence went through a heyday in the early fifties and sixties, developing weapon after weapon designed to kill their enemies. While the briefcase MP is widely available, other covert assassination tools are still available to the agents of the CIA. These weapons appear to be mundane objects, but they have various small arms inside them. The weapon has only one quarter of its normal ammo capacity (rounded down), and receives a -2t for any shot due to its inherent inaccuracies. Most of these weapons are used from point blank range, and are loaded with tactical rounds. Bipods and other accessories are only possible only at the Game Master discretion.

SR-71 BLACKBIRD: Speed:6 Handling:-- Size:8 Crew:2 Passengers:0

After the military decommissioned its fleet of SR-71 spy planes and gave them to NASA for test vehicles, Aegis Cells began transferring many of the planes to their own airfields. Now nearly all of cold war spy planes are in the hands of Aegis, including several prototype interceptor aircraft incorporating the same airframe as the SR-71. Only three SR-71s remain in official use as part of NASA's high-altitude, high-speed research program.

Despite more than thirty years of aerospace research since its development, the SR-71 blackbird remains the fastest and highest-flying production aircraft in existence. The aircraft's speed and its ability to carry conventional air-to-air missiles (a holdover from its original design as an interceptor) make the Blackbird the only unclassified aircraft in the world that is capable of overtaking and engaging most extraterrestrial craft encountered to date. It is the only aircraft available to Aegis that can accomplish UFO interception missions, with the exception of the Aurora.

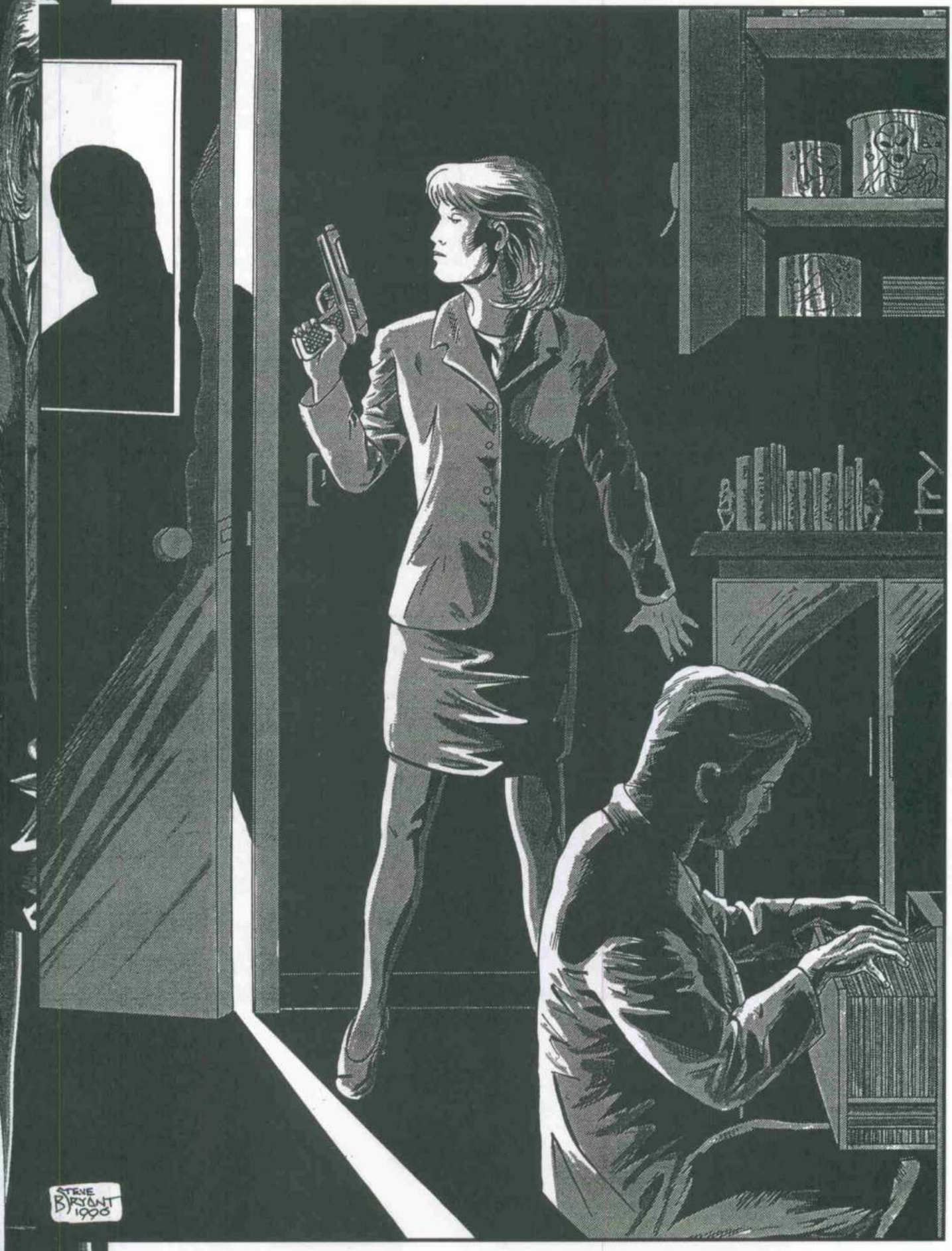
Because of the high altitude and speeds maintained by the Blackbird, its crew must wear pressurized spacesuits rather than the standard pilot flightsuits. The crew stations are equipped with ejection seats, parachutes, first aid and survival kits.

In its role as interceptor, the SR-71 may be fitted with up to six conventional air-to-air missiles, although any munitions must be acquired separately. For security purposes, any Cell that intends to incorporate an SR-71 must keep the plane in a hangar at all times when it is not flying missions.





CHAPTER FIVE



CHAPTER 5
OPERATIONS



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MISSION CLASSIFICATION

0:03 >HERMES QUERY: MISSION CLASSIFICATION SYSTEM

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0:10 >SUMMARY

0:22 *//Bureau for Operations and Tactics summary of Aegis Cell mission types and classification system.//*

The Overview

0:36 Aegis Cells across the country carry out a bewildering array of operations every year. The number of threats, possible threats, covert missions, false leads, research projects, and information gathering operations is nearly overwhelming for those of us who try and keep track of such things. All of the information gathered from these undertakings is uploaded into HERMES where it is sifted, collated, analyzed, and indexed. Over the years, this analysis of Aegis projects has given rise to a simple classification system that has become the common nomenclature among Aegis Cells. This classification system describes the different kinds of missions an Aegis Cell is likely to undertake, and facilitates consultation of the HERMES mission reference catalogue.

0:48 The following list of operation classifications presents the names and descriptions of all the various typical Aegis operations. Included here are the standard guidelines for each operation type as set forth by the Bureau of Operations and Tactics of Aegis Prime. These are suggestions based on the experience of countless agents that have gone before and should be taken seriously. Nevertheless, they are not regulations. Aegis is a relatively open organization, and has never been about doing things "by the book." All that really matters is results. New agents are encouraged to look over these categories closely, as it gives them a fairly good idea of what kind of things they might come to expect in their tenure with Aegis.

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Monitoring News/Sources

1:37 All operations begin with a lead of some sort, a hint of alien activity or some other event that piques the Cell's interest. From this initial tip flows all the rest of the Cell's activities and operations. Leads come into the Cell in two ways, passively and actively. Passive leads are those that the Cell finds without any prior investigation or research. They are rare and typically of dubious quality. Examples include: overhearing an interesting conversation, spotting a UFO on your drive home, anonymous tips sent in to members of the Cell (something to be approached with extreme prejudice). Passive leads are, by and large a matter of luck, and Cells should in no way depend on them. A good Cell makes its own leads, thereby deciding its own fate.

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Actively acquired tips can come from a variety of sources, anything from an in-depth investigation or surveillance operation, to simple close monitoring of the electronic and print media for signs of alien or supernatural activity. While the HERMES network is set up to do some of this automatically, Cells are encouraged to maintain their own watch over such matters, possibly even assigning an agent to full time monitoring duty. Monitoring media and the Internet provide a host of possible leads, almost all of which are entirely useless. That rare gem that leads to something bigger is what makes it all worthwhile however, and no Cell can afford to ignore this duty.

Active leads also come from agents and informants already in place. The Cell's net of contacts and influences is its strongest tool when it comes to gathering information. Having sources on the inside of such organizations as the NSA, Project Rasputin, MKULTRA, the CIA, etc. is invaluable. These sources often provide very solid leads on alien, Black Book, and even supernatural activity. Cells should keep in regular contact with all their sources and work to create new ones.

Even if the Cell does not have a reliable agent or source within an organization, this does not mean that it must forgo the chance of obtaining leads from that group. Creative computer use, well placed bribes, and even an occasional after-hours visit to the file room can all provide excellent leads. The Cell should be prepared to do whatever it can to carry out its objectives. It cannot afford to let the fight come to it – the Cell members must take the fight to the enemy, and that means uncovering new and better leads.

Sightseeing

A great deal of what any Aegis Cell does involves waiting. On a daily basis, Cell members continue on with their normal lives, working their normal jobs. Only when a member of the Cell becomes aware of a potential mission does the Cell come together and spring into action. Even then however, this usually means that the Cell members will be doing even more waiting, although seldom behind their desks or at home. As often as not, Cell operation are surveillance missions; sometimes referred to as sightseeing.

Surveillance missions can be the most mind-numbing, seemingly pointless duty imaginable. Commonly the surveillance reveals no useful information. Either the subject becomes aware of the surveillance, or the original lead turns out to have been entirely bogus. When a surveillance operation does pay off however, it pays off in spades. The tremendous investment of time can yield hard leads and information not attainable by any other means, from the location of alien bases to the identification of alien contacts and threats.

Surveillance missions come in all shapes and sizes. When dealing with possible alien activity, there are numerous common scenarios. Some Cells have been known to spend months on end watching the skies in a particular region in hopes of obtaining photographic evidence of a UFO. Usually however, surveillance missions stem from more solid leads about an alien presence. Often the target of the surveillance is someone who the Cell suspects has ties to one or more alien groups. This can be anyone from a Black Book agent to a government employee who is passing secrets to the Saurians. The goal of the surveillance is two fold. First, secure proof of the target's involvement with the alien threat. This can be anything from witnessing alien contact, to intercepting transmissions, to staking out a warehouse thought to serve as an alien base. The second goal is to produce new leads. One surveillance mission often leads to another, and that to another.

Most Cells prefer to use electronic eavesdropping devices for their surveillance: microphones, hidden cameras, and so forth. These allow the Cell members to keep a discreet distance, lowering the chances of discovery. Sometimes it is necessary to have an operative on the scene, someone that sits in a car or in an apartment across the street and simply keeps watch. Cells undertaking surveillance operations are advised to always keep a video or photographic as well as audio record of everything about the target they are surveying. One never knows when such information will prove useful.

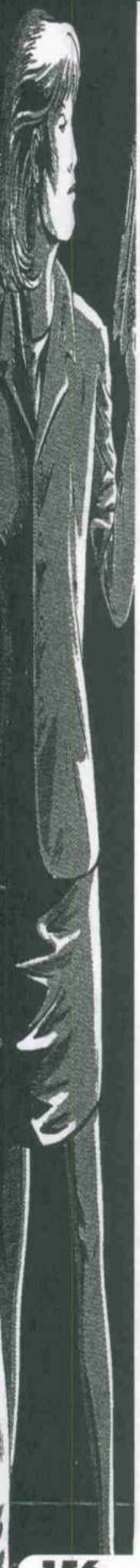
The point of a surveillance operation is to keep a very low profile and hope that the target makes a mistake. Cells may need to remind their less disciplined operatives not to act out against the threat while on surveillance unless absolutely necessary. Chances are, acting too early will compromise the entire sightseeing operation, and eliminate any chance of getting further, potentially much more valuable information. Ultimately this is a call the agent in the field has to make, but it is usually better to err on the side of caution in these manners.

Investigation

Investigation is the first step of any operation once a possible lead has surfaced, and often leads to other kinds of missions, depending of course on what kind of information the investigators turn up. Every Cell should have a strong investigation capability, and should constantly strive to make it stronger, for it is the backbone of a successful Cell. After all, so much of what a Cell does depends on the accurate, timely retrieval of information. Hand in hand with sightseeing operations, investigations provide the majority of raw data the Cell uses to make its decisions and plan future action.

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Infiltration

Infiltration or undercover operations may well be the most dangerous kind of mission an Aegis Cell can dare to undertake. However, the rewards (which can be astronomical) tend to outweigh the risk. Infiltration is a classic enterprise for spies and intelligent agencies throughout history. Even local police departments make use if undercover infiltration. Simply put, infiltration involves inserting one of your operatives into another organization, with your operative posing as a member of that organization. Depending on the organization, this can be extremely risky or relatively simple. The fact of the matter is, most Aegis Cells are already composed of infiltrators, personnel who work for some government organization but also secretly operate on the behalf of Aegis.

Infiltrating government agencies is the time-honored purview of spies across the world, and is usually not hard for Aegis to accomplish. The American government is so riddled with double agents and outside operatives at this point that Aegis agents get lost in the shuffle. After all, Aegis has the United States' best interests at heart. Even infiltrating foreign governments is not quite as risky as one might imagine. The agent faces potential jail time or possible execution, but such events are rare. Since the end of the Cold War, few nations have truly experienced and expansive counterespionage programs in place. Aegis agents should of course always exercise caution when infiltrating a foreign government, keeping in mind the importance of maintaining a low profile at all times.

The true test of an agent's ability is infiltrating alien operations and Black Book. These kinds of missions are both the most dangerous and the most rewarding. The alien invaders have insinuated themselves into all levels of society, using human pawns for much of their activities. When a Cell becomes aware of a group of such pawns, their first thought should be "How can we infiltrate this group?" Obviously this requires a great deal of thought and planning. The infiltrating agent must have a perfect false background, including identification documents, family and friends who will vouch for them, and a history that fits in with the paradigm of the group being infiltrated.

Once the agent is in place, the Cell must establish a dependable line of communication between the Cell and the infiltrator. The Cell should be always ready to come to the operative's aid at a moment's notice, since the agent is always at risk of being discovered. In order to successfully infiltrate, an agent might have to take weeks, months, or even years to establish himself to the point where he has access to valuable information. During this entire time, the operative must live and breathe his cover identity, never breaking character for a moment. Remember, all the dangers a normal spy might face are doubled or tripled when infiltrating any organization run by aliens. Whether it is Grey psychic abilities, Atlantean nano-machines, or Saurian technology, the agent in place has much to fear.

Interrogation

The opportunity to capture prisoners or take in subjects for questioning should never be bypassed lightly. Every Cell should have a member who has at least a passing familiarity with interrogation techniques. Cells typically come across informers who know more than they are willing to say, alien and Black Book agents, and even reluctant witnesses. Sometimes it is necessary to use firm interrogation techniques to get the truth out of such individuals, but in the end it is almost always worth the effort. The chance to obtain information directly from the source is one of the best sources of intelligence available to any Cell.

Reluctant witnesses are among the easiest to make talk. Typically, these are men who have seen something important but are now too scared to talk about it. They may have witnessed a UFO, been approached by Men In Black, or happened to glance at a document they probably should not have. Since the subject is often already scared, half of the interrogator's job is done. The interrogator can take one of two strategies: try and ensure the witness that the Cell is their only hope of protection, or threaten the witness with something much worse than whatever is already scaring them. Both tactics have their own merits, and interrogators are encouraged to tailor their methods to the individual situation. Actual force is seldom necessary in such situations, except for the occasional slap or shove. After all, these are not professionals the Cell is dealing with.

When it comes to interrogating professionals, the Cell needs to take more care with how it approaches the subject. This is a process that should not be rushed unless absolutely necessary. Polygraphs are pretty much useless in such a situation, as any professional will know how to beat them (it's not that hard). Truth drugs like sodium pentothal can be more useful, and it never hurts to have some on hand. Ultimately though, the interrogators are in an endurance match with their subject. They are going to have to wear the subject down until he finally breaks. Only once broken can the real questioning begin.

Breaking a subject requires hours and hours of questioning. The situation should be as intimidating as possible for the subject, and physically uncomfortable. Police interrogation techniques are a good place to start. Make the subject tell the story over and over again, picking out every inconsistency. Threats of violence and promises of aid can both be used to good effect in such a situation. If the Cell has enough time, a good tactic attempts to totally disrupt the captive's sense of time. Over the course of a few days, you can make the subject believe weeks have passed. Drug the food and let the subject think he has slept for eight hours when it's only been one. Meanwhile, your interrogators change clothes and greet the subject with a hearty good morning even though only two hours have passed. The longer the subject feels the questioning has been going on, the less hope he will have.

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This goes not only for fallen spacecraft but for alien bodies as well. Grey and Saurian bodies must of course be taken into Aegis care at the earliest opportunity. It is hard to explain away the corpse of an actual alien, and under no circumstance can such remains fall into public hands. Other alien equipment, such as Saurian weapons, Grey implants, and Atlantean nanotech should also be recovered at all costs. This may well mean gaining access to the county morgue to remove an implant before the medical examiner finds it, or exhuming a human body containing Atlantean nanotech before the blood surgeons can repair it.

Recovering alien tech is often easier said than done. How does one transport a spacecraft? The Cell is well advised to make provisions for such an occurrence long before the need actually arises. Have available at all times trucks capable of carrying large pieces of wreckage to a secure location. Likewise, have a secure location prepared for depositing the remains. If the Cell feels that it is incapable of dealing with a crash site or that the wreckage is too large for it to handle, it should immediately inform someone who can deal with the problem. While waiting for help to arrive it should guard the site, making sure no civilians gain access to the site.

The same goes for recovering alien bodies. Of course, it is far easier to transport a body than a spacecraft, so no Cell should have difficulty securing an alien corpse. The opportunity may also arise to recover a live alien body. In either case, the Cell should have storage facilities ready and available at all times, whether a secure cooler for storing dead bodies or a containment facility for incarcerating live ones. If the Cell is not prepared for such an eventuality, it should inform someone who is.

Having recovered these alien remains and artifacts, the Cell now has an opportunity to fully research its find. However, not every Cell has adequate research facilities, and many rely on outside laboratories to perform scientific tests and analyses. The Cell should be extremely cautious when using outside help, as the secrecy of the alien presence remains of prime importance to Aegis. Once the Cell has learned all it can from recovered remains, it should report the findings to HERMES and then either pass the remains on to another Cell (if the Cell knows of a reliable one) or destroy the remains utterly. It goes without saying that the Cell should leave nothing that could in any way be identified as alien.

Covert Action – Black Ops

Many times Cells find it necessary to undertake activities that would normally be the province of either law enforcement, or the military, or even criminal organizations. The Cell's investigations will often lead to situations where some sort of violent, intrusive, or illegal act must be performed. Every Cell member must be ready to take the step into these "black ops" for they are vital to Aegis' mission. There are any number of covert actions that Cells find themselves involved in, but here are presented some of the more common ones.

Breaking and Entering

In the quest for information about alien activities, it is not uncommon for Aegis Cells to break into offices, buildings, homes, warehouses, military bases, and research centers, just to name a few. This assumes that the Cell has already obtained adequate evidence that something of value will be found in the site. Randomly breaking into locations without good cause is usually a waste of time and a recipe for disaster.

Correctly breaking into a location requires a certain amount of skill. Security systems need to be neutralized, guards bypassed, and locks overcome. Sometimes all that is needed is one swift kick and the team is in the door. Other times, it requires hours of planning. The Cell should think things through before it goes in. Obviously, Cells are encouraged to do whatever they can to minimize civilian casualties, keeping in mind that a large number of dead guards will draw unwanted attention to the whole operation.

Having broken into a location and found what it wants (or found out that its surveillance or investigator intelligence was wrong), the Cell should do its best to cover its tracks. It is best to make it look as though ordinary criminals were in some way responsible for the break in. Steal any valuables that are in plain sight, over turn everything in the search for valuables. Even if the Cell infiltrates just to get a file from the computer, the whole office should be ransacked, and the computer itself broken or destroyed. The victim and the police should not be able to discern the true motive for the break in.

One of the preferred ways to break into a location is to do it legally. Many Cells will use law enforcement contacts to obtain badges and fake or real search warrants. Then the Cell is free to openly search the location at their leisure, without having to worry about what the crime looks like. Obviously, the search warrant should have some other reason on it besides "recovery of alien technology." Drugs and tax evasion are always popular, allowing the Cell to search for hiding places or through the files respectively. The disadvantage is that the target knows that it is being searched and by whom. It is best to use fake names on the badges and warrants, so as not to give away the true identity of the Cell members.

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Bug Hunt

A bug hunt is one of the most exciting, dangerous, and potentially harmful kinds of missions undertaken with any regularity by Aegis agents. Bug hunts are missions designed for the express purpose of destroying a known alien presence. This can be anything from hunting down a single Atlantean or Saurian agent to raiding and destroying an alien base. The dangers inherent in such a mission are obvious. Offensive and defensive alien technology can be devastatingly effective, and operatives are always advised to get as much intelligence on the mission's target as possible. How many aliens are present? What kind of aliens and what weapons are the likely to possess? Are they operating in conjunction with any human operatives? What is the nature of the alien target's current activities? Detailed maps of the target area, noting all possible escape routes are essential. Likewise, it is always advisable in such an undertaking for the agents to bring as much force to bear on the enemy as quickly and as accurately as possible. This will help ensure that Aegis casualties are kept to a minimum.

There are important public relations and security issues that must always be kept in mind when undertaking a bug hunt. Obviously if the Cell deems a target threatening enough to kill, it is dealing with a dangerous enemy. However, it is important to keep in mind the secrecy factor. A violent confrontation with a dangerous alien wielding high tech weaponry is more than likely going to attract some attention. It is imperative that the attacking Cell not reveal the presence of aliens to the public at large while in the process of exterminating one or more of these aliens. Agents should try to be as discreet as possible, and always have a cover story for their operation. They should come equipped with all the identification and paperwork necessary to send nosy local law enforcement and journalists on their way. Additionally, it is of vital importance that the operatives recover and suppress all evidence of an alien presence, especially bodily remains and alien technology.

Military Operations

Aegis, as we have often said, is fighting a war. Most of the battles in this war are fought in the shadows, in the halls of government or out of sight of prying eyes. Usually it is a war of influence, deception, and covert attack, but sometimes the war takes on characteristics more closely akin to traditional warfare. There will come a time for almost any Cell when fighting in the shadows is no longer an option. There will come a time when all that is left is to muster the troops and go in shooting. There will come a time for open, military attack with hopefully overwhelming force.

It hardly need be said that this is a tactic of last resort, for the drawbacks are legion. It is dangerous, it risks exposure, it means agents will probably die, and worst of all it probably will not work. An open military attack on any sort of alien strong point is bound to be a bloody affair. Atlantean and Saurian military technology surpasses human technology in almost every respect, but at least they will put up a direct fight. Greys, on the other hand, will use psychic powers to avoid any sort of confrontation – disabling aircraft and technology with their minds, and teleporting from the scene of battle while their brain-washed lackeys fight to the bitter end.

Obviously the key to success against an alien foe is to have superior numbers, concentrated firepower, and sound tactics. Cells are advised to pull together every resource, call in every contact, and then reconsider before undertaking such an attack. Certainly the aid of a military expert is an essential addition to any sort military operation. Cells without appropriate resource are advised to find them before making an attack. They should be ready for anything, and expectant of heavy casualties. Remember, no battle plan survives contact with the enemy.

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AEGIS AND THE LAW

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>SUMMARY

//Review of the legal ramifications of Aegis operations and counter law enforcement techniques that have been successfully employed, by the Legal Affairs Division.//

The Overview

In the course of his duty, an Aegis operative will almost invariably go beyond the confines of the law. Aegis Prime fully realizes that this is an inevitable event in any kind of war, especially one as covert as the one we are fighting. With this in mind, the Legal Affairs Division has a few recommendations, guidelines, and tips for Aegis operatives who might find themselves engaging in so-called illegal activities such as breaking and entering, trespassing, kidnapping, or necessary homicide. Note that Aegis Prime does not condone operatives who break the law with impunity. There should be a justification for every act, legal and illegal, which an operative commits.

The primary concern when it comes to breaking the law is making sure that you and your Cellmates do not get caught. While the standards of most local law enforcement in this country are relatively high, if an agent operates in a thoughtful and security conscious manner, capture may be avoided. Here are a few simple tips and facts of life that will help you avoid the law. You can even use this as a checklist when preparing for any kind of operation.

Proper Preparation

When engaging in any operation, planning and preparation are the keys to success. Unless absolutely necessary, no operation should conducted spur of the moment. Find out as much as you can about the target or objective before you begin. If it is a building, make yourself aware of its floor plan and security measures. If it is a person, find out about his daily habits and the places he frequents. Have a plan before you go in, and have plenty of alternatives ready in case something goes wrong with that plan. Obviously this may require some research and/or surveillance on the part of the Cell. Remember to keep a very low profile during the preparatory work to avoid revealing your interest to the target.

An important part of preparing for a job is assembling all of the materials needed to complete the mission successfully, while at the same time getting rid of everything you do not need. Simple plans tend to succeed far more often than complex ones, and carrying around a lot of equipment can make things more confusing when the inevitable time comes when things begin to go awry. Do not bring anything unless you think it will be absolutely necessary.

Strangers Make the Worst Suspects

It is a basic truth of law enforcement that most crimes in America are committed by someone who knows the victim, or lives nearby. When the police begin their investigation, they will first turn to the victim's friends, employees, enemies, and neighbors. If these interviews do not bring further clues or other results, the police are, in all likelihood, at a loss as to what to do next. Obviously, it is best not to be one of these people if you are the one who committed the crime. Aegis agents are advised to arrange a great deal of distance between themselves and their targets. This is usually not a problem, since agents are seldom committing petty thefts on their neighbors, or murdering their ex-girlfriends. Nevertheless, if the Cell does find it necessary to take illegal action against someone close to or even known by a member of the Cell, extra precautions should be taken. The Cell should exclude those members close to the target from participating in the mission, and provide them with an airtight alibi for the time of the crime.

All told, there should be nothing to connect the agents performing the operation to the crime. If the Cell has had the target under surveillance, the agents conducting the surveillance should not be involved in the final operation (if at all possible). It is likely that someone in the course of the surveillance noticed them, and it is possible that the police will find this out in the course of their investigation. The fewer leads the police have, the better off you are.

No Evidence

When it comes time to actually commit the crime in question, agents should be careful not to leave any evidence of any kind behind. There are myriad ways a police officer can identify a criminal after he has left the scene. Below we present a few of the most common types of evidence uncovered in criminal investigations and how to avoid them.

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to put the gloves on well before he enters the crime scene. Of course, it would not do to be wearing gloves in public when it might draw attention. People tend to remember a stranger standing around the front stoop wearing rubber gloves. Always keep in mind the kind of appearance you present to the world.

Hair and fiber evidence is much harder to avoid leaving behind. Clothing tends to shed fibers much more often than we might think, and most police forensics units have become quite adept at recovering these minuscule clues. The fibers can then be matched to a specific make of clothing, a specific kind of carpet you might have in your home, or the floor mats in your car. Hairs are even worse, for they can positively be connected to you through microscopic analysis and DNA testing. Furthermore, soil, dirt, and other substances can collect on your shoes and be tracked on to the crime scene. You are probably unaware that you are even tracking the soil into the crime scene, but that soil can be matched to specific regions, yards, and even homes based on its chemical content.

There are several ways to avoid these problems. The first step is to wear simple clothing that can be obtained anywhere. When preparing for a mission, shop in large retail stores where no one is likely to remember you. Better still, have someone not directly involved in the mission buy the clothing. When washing the clothing use common detergents, and do not dry clean. It is possible to trace the chemical residue left by cleaning agents. Try to buy materials that do not shed easily, such as synthetic blend, and by all means avoid course fabrics like wool. When cleaning your car, the crime scene, or your home for incriminating fibers, first use an industrial strength vacuum cleaner (small, portable version are available). Then to be sure, repeatedly apply duct tape to areas you may have left fibers or hair in. The tape should collect the rest of the fiber, unless there are microscopic pieces of evidence.

Hair is somewhat harder to control than fibers. Your hair can tell an investigator quite a bit, including whether or not it has been died. Covering your body with long pants and long sleeved clothing helps to prevent the loss of hair to the crime scene. Wearing a hat can help reduce the loss of head hair, but be careful about taking the hat off, as this is likely to send several strands floating down onto the scene. As for soil, the recommended procedure is to carefully wash your shoes before the mission and then do not wear them until you are at the mission sight, keeping them uncontaminated in plastic bags. Put on the shoes, do the job, and get out. Then get rid of the shoes again, being careful to clean any getaway vehicles or staging sites of all soil and fibers that may have been collected at the mission site. This also prevents the police from linking a shoe print to you. If possible, agents may wish to wear shoes of a different size in order to prevent the police from matching shoe sizes.

Blood on the scene of the crime may be an inevitable side effect of the mission. If the mission is a hit, do not be worried about blood. The police will be expecting to find it there. The problem with blood comes when it gets on agents who are performing the mission, or by some happenstance the agent himself is wounded and leaves blood on the scene. This can be a real problem, especially if the agent is somehow brought into custody and has his DNA matched with the DNA of the spilled blood. If possible, agents should try and clean up any of their own blood spilled, although if it has spilled onto a carpet or other fiber this may prove impossible. Alternatively the agent can try and mix the deceased's blood with their own spilled blood, hoping to contaminate the blood evidence. None of these tactics are foolproof, however, and if worse comes to worse it may be necessary to cut out the piece of carpet and take it with you.

If the agent gets blood on his own clothes, he should destroy the clothing at the earliest possible convenience. This is a good policy, blood or no blood, as it also eliminates any connection with possible fiber evidence. Burning is the safest way to destroy something, and many Cells maintain access to an appropriate incineration facility. Agents should be careful of how they dispose of any clothing or other materials used during a crime. You do not want to arouse any suspicion, or leave it in a publicly accessible garbage container where any passerby might find it. Likewise, any vehicles the agents use should be carefully cleaned of all fiber, soil, hair, and blood evidence.

Things get more complicated if an agent was forced to use his firearms during the commission of the so-called crime. First of all, we advise agents not to carry weapons along on sightseeing and other missions that do not absolutely require them. Should the police somehow manage to catch an agent, the agent will face more serious charges because a weapon was used in the commission of a crime. However, sometimes agents have to use deadly force, and when they do, they should follow the appropriate precautions.

First of all, when loading your weapon, wear gloves so as not to leave fingerprints on the shells or shell casings. If time allows it, the agents should try and collect any and all shell casings ejected during the mission. For this reason alone, some agents prefer to use revolvers on hits. Secondly, it is best to use a gun for one mission only. Obviously, the gun should not be registered to any Cell member, and preferably not registered at all. Since bullets can be matched to the guns that fired them as accurately as fingerprints, it is best to have no ties with the gun at all. By using different guns for every mission, the police will have no way to see a pattern developing from one mission to another. Discarding the gun after the crime (making sure there are no fingerprints, hairs, fibers, or blood on it) severs all ties between the agent and the weapon. Agents should try to use commonly found firearms as well as readily accessible bullets – no special rounds made by master gunsmiths in Switzerland.

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If other weapons are employed in the commission of a crime, the Cell should discard them as well, after carefully cleaning them of any fingerprints, hair, fiber, and blood evidence. It may be harder to trace a knife than a bullet, but it is not impossible. Agents should never hold on to a weapon used in a crime. Disposing of weapons is not as easy as disposing of clothes, they cannot usually be burned. Of course access to a smelting furnace may solve this problem, but is not always practical. Deep bodies of water, holes in the ground, and cement foundations on construction sites are all popular depositories for unwanted weapons. Just be sure there is no way for you to be directly connected to the disposal site. Do not sell the gun to some street punk, that is simply asking for trouble.

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Motive

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One of the first questions investigating police are going to ask themselves is: What is the motive for this crime? Obviously, this is the last thing you as the "criminal" want them to figure out. Every crime has a motive, and most police officers will not rest easily until they have found one, however superficial. Your first priority should be to obfuscate whatever the true motive of the "crime" might be. This is not always possible, but it is relatively easy to at least obscure the true motives. The best way to do this is leave no motive at all. With no motive to investigate, the investigation will soon break down. The next best way to do this is to give the investigators some other motive that they can ascribe to the crime.

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For example, if you need to kill someone, dress it up like a simple robbery gone bad. Take a few things with you, anything a thief might easily find and want. The same principal goes for breaking and entering and even kidnapping. If you have to kidnap someone, go ahead and send a ransom note, even if you have no intention of collecting on it. The note will send the investigators in the wrong direction completely. The simpler the motive the better. Most police do not buy into complex explanations for crimes, because in their experience such explanations seldom prove true. The police want to believe there is a simple answer, and in their hearts they will be grateful to you for providing one.

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Sometimes it may even be necessary to commit another crime just to cover up the illegal mission that is your real objective. Suppose you need to steal a file from a safe in someone's home. Burglarizing two or three other homes in the area, stealing similar things will lead both the police and the intended victim to false conclusions about motive. Even placing wiretaps, bugging phones, and raiding computers can be passed off as the work of industrial espionage or mischievous hackers. Placing bugs throughout a building when all you want is information on one employee will lead to confusion over the true target. Similarly, hacking into a variety of systems and leaving behind the same calling card or signature virus will have everyone looking the wrong direction.

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The most important thing to remember about trying to set up a false motive is to make certain it is believable. It is better to have no apparent motive at all than leave signs of an obvious attempt to falsify one. Should the police discover an attempt to fool them, they will not only grow angry, they will realize that there is more to this case than meets the eye. That can easily lead to more thorough investigations and more zealous investigators, something you definitely do not want.

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Lying Low

Again this should be obvious, but not every Aegis operative has had a chance to sit down and think about or be trained in these things. After the job is done, lay low. Do not go into public places to discuss what has been done or to examine the loot from your mission. Recently a bank robber held up a bank, took a couple of thousand dollars, and then went to a nearby bar to count his money. The bartender thought it odd that one of his customers was counting money that he poured out of a paper sack, so he called the police. Less than two hours after the robbery, the perpetrator was in custody. This may be an extreme example, but it goes to prove a point. People notice things even when you think no one is paying attention. It is better not to take the risk at all.

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Agents should go home or to a safe house of some sort, relax and unwind after a stressful time. They should immediately turn over to other agents anything that they took from the crime scene. Thus, if the police do come to question them, there is nothing to be found that would incriminate the agents. Unfortunately, if the police have gotten to the point where they are actually questioning Aegis agents, things are going very badly, either though bad luck or agent error. Whatever the cause, it is time to "take it on the lam" as the gangsters used to say. Agents should vacate the area, leaving no trace of where they have gone. Most Cells have appropriate hideouts and safe houses prepared. If not, the Cell should work to create one immediately

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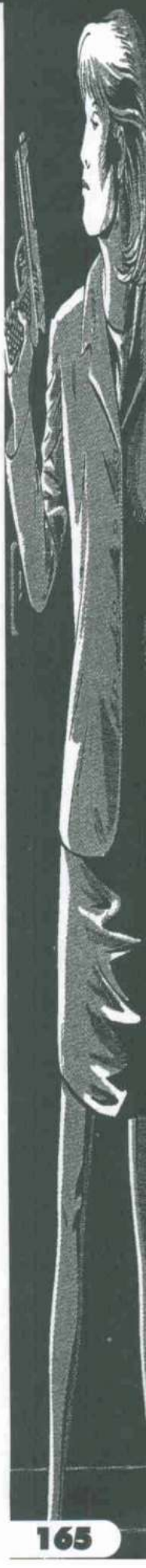
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Once the crime is committed, there should be absolutely no reason to go back to the crime scene. Believe it or not, criminals do actually return to the scene of the crime, as foolish as this may sound. If for some reason the Cell feels that it is necessary to return to the scene, by all means send other agents who were not involved in the commission of the original crime. The police will be looking for such a move, and if there were any witnesses, witnesses you might not have been aware of, they may have a description of the Cell members involved.

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So You've Gone and Got Arrested

If all these precautions fail, or the agents fail to follow them, it is entirely possible that someone will get arrested. If this should happen, the last thing a Cell wants is a trial. The last thing those taken into custody want is to go to jail. The easiest way to avoid both of these problems is to jump bail. Assuming the agent is allowed to post bail, they should be in the next car out of town. There is a chance that the police are monitoring them or the airports, so agents should be careful to shake any tails and take other precautions when fleeing the district. If all went according to plan, the agent did not give the police his true identity, and it should be relatively easy to simply disappear, at least for a while. In the meantime, the rest of the Cell, or the parent Cell, can work on using their influence and resources to quash the investigation, paying off police and prosecutors to let the matter lie.

If jumping bail proves to be impossible or impractical, it may be necessary to face trial. Aegis has access to some of the best attorneys in the country, and unless the agent was caught in the act, getting them off should not be a problem. Unfortunately, this process could take quite a while, and during it the prosecution will be digging for information about the defendant's personal life. The Cell should do everything it can to sever ties with the defendant and cover up his relationship with the other Cell members and Aegis in particular. Aegis Prime loathes becoming a subject of court record.

The fallout of the trial may be such that the agent will lose his job or security clearance, and no longer be of use to Aegis. Should this happen, it may be necessary to permanently remove the agent in question from the Cell. The Cell will then have to make an evaluation of the former agent. If they feel that he represents a security risk, they will have to take appropriate action. If not, they should pass their information on to their parent Cell which will make its own evaluation.

Turning the Tables: Framing Others

Sometimes a Cell will find that it is necessary to put pressure on an individual by framing him for a crime he did not commit. There are any number of reasons why this might prove necessary. The Cell may need information or some item that only the target can provide. By making the target the subject of police scrutiny, the Cell puts the target under severe strain. The Cell then offers to give the target proof of his innocence if he in turn will hand over whatever it is the Cell wants. In other circumstances, Cells might employ these techniques to remove an enemy without arousing suspicion about its own involvement. This can be used to frame annoying government officials, curious journalists, or anyone else that needs to be publicly disgraced and punished.

The process is relatively simple, as long as the agents are careful. The simplest way to approach framing someone is to take the guidelines given above and reverse them. We have told you what you need to do to avoid police detection, and thus we have told you what to do to ensure the police will do what you want. Properly framing someone should be planned as carefully and meticulously as any other type of mission, and like any mission, the more intelligence about the target you have, the more successful you will be. Find out everything you can about the target, paying special attention to his habits and routines. What time does he leave for work? When is he most likely to be at home? How often does he go out? Who are his friends? Who does he call? Does he own a gun? Does he have any enemies? Does have a criminal record? Is he prone to violence? Is he cheating on his spouse? The more you know, the easier it will be to create a believable frame up. This may require lengthy surveillance, including phone taps and bugs, but the results will be worth the effort.

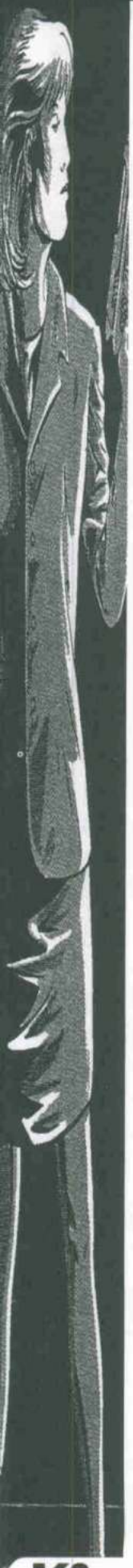
The next step is to come up with a plausible crime for the frame. Sometimes the Cell may already have a specific crime in mind, something it needs to do for other reasons, but wants to pin on someone else. This is not always easy, and the Cell should consider whether or not it is believable that the target would actually commit the crime in question. If not, we advise that the Cell take another course of action. However, if the goal of the operation is simply to frame an individual for any crime, then it should be relatively simple to find some crime the target is likely to be guilty of. Even those with the purest reputations fall from grace occasionally, and it is possible that the police will disregard a person's reputation in favor of overwhelming evidence.

Having matched crime and patsy, it remains to actually do the deed in such a way as to incriminate the target. First, make sure that the target does not have an alibi for the time of the crime. If the target is a creature of habit, there may be some time when he is always alone, either at home or somewhere else. If the Cell relies on the target being at home, it might wish to disconnect the target's phone during the crime in order to ensure that the target talks to no one. Remember to account for travel time to and from the scene of the crime. One sure-fire method to prevent the target from having an alibi is to either kidnap or drug him, as long as the Cell ensures that no one sees this cover operation. The disadvantage is that this alerts the target that someone is trying to frame them. The Cell may or may not want to do that, depending on its motives.

Having assured that the target is out of the way, it's time to commit the crime itself. The Cell should try as much as possible to perform the crime in a manner similar to what the target would do. If the Cell is only framing one person, only one person should actually commit the crime. The perpetrator should look as much like the target as possible, and should definitely wear the same size shoes (even better, a pair of the target's shoes). This way, if there

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INFLUENCE PEDDLING

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>SUMMARY

// Fighting for Control: An Influence Peddler's Primer, an indoctrination seminar manual on the uses and abuses of power, by the Bureau for Operations and Tactics.//

Throughout its history, Aegis has operated chiefly within the United States government, although sometimes outside of its laws. Aegis draws the vast majority of its agents and researchers from governmental departments and organizations. Similarly, much of Aegis' funding, equipment, and facilities comes directly from government coffers and warehouses. The sprawling federal government provides adequate support, funding, and cover for several organizations the size of Aegis. Unfortunately these days, others have realized the value of working within the hallowed halls of bureaucracy and governmental waste. Thus, Aegis is not alone in hiding within the shadow of big government.

Aegis' chief rival, the Black Book, has insinuated itself deep into the U.S. military, and now wields influence equal to or greater than that exercised by Aegis. Aegis and Black Book compete every day for the ears of congressmen, generals, and cabinet secretaries. Through black mail, intimidation, cash bribes, and even appeals to patriotism, the two secret organizations fight to win support for their cause. Both have agents in place throughout key and not-so-key offices of government, for in Washington it's not what you know but who you know. Aegis and Black Book want to know as many people as possible, preferably after having read their "confidential" FBI file.

But remember, the soft underbelly of government has room enough for more than just two invasive parasites. Aegis and Black Book have never been alone in their struggle for influence, and today there are more interested rivals than ever before. Corporations are among the biggest competitors of the two covert groups. With their deep pockets and ambitious personnel, corporations do whatever they can to get an edge in business, from simple bribery to stealing government secrets valuable to their industry. Most of the world's larger corporations and industries have agents in place within the circles of government; the agents are prepared to break the law in service of their company. Most of these "lobby groups" have better resources and more influence than all but the most well equipped Aegis Cells.

Less well-intentioned groups also have made serious inroads into the U.S. influence game. Corporations may be cut-throat competitors, but they tend to have a vested interest in keeping the government intact. After all, a stable government helps ensure stable markets. Other groups care little for the markets, and have their own, more nefarious goals. Foreign governments and terrorist organizations both fall into this category. The United States has made quite a few enemies in this world, and all of them know the value of gaining intelligence and spreading chaos from within. Even our allies have been known to buy spies and influence within the government.

Infiltrating groups even more sinister than foreign states exist. Such groups cause nothing but panic and alarm among the Cells. Brought in through the back door by pacts with the Black Book, alien invaders have made tremendous progress in subverting government resources. The Saurians have their Men in Black and other agents bought and paid for with alien technology. The Greys too have agents in place although their control of these agents is often too subtle too detect. Even the Atlanteans have been known to take an interest in the affairs of government, although they sometimes to prefer to intervene personally rather than through agents and influence.

A Cause Worth Fighting For

With all this competition, it is important that Aegis Cells learn the fine art of influence mongering. Their very livelihood depends on it. Aegis operations can be expensive, and there is no greater source of money than the U.S. government. Billions upon billions of dollars flow into the Treasury every year, and yet they always seem to be running a deficit. Covert resource drains like Aegis and Black Book can take at least some of the credit for all that waste in governments. Inflated prices, congressional "information gathering junkets," and other signs of government waste are common covers for Aegis and Black Book funding operations. Nevertheless, even the monstrous government budget has very real limits, and there is only so much an organization can appropriate without drawing unwanted attention. In these days of shrinking budgets and public discontent with government, it is more important than ever to both keep a low profile and hold onto whatever influence and resource you can get.

For example, a few years ago a round of military cut-backs were imposed to cash in on the supposed "peace dividend." As a result of these cuts, a number of military bases around the country were closed, probably forever. More than one Aegis Cell lost its base of operations with the closing of its cover base. Likewise, more than one base survived the cuts because the Aegis Cell affected had enough influence and agents in the Department of Defense and Congress to ensure the survival of its home. This is an example of an instance where a little influence peddling saved

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In fact, doing favors is really just cheap bribery, but don't let any of your contacts know that. The key to successfully using favors is to find out what a person wants and then convince him that no one else can make his dream come true but you. While not always possible, this is a good goal to work towards, and getting even half-way there often assure success. If possible, one should avoid exchanging favors on a one-for-one basis. This feels like commerce, and is too close to bribery for some. Effective influence peddlers will first identify a particularly useful person. Then, they will start doing favors for that person without being asked. This builds up good will and gratitude in the mark. Finally, when you do need something, the target is so indebted to you that he will willingly break rules, steal documents or whatever else you need. Just make sure he can tell himself that he is just returning a favor.

It is possible to take the favor exchanging relationship one step further, ensuring an even more effective manipulation of the influence-wielding contact. Simply become the target's friend. Friends will do amazing things for one another, even break rules. It is hard to overestimate the value of a few drinks after work, going to a ball game, or offering a shoulder to cry on. People tend to value friendships more than their job, and they place special value on romantic relationships. Seduction has its merits; the seduced bureaucrat can be the most helpful civil servant you will ever meet. At the same time, such romantic entanglements can become needlessly complicated, and one runs the risk of destroying the value of the contact if it proves necessary to break off the relationship. A better tactic involves seducing but not consummating. Let lust and desire blind your contact. The target will bend over backwards trying to help you with whatever you ask in an attempt to win your favor. Add to this the fact that the target is often so focused on her own needs and desires that she seldom inquires as to why you need the plans to NORAD or intelligence data from the Ukraine.

Sometimes you just can't make friends, and sometimes you will run into someone who can't be bought off. That leaves one option: fear. Fear is a powerful force and it comes in many forms. If you or one of your contacts wields enough influence over someone to have them fired, then you can get a great deal done. Employees are typically loathe to anger or report their superiors, no matter how inappropriate or odd they may be behaving. Threatening someone's livelihood often proves one of the most effective ways of ensuring their cooperation, at least in the short term. However, you may not have the authority or influence to threaten someone's job, or he may have higher priorities. The next step is to threaten his overall financial security and standard of living. Seizing bank accounts, threatening to destroy property, and other forms of economic terrorism the support of a unwilling contact.

Should these measures fail, you may choose to hit the contact where it really hurts: his family and his life. Blackmail can be a wonderful thing, especially in the hands of an accomplished agent. Photographs of illicit love affairs, drug habits, and other dirty little secrets can buy the help of even the most stalwart of government employees. Threats to the family, either of physical or mental anguish, can also ensure loyalty. For those self-centered individuals who care little for their families or have no close ties, it may prove necessary to threaten their lives.

The secret to success in blackmail is knowing when to lay off. Pressing a person too hard may cause them to break, and when he breaks he tends to do stupid, unpredictable things. It is better to keep it low key, threaten but offer him an easy way out. Let him think he is just doing you and himself a small favor. Emphasize that whatever he is doing is not all that important. It won't impact national security in any way. Be calm and reasonable, trying even to empathize with his plight. "I hate to have to do this, but I really need to use that spy plane tonight. No one will notice." Leaving him a way to justify his actions lets the target live with what he has done, and opens the door for you to come back for more. Just try not to come back too often, or the fragile delusion that he is doing no harm might break.

Live and Learn

Ultimately, it is up to individual Aegis agents like yourself to make the contacts and keep them operational. The survival of a Cell depends on the power and money it can wield in the face of irrepressible opposition. While funding and support can be found outside the government, no greater or more easily accessible source currently exists. Aegis Cells should explore other sources, including the media, organized crime, private UFO research foundations, occult groups, and anyone else that might have information relevant to the fight against aliens. Remember, the same techniques that work so well in government bureaucracies tend to work just as well in the private sector. Nevertheless, the United States government remains the most powerful tool available. Aegis must not lose the war for the American government. Even though we seldom know who is friend, who is foe, and who might be a potential ally, we must persevere. Guard your contacts, nourish and cherish them. They are the keys to victory.

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TRICKS OF THE TRADE

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0:36 >SUMMARY

0:49 *//Bureau for Operations and Tactics summary of effective espionage and suppression techniques.//*

Aegis agents should learn from the lessons of the great spymasters of the past hundred years. In this century, espi-
0:57 onage as truly come into its own, becoming a complex art and science that takes a skilled mind years and even decades to master. Most Cells contain someone in them who at least has a rudimentary affiliation with spycraft, but some simple lessons are important to all Cell members. Time and again it is said that secrecy is the foundation upon
1:28 which all of Aegis was built. Ensuring that secrecy is the job of every Cell member, and there are few better at keeping a secret than modern intelligence agencies.

Passing On Information

1:35 Much of what Aegis does involves gathering and carefully disseminating information about the alien menace. Doing this requires that agents, researchers, and operatives throughout the Cell network be able to communicate their find-
1:49 ings without compromising their own security. HERMES serves to facilitate this transfer. HERMES allows Cells to file anonymous reports and allows Aegis Prime to disseminate those reports as needed. But what about communi-
1:54 cation between agents within a Cell, or between parent and child Cells? This often needs to happen without the time and filtering aspects of HERMES. Likewise, Cells often have informers, infiltrators, and contacts with whom they need to communicate in secrecy. For these situations, several options may be employed and they are listed below.

Dead Letter Drops

2:18 Letter drops are the tried and true method of communication between agent and operator. They allow communi-
2:39 cation of all kinds to take place without the operative ever having to meet face to face with those he communicates. A dead letter drop is simply a place where something can be hidden and accessed by both parties who need to com-
2:47 municate. It can be anything from a loose brick in a wall, to a whole in a tree, to a specially designed hiding place in plain sight. For example, the East German spy network used a false bolt in the side of a bridge. The bolt looked exactly like the thousands of other bolts along the side of the bridge, but this one could be taken out with ease, allowing small messages and microfilm to be placed within the bridge structure.

2:59 The two covert communicators must have a way of informing each other when it is time to check the letter drop. The classical method is to leave a chalk mark in some public place in a certain color chalk. This lets the other side know that a message has been placed in the drop. Both sides routinely check the proper location for any telltale
3:10 chalk. Other options include coded phone messages, advertisements in the classified newspaper, postings to Internet news groups, or even eating in a certain restaurant on a certain day of the week. These simple forms of communi-
3:30 cation allow the two sides to keep a discreet distance and make it almost impossible for anyone to connect the two of them. The messages on the phone or in the papers or on the net are always innocuous, having nothing to do with the content of the real message in the drop box.

3:43 These messages can also be used to convey certain prearranged phrases. The two sides set up a whole series of code phrases before the operation begins, allowing them to communicate with ease without anyone suspecting them. A
3:59 chalk mark in a certain location can be a distress call, a posting to alt.conspiracy about RFK might mean that all is going well. The only disadvantage this system is that it only allows the two sides to communicate in prearranged phrases. This only serves to highlight the importance and usefulness of letter drops.

4:25 Letter drops are the method of choice for communication between Cells and their operatives and between parent and child Cells. They allow a great deal of anonymity, especially for the group that services the letter drop. The
4:40 main disadvantage is that they require both sides to have access to the same locations. While this is easy if the operative has some degree of freedom, it is not always possible. In that case, other means must be established.

Transmitters

4:53 A letter drop is a rather time and labor intensive communications system, but it is also very secure. In order to communicate a great deal of information very quickly, electronic transmitters are by far the best way to go. They can be
5:03 anything from telephones and modems, to burst radio and microwave transmitters. What exactly the Cell chooses to use depends on what level of security it is hoping to achieve. The level of security in turn depends on how closely it thinks its members are being watched. An operative working from within an alien or Black Book organization,
5:11 or even within a foreign government, needs to be very careful. Radio signals can be traced, phones can be tapped, and the security of the Internet is laughable at best.





Keeping all this in mind, transmitters should be burst transmitters, capable of squelching a large amount of information into a single microsecond burst. Even these can be tracked if the enemy has the right equipment, and the opponents Aegis faces invariably have the right equipment. Always keep in mind that alien technology, be it Atlantean, Saurian, or Grey, is well advanced of ours. Assume that they have thought of and prepared for anything you have thought of. Thus, transmitters should be used sparingly and with great care. If you do have to make an open-air transmission or communicate over a line that may have been tapped, it is best to do it from a location remote from your normal haunts. An agent should under no circumstances attempt communication from his home or safe house.

One of the best ways to avoid detection is to hide in plain sight. People communicate all the time, and about all kinds of things. It is very rare that an agent will be in such a position that he would not be allowed to communicate with anyone, unless of course the enemy has captured him. The transmission can be sent out as something else entirely, either tagged onto the end of normal communication, or hidden within it. Bursts of information can be made to sound like static, computer signals can be hidden within other messages, and so on. No matter what the message or how it is sent it should always be sent in code, to send an unencoded message is suicide.

Transmitters can and should be camouflaged in some manner. With today's technology, it is possible to make a relatively small yet very powerful transmitter that can take any number of forms. Some agents prefer to have their transmitters concealed within some sort of innocuous item, such as a can of shaving cream, an electric razor, and so forth. Portable computers can also be very good covers for a transmitter. The laptop must of course also be a fully functional computer that will pass even very close scrutiny. The transmitter is hidden deep within. Transmitters can also be made in components, with different parts of the radio breaking down into base components that would never be recognized as parts of a transmitter, e.g., a pen, watch, cigarette case, and credit card.

Codes

As mentioned already, agents should always communicate with their Cell or other Cells using codes. Codes are a funny thing though. Any kind of standard cipher can eventually be broken is it is used and intercepted enough. When dealing with highly advanced alien technology, we must assume that it takes even less time for them to break a code than our best cryptographers. With this in mind, Aegis advises Cells to use one-time codebooks whenever communicating, especially when some sort of covert action or infiltration is involved.

One-time codes are unbreakable as long as simple security measures are taken. Each side of the dialogue has a set of codes that are to be used in a set order. This can be anything from a few pads of paper, each with a different alphanumeric cipher, to two computer disks with hundreds of individual complicated encoding mechanisms. As long as the two sets of codes do not fall into enemy hands, the codes cannot be broken. Since the code is used only once, there is no pattern from which a deciphering program can extrapolate a solution.

It is advisable that if a pad of paper or some other physical object is used, the agents agree on a set order of using the codes that does not correlate with the order of the codes on the pad. It would make it too easy for someone finding the codebook to make use of the codes for spreading misinformation.

Shadowing

There will come a time in every Cell member's career that he will want to follow someone. In all likelihood, this will come many, many times. The art of shadowing a subject takes a great deal of practice, patience, and some luck. If someone thinks he is being followed, it becomes almost impossible to follow him unnoticed. Even those who are merely suspicious (which includes every alien on the planet and all of their allies) are likely to pick up on a shadow if the operative is not careful. It is a lot easier to lose a tail than to keep one, especially if one is trying to be discreet.

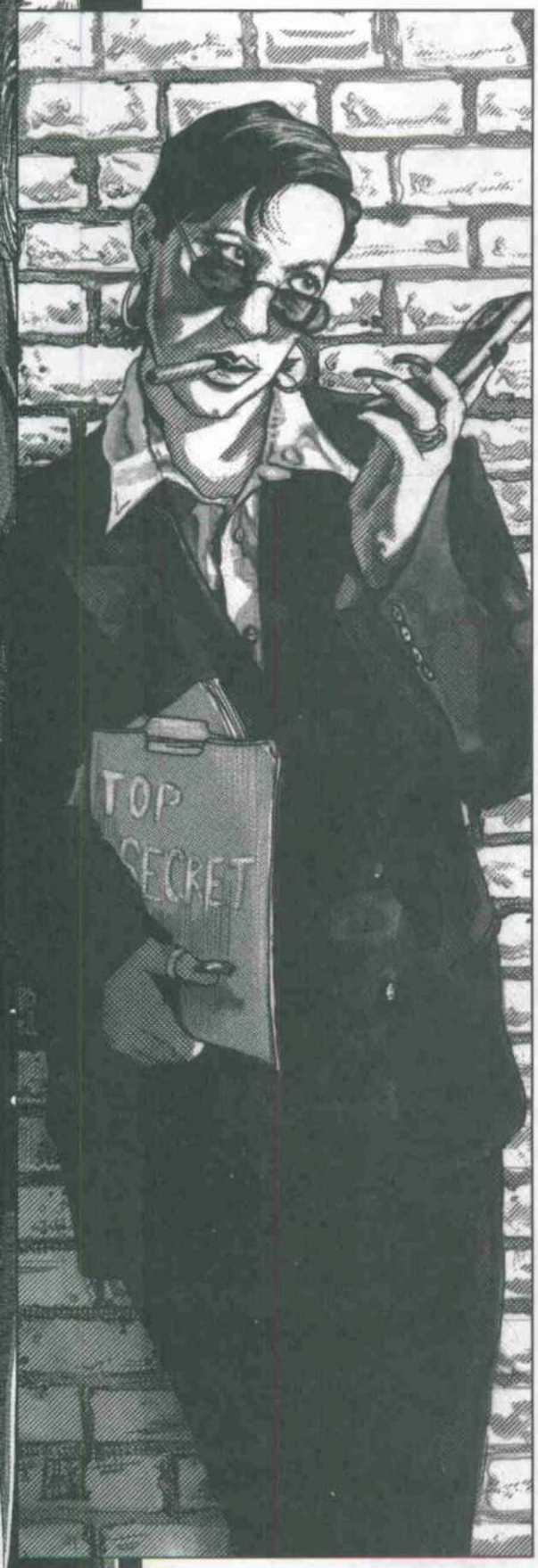
Aegis offers a few suggestions about tailing subjects. The first is obvious: keep a discreet distance and a low profile. This should go without saying, but it never hurts to recall this important advise. Second, never try and tail someone on your own. A single person following another is one of the easiest tails to pick up, especially if the target is being careful. A professional surveillance operation will use at least four operatives to follow a single target. The surveillance team forms a kind of box around the target, keeping in touch with each other through radio contact. This allows the team to react to whatever the target does. Agents switch off and keep in direct sight of the target. This way, the target does not have a chance to get used to one face. Thus, if it becomes apparent that the mark has made one of the surveillance team, that agent can make a point of walking the other way or of taking some other exculpating action.

The surveillance team should be capable of changing their look several times over the course of the operation. This may mean changing clothes, taking off jackets, or even using easily removable disguises like wigs and false facial hair. The key is to appear different to the mark's subconscious or cursory examination of his surroundings. Likewise the team should be careful to dress in a manner that does not attract any attention. The worst thing that can happen is for the mark to notice a tailing agent because they find the agent attractive or interesting in some way. After that, the target will always notice the person if the shadower continues the mission.

Obviously things get a little more difficult when the mark uses a vehicle, but the same principals still apply. The cars of the surveillance team should be nondescript. Likewise more than one car should be employed if at all possible. This

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However, if it is an outsider, several issues must concern the Cell. Does the source know of the existence of the Cell? What kind of security risk does the source present? It may be necessary for the Cell to take action if it deems the source to be a possible threat to Aegis security. Remember, secrecy and security are paramount to Aegis' continued success.

Counterespionage

With all this talk of infiltrators and moles, now is a good time to mention the subject of Cell security. The Aegis recruiting process is designed to ensure that new Cell members are extremely trustworthy and loyal. The Cell structure ensures that even if an Aegis member does betray his comrades, he will not be able to compromise the organization as a whole. However, this does not help the Cell who has a traitor within its midst. Keeping in mind the possibility of a mole, every Cell should be familiar with some basics of counterespionage.

The first rule of counterespionage is that you can never trust anyone a hundred percent. Having said this, it is obviously impossible to work with people you cannot trust, so a little bit of faith is needed just to get along. In a small Cell, this is even more important since the whole Cell will be working in close quarters all of the time. Nevertheless, the Cell should always conduct some simple checks to ensure that every member's loyalty is unquestioned. The best way to do this is to have one or more members in charge of counterespionage, checking up on their fellow Cell members to make sure nothing untoward is taking place. Of course, someone else will have to take on the duty of checking up on the counterespionage team – remember no one is exempt from security.

Checking up on your fellow Cell members takes on a few typical forms. First of all, every Cell member must report all bank accounts, safe deposit boxes, or any other potential stores of cash. Cell members must make a full disclosure of their financial situation, and must continuously update these financial records. The counterespionage members of the Cell will keep a close eye on the Cell members' accounts, looking for any mysterious deposits or unexplainable financial gains. Bribery is the most common method employed when recruiting a mole, and this basic check is the least a Cell can do to determine if someone is "on the take."

The counterespionage team should also periodically undertake surveillance operations on their fellow members, following them for a few days, recording their phone calls, and bugging their homes. These random security checks help keep everyone in line and ensure that no one is in contact with the enemy and not reporting it. Finally, the counterespionage team should schedule random interviews involving the use of polygraphs, truth drugs, and psychics if possible. These spot checks will hopefully catch any moles that manage to slip though the other counterespionage tactics. These tactics may seem somewhat intrusive, but Cell members should have nothing to hide from one another, and those with nothing to hide have nothing to fear. Remember, we are in a war here, and Aegis is the only force that can be trusted completely. Some Cells bristle under the concept of such security measures and refuse to initiate them. This is their prerogative of course, but they put their lives at risk by doing so.

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PSYCHOLOGICAL PROBLEMS

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0:10 >SUMMARY

0:22 *//Mental Health and Your Team: a Summary of Potential Psychological Pitfalls, by the Central Institute of Mental Hygiene.//*

0:36 Aegis recruits its members for their minds, their experience, and their training. Thus it is important that all Aegis operatives keep a level head, and lead a mentally healthy existence. Life within Aegis is nothing if not stressful, and it takes it toll on even the strongest of wills. Unfortunately, the secretive nature of Aegis prevents operatives from seeking traditional therapy with a psychologist or psychiatrist. To do so would constitute a serious breach of security, and all Aegis agents are strictly forbidden from discussing any aspect of their work with Aegis outsiders. Nor can Aegis employ its own therapists to help deal with these problems, for this would violate the security of the Cell structure, giving one person intimate knowledge of several different Cells.

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1:02 However, Aegis is not unconcerned with the plight of its agents and has provided guidelines for dealing with any psychological problems that may develop within a Cell. The key to a healthy mind is awareness of the problem. To this end, Aegis has compiled a list of the most common psychological ailments suffered by operatives. Every Cell member is encouraged to become familiar with these symptoms, and look for them in his or her comrades. In addition, the HERMES system has recently been updated to include a state of the art therapy simulator, which all agents are encouraged to make use of from time to time.

1:18

1:26 ### Psychosis and Your Character

1:37 This section is provided for two reasons: to help players understand the psychological stress their characters are under, and to help players integrate that stress into their role-playing. Players should read over the list and see if any of the situation and feelings described here apply to their character. The player can then decide whether or not their character is suffering from any of these ailments and begin to change their role-playing style accordingly. The Game Master might also wish to assign some of these psychoses, depending on the situation, the Willpower of the character, and his or her own whims. These present a great opportunity to add depth to your characterization, and players should not shy away from what might seem to be a defect. It is the defects that often make characters fun to play.

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2:10 ### Anger

2:13 Faced with the bitter realities of war, many a soldier over the course of time has turned to anger to support him in time of need. Anger often gives us the strength to keep going when all else fails. Anger remains an essential part of any soldier in any war, for without its passion the soldier loses respect for the cause he is fighting for. Aegis agents should be angry. They should be angry at the Black Book who have betrayed everything for its own gain. They should hate the aliens who have come to Earth with nothing but malice in their hearts. But too much hate will drive one mad in a very short time. Keeping the anger in check, keeping the flame of hate under control is an essential skill for any operative.

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2:21 Overwhelming anger claims the lives of Aegis operatives every year, it is a seemingly unavoidable fact of life. In fact, these anger driven casualties are universally unnecessary, assuming agents learn some degree of self-control. Uncontrolled anger means making mistakes and not thinking things through. It means acting rashly out of pure pathos rather than logical need. Everyone is prone to such behavior once in a while. When it becomes a regular occurrence, a Cell needs to take measures to calm the angry agent. The agent's mistakes may well endanger the entire Cell or compromise Aegis security in some way.

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2:28 Cells should be on the look out for any signs of pathological anger. Be especially aware of any factors that might instigate such feelings in an operative, such as the loss of a close friend or loved one to the alien menace. When the operative's missions become personal, it is a sign that pathological behavior is right around the corner. The Cell should pull the angry agent out of action for a while, giving them a chance to cool down. Talk with the person, help them deal with his or her anger in a constructive manner. Unlike many of the psychological problems discussed here, anger is usually fleeting, at least in its dangerous form. Timely intervention can usually alleviate the problem and consequently save lives.

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Cynicism

Sometimes it just gets to be too much for an individual. The constant lies, betrayals, secret meetings, and double dealings can make anyone cynical about the nature of humanity and our future in the world. Cynicism is one of the most insidious psychological states that an agent is likely to fall into. Fundamentally, it means that the agent has lost hope, that he or she no longer believes that victory is possible. This can be deadly. It may seem cliché to say that without hope, victory is impossible, but it certainly makes victory harder to obtain. The cynic continues to operate, but he or she is simply going through the motions. There burns no inner flame within the cynic, no motivation to succeed.

Cynics endanger themselves and their comrades with their depressive air. Like the paranoid, they find themselves unable to trust others. They become withdrawn and distrustful. They see failure in every plan, bringing only negative comments to planning meetings and mission briefings. This not only has an adverse effect on Cell morale, but is often illogical. Cynics becomes contrary simply for the sake of disagreeing, even when they know they are wrong. Cynics, having lost faith in the cause, also becomes a security threat. If they believe failure to be inevitable then why not sell out now while they can get a good price?

Cynicism stems from defeat. The cynic is someone who has seen plans foiled, friends killed, and governments subverted. Constant failure has led him or her to believe that there is no good left in the world. Cells should watch for the early warning signs of pathological cynicism. They include a tendency to dwell on failure, and to find fault. Unfortunately the only cure of cynicism is success, and it must happen early on before the cynicism has become chronic. There is little that can be done to cure a tried and true cynic of many years. Cynics will inevitably find fault in whatever they are involved in. Unfortunately cynics are often very competent in their duties, making it hard for the Cell to rid themselves of the cynic without seriously harming the Cells ability to function in the world. Ultimately each Cell will have to make its own decision, measuring the value of the cynic's influence and ability versus the emotional and operational liabilities of keeping him or her around.

Death Wish

Closely tied to cynicism and anger is the death wish. Agents who have seen too much horror and too much betrayal may begin to lose respect for their own lives. These individuals tend to be very committed to the cause, and have resigned themselves to the fact that they are going to die in a fight that they believe in. Alternately, they have come to hold their lives cheaply, either from sorrow and disenchantment or from a sense of hopelessness. Whatever the cause, a death wish is a dangerous thing.

Those with a death wish will take risks that any sensible person would avoid. Such risks are not only dangerous for the person with the death wish, they are also a detriment to all of his or her associates. Bravery in proper doses is a laudable characteristic in any Aegis operative, but here we are talking about bravery taken to the point of a fault. Careless of their own safety, those with a death wish inadvertently risk both the security and safety of their Cell.

The cure for such an ailment is to show the reckless operative that his or her life does indeed mean something, and is not to be wasted foolishly. Let the agent know his or her value to the Cell, highlighting the contributions the operative has made to the cause. Developing close interpersonal bonds between members is an important first step towards Cell unity. Any agent with a conscience will abandon a death wish when he or she realizes the extent of his or her importance to the rest of the Cell. For those operatives without much a conscience, it is always possible to appeal to their ego. Emphasize the fact that if they were to die no one could fill their place – that no one else is capable of doing the things they do. Play up to the parts of themselves they are proud of, downplaying any faults they perceive in themselves. Should everything else fail, it is time to remove the reckless agent from his or her position. The Cell cannot afford such a risk.

Depression

Depression affects millions of Americans every year, making it almost impossible for some of them to work or function in society. More than most, Aegis agents are susceptible to the detrimental effects of clinical depression. The daily facts of an Aegis agent's life would send a faint-hearted person into a spiral of depression from which he or she could never escape. The background check and recruitment process should weed out any such weak-minded persons, but things can get worse pretty easily. Faced with an overwhelming alien conspiracy, a traitorous government, and tortured personal lives, agents sometimes feel like that there is little in life to be happy about.

Succumbing to depression means a loss of energy and the will to work. The agent becomes shiftless, cannot focus on the task at hand, and a general liability. The dangers of such a psychological state should be obvious. The depressed individual cannot give his or her all to the task at hand and may even be unable to work for the Cell at all. The agent may even get to the point of becoming suicidal.

Depressed individuals also represent a severe security risk. They have a tendency to express their sorrow to whoever will listen. On more than one occasion, depressed agents has spilled their guts to friends or loved ones who had no business knowing the truth about aliens and Aegis. The result has always been messy and complicated, and is a situation best avoided.

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5:28 Luckily depression is prevalent enough in society that a variety of recognized treatments for the problem have been established. Obviously, the Cell should always try to keep a positive, supportive attitude, and try not to put too much stress on operatives. Given all the stress and depressing facts of life an Aegis agent faces in his or her line of work, 5:33 it is advisable that agents be given plenty of time to rest and enjoy themselves, when possible. Of course this may not be enough, in which case the Cell can employ a number of widely available anti-depressant drugs to keep its agents on top of their problems. These drugs may have some negative side effects, but nothing compared to the 5:40 debilitating effects of full-fledged depression. Obviously, the Cell should obtain the medication under false pretenses, given the strict prohibition on Aegis agents using professional therapists.

5:42 **Jealousy**

Jealousy, the green-eyed monster, is surprisingly common in Aegis Cells. Typically one or two members of the Cell will begin to excel above the level of their peers. They will earn praise and respect while others within the group feel 5:56 that their contributions go unnoticed. The latter begin to feel resentful towards these more "popular" and "successful" members. This can lead to a wide variety of problems within the Cell. Naturally, the working relationship between the jealous individual and the object of their jealousy deteriorates rapidly. This is a situation that can cost 6:08 lives in high stress situations, or even compromise the security of the Cell and Aegis as a whole. When jealous feelings become extreme, they can even lead an otherwise loyal agent to betray his or her sacred trust, a very serious 6:13 situation indeed.

In order to avoid the perils of jealous feelings, all Cell members should be made to feel that their contribution is valuable and appreciated. Obviously if an agent's performance is substandard this must be dealt with, but as long 6:22 as everyone is doing his or her job, there should be plenty of praise and support to go around. Likewise, all Cell members should try and refrain from any grandstanding or showboating. After all, being in an Aegis Cell is about results and secrecy, not personal glory. It is often hard to tell when someone else is jealous, especially if he or she 6:28 keep those feelings deeply hidden. Always be on the lookout for any signs of tension between yourself and other Cell members. If you suspect jealousy, be sure to talk it out with the person, and work to alleviate his or her fears 6:31 and concerns. Always remember that the health and security of the group should come before any personal agenda.

Jocularity

6:37 There are those rare individuals who respond to stress with a light-hearted air. Even in the most stressful of situations, they will make a joke or make light of the situation. This can be a great asset if it comes in appropriate doses. Such jocularity serves as a defense mechanism against the horrors of the job. The jokes and jibes allow the agent to 6:41 keep things in perspective without showing signs of panic. Some may find such individuals annoying or disrespectful, but the presence of at least one "clown" in a Cell has been show to lower the stress levels of the entire group.

6:51 Sometimes however these jokers take things too far. Their defense mechanism begins to override their own sense of perspective. They lose any sense of when a joke or ironic comment might actually be appropriate. They hide from reality behind a facade of humor and light heartiness rather than trying to actually face the difficulties in front of 7:00 them. Such jokers may get to the point where they cannot take anything seriously, and their performance decreases dramatically. They see simple tasks such as filing reports or surveillance missions as boring and so fail to give them their full attention. On more critical operations, they act without an appropriate level of seriousness and commit- 7:02 ment, annoying and even endangering other team members. Finally, the careless manner of such individuals may even extend to matters of secrecy and security. In an effort to shield their minds from the terrible weight of keeping Aegis' secrets, they may begin to view those very secrets as inconsequential. This is a disaster waiting to happen.

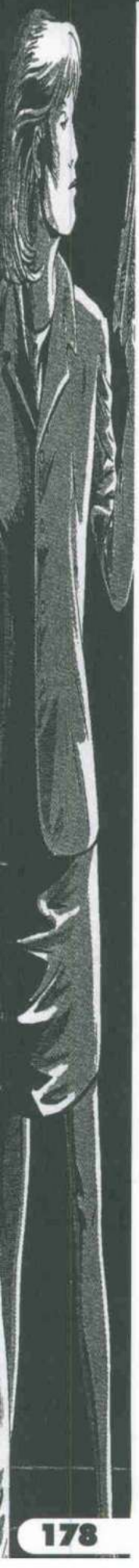
7:08 Dealing with an individual with an overactive sense of humor is not as easy as one might think. The key to successful treatment is making sure that the individual comes to realize again just how serious things are. This may be 7:14 easier said than done, especially if the joking has advanced to a delusional state where the individual cannot perceive the serious aspects of anything. It may be too late should things get this far. Like all diseases, this one is easier to treat early on in its development. If Cell members feel that one of their own is in danger of succumbing to this men- 7:17 tal deficiency, they should take steps early on to ensure that all Cell members remember the importance of taking their work seriously. It is better not to single out any particular individual for fear of transforming feelings of jocularity into feelings of persecution.

7:23 **Obsession**

In all things it is important to retain a sense of perspective. We have seen here time and again mental deficiencies 7:29 and delusional states brought on by the stress of dealing day in and day out with an alien menace almost too great to ever fully comprehend. No one agent or Cell can fight the whole war, each must do their part and be satisfied that they contribute a small part to the greater good. This is what is meant by perspective, knowing your place in the 7:37 world and not reaching too far beyond your capabilities.

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Sometimes when an agent loses perspective, it is because he or she has become too committed to the cause. The fight against the aliens consumes him or her entirely, taking up every aspect of his or her existence. Often an individual will come to focus his or her entire being upon a single aspect of the war, such as fighting the Saurians or discovering the secrets of Grey technology. Everything else will lose meaning in the quest for this elusive goal. Obsessed agents become withdrawn from society and lose perspective, over estimating their abilities, and disregarding other important aspects of their duties to Aegis and the Cell.

Obsession can develop in any number of ways. It can creep up upon a person slowly, especially upon researchers. As the problem of their research grows more complicated and offers new challenges, researchers are drawn further and further into their work until it becomes an obsession. Sometimes an obsession comes as the result of some stressful event. An agent captured and then released by Greys might well become obsessed with finding out exactly what happened to him or her on board the alien spacecraft. An operative whose partner was killed by Saurians might become obsessed with hunting down and killing as many as possible.

In its early stages, a watchful Cell can easily intercede before a creeping obsession takes hold of one of its members. It is simply a matter of making sure that everyone takes proper precautions and keeps a sense of perspective. Do not let valuable researchers spend all day every day in the lab, working on the same problem. For those who become obsessive after a stressful incident, all the Cell can do is talk to them and try and mitigate the stressful circumstances. If the shock is too great, there may be nothing the Cell can do but hope the obsession burns itself out. Otherwise, the obsessed operative may cease to be useful.

Paranoia

In the dark world where Aegis operatives are forced to live each day, there are many things to fear. Aegis is, by necessity, a very security conscious organization. The secrecy of the organization must be kept inviolate, and operatives live with that burden every day. Aegis indoctrinates its operatives into believing that every person on the street represents a potential threat – that an alien operative can be lurking around every corner. The enemy that operatives face each and every day is so insidious that often its presence cannot be discerned until it is almost too late. Aegis must be constantly watchful, constantly on guard.

With all that, it is only natural that every operative in every Cell develops a certain sense of paranoia. This is a healthy, normal reaction for soldiers in any kind of war. Paranoia in the right doses can save lives. Unfortunately, paranoia can easily go too far, becoming pathological. The descent into deep paranoia is often so gradual that the poor victim hardly knows what is happening until it is too late. He or she sees dangers and hidden meanings in every look, aliens around every corner. As a result, his or her judgment becomes clouded and he or she becomes unreliable. Even worse, he or she begins to distrust fellow Cell members, jeopardizing the entire group. In extreme cases, the paranoid agent may even go rogue.

Striking the right balance between paranoia and common sense is never easy. Cell members should look for the telltale signs of extreme paranoia within their group. Should a comrade develop such problems, direct confrontation is usually unwise. This may well cause the paranoid to suspect you of being against him or her. It is best to try and work within the framework of the delusion, breaking it apart from the inside. Drawing someone out of a state of paranoid delusion requires a great deal of time and effort. The paranoid individual has to be given the illusion that he or she is making some sort of progress, and that enemies are being vanquished. The advantage to paranoids is that they are still fully functional in most other respects, so they are not totally useless for the purposes of the Cell. By playing to their delusion a little, the rest of the Cell can get a paranoid to undertake a mission with their normal level of skill and commitment.

Shell Shock

Shell shock (or, more formally, post traumatic stress disorder) for the Aegis agent covers more than the adverse effects of traditional warfare, although this can certainly apply to some situations. When an agent becomes involved in any sort of terrifying or life threatening situation, it is entirely possible that he or she will withdraw, seeking refuge within the mind. Common triggering events include: alien abduction, violent confrontations with powerful alien technology, victimization by alien psychic abilities, even seeing a live alien for the first time. The shock of the event simply proves too great for the agent's poor brain, and any number of debilitating mental states can follow.

In the worse case scenario, the agent may become entirely catatonic, but this is seldom the case with Aegis agents. More commonly, the agent will mentally block out any memories of the stressful events. This is a fine defense mechanism as far as it goes, but it represents a continuing risk to the individual. The memories still reside within the brain at a subconscious level, and still impact upon the agent's attitudes and emotional state. The memories are liable to surface at any time, especially if the agent finds himself or herself in a similar stressful situation. The result can be paralyzing fear at a time when action is required to save not only the agent's life, but the lives of their Cellmates as well.

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Dealing with shell shock requires a great amount of therapy and possibly even hypnosis to bring out the repressed memories. Cells are advised to use the HERMES psychological aid program and try and help their Cellmate as best it can. Otherwise it may become necessary to suspend the individual until he or she has dealt with the problem. Unfortunately, it is not always easy to tell whether or not someone is suffering from repressed memories. That is why Aegis recommends that all Cells undertake periodic mental screening tests of all its members. It is unhealthy and a security risk to keep such secrets from the Cell.

Skepticism

Another reaction to the well nigh unbelievable fact that alien invaders are here among us is to develop an extreme sense of skepticism. Agents cannot but accept the fact that aliens do exist, otherwise they are not suitable agents. They may nevertheless become extremely skeptical of the true extent of alien involvement in terrestrial activities. They do not want to see the conspiracies that lie around every corner, nor do they want to believe all of the evidence that points to just how big the alien menace is. As for the supernatural, such extreme skeptics are liable to discount it entirely, even when faced with the most compelling evidence.

We are talking here about a skepticism that has advanced to the point of denying simple reality. Some skepticism is a necessary trait in each and every Aegis agent. Skepticism is the lens through which agents view the world, looking for hidden truths. The pathological skeptic denies these hidden truths. The result is an operative whose judgment is clouded and who may fail to see important facts that the rest of the Cell needs to know. The Cell will need to confront the aberrant member with the truth as quickly as possible, forcing him or her to relinquish the delusional state. Unfortunately, if the skeptic is truly in an advanced state of denial, he or she will not be able to see the truth at all, even if directly confronted with it. Such an individual is hiding from the truth in order to save his or her sanity, and there is little the Cell can do about it.

Timidity

When an agent loses his or her nerve, he or she soon becomes useless to the Cell. Several factors can lead to crippling timidity in the face of duty. The most common is that the agent experiences a close call, narrowly escaping death or serious injury. The agent cannot bear the thought of putting himself or herself into such a situation. The operative becomes overly careful, thinking things through to the point where no action is taken at all. He or she loses any creative initiative, something terribly important in this line of work. Timidity in the line of fire can also result from the loss of a close friend or comrade. The agent realizes that if the friend can die, his or her own mortality may be close by.

Sometimes the monumental task is just too overwhelming. Every move carries with it tremendous consequences. The fate of humanity rests on your shoulders. One false step and thousands may die. Such thoughts can easily plague any Aegis agent late at night, principally because they are in part true. They are also to a large degree false. It is rare that the actions of a single agent can bring the whole operation crashing down around us. Of course this is not always the case, but the cellular and redundant structure of Aegis allows for mistakes by one or more Cells without seriously jeopardizing the whole. Every agent knows this in his or her heart, but many forget it. The agent gets an inflated sense of self-importance that translates into a near paralyzing fear.

The cure for timidity is forcing the agent into acting again. Put the timid agent in a subordinate position where he or she has to obey orders. Force him or her to take action or suffer consequences. This will help restore confidence in his or her abilities and in his or her ability to put aside their fears when the time comes. The tasks should be relatively simple at first, but not so simple as to seem demeaning. If the afflicted agent believes that his or her comrades and superiors have confidence in them, he or she will begin to have confidence in themselves. Of course, should this fail, it may become necessary to terminate the agent's association with Aegis rather than let them continue to put fellow operatives at risk.

Conclusion

In sum, the psychological pitfalls associated with an Aegis agent's life and work are as damning and insidious as any physical threat posed by the aliens or supernatural. Do not slight or belittle these very real problems. They have a direct effect on Cell effectiveness and security. They have a direct effect on your well-being.

12:55

12:57 >>>>>>>>>>>>>>>>>>>>>>>>>>>>>END DOWN LOAD<<<<<<<<<<<<<<<<<<<<<<<<<<<<<



APPENDIX A: NEW RULES AND CHARTS

Careful readers will notice that some of the material presented here has evolved from (and may be slightly inconsistent with) the background or game play presented in the Conspiracy X main rulebook (1st and 2nd printings). The rules and details of this appendix take precedence over any conflicting material printed prior.

TEST BASICS – REVISED

The rules often call for players to test their characters. In a test, a Stat (an attribute number or skill level) is compared to a Difficulty Level (Df). The Difficulty Level may be another Stat, or an arbitrary number specified by the rules, or by the Game Master. To resolve a test, the player compares the Stat being tested with the Df to determine the test's Target Number.

The Target Number (t) is the number that the player must roll equal to or less than on two-six sided dice for success. If the roll is greater than the Target Number, the test fails. The base Target Number is determined as follows:

Easy Test: Df is one less than Stat, roll is automatic success.
Normal Test: Df is equal to Stat, Target Number is 7.
Hard Test: Df is one greater than Stat, Target Number is 4.
Impossible Test: Df is two greater than Stat, roll is automatic failure.

OPTIONAL/NEW RULES

With this change/clarification, the basic Easy Test remains an automatic success, and the basic Impossible Test remains an automatic failure. However, by setting precise Target Numbers, circumstances that modify Target Numbers come into play. Now, Target Number adjustments caused by wounds, attributes, traits, etc. transform an automatic success or failure into a meaningful dice roll.

Easy Test: Df is one less than Stat, Target Number is 12.
Impossible Test: Df is two greater than Stat, Target Number is 1.



Nicholas is attempting the aid a fallen Cellmate. Nicholas has a competent First Aid skill (2), a very high Intelligence (4), and a First Aid kit. His cohort is shot up pretty bad with a Wn4. Normally, Nicholas would need to make an Impossible test (Df = DL = 4; skill = 2), and could do nothing for his Cellmate but roll Luck (if allowed by his GM). Even then, he risks a Bad Luck roll. With the optional Target Number 1 for Impossible tests, however, the Target Number modifiers come into play. Nicholas gains a +1t for his high Intelligence, and a +2t for the First Aid kit. Now, Nicholas needs to roll a 4 or less to stabilize his friend. Not easy, but not impossible.

VARIABLE TEST: This is a new test added to the rule system to address problems with Df1D tests. With a Df1D test, the randomness decreases as the Stat tested increases. In effect, the random test more and more becomes an automatic success. A Variable test keeps the variable element regardless of the level of the Stat tested. The Variable test has a base Target Number of 7. The Stat being tested is added to, and 1D is subtracted from, this number. The result is the final Target Number to be tested.



A team of agents jump in their car to pursue of a fleeing scientist suspected of working with the Greys. The driver closes the distance between the vehicles to 1, and the two vehicles rumble onto the Golden Gate bridge neck and neck. Jeff sits in the back seat, and is a hothead. He decides to open his door and leap to the other vehicle. Given his Death Wish trait, he has little concern that he will miss, splatter himself on the pavement, or even fly off the Golden Gate bridge. Jeff opens the car door. The team leader, a more rational human, realizes what Jeff is about to do, and screams, "It's too dangerous." Jeff must make a Variable Willpower test to halt his action. His base test is 7, plus his willpower of 3, minus a roll of 5 on D6. The final Target Number is 5. Jeff's player rolls an 8 on 2D6. Jeff leaps and must test his Agl or Athletics to determine if he lives or dies.

NIGHTSCREAMS: FEAR IN CONSPIRACY X

Much of what an Aegis agent encounters in the field has been described in training classes, or has been experienced in previous missions. Other encounters, however, are far beyond the pale of reasonable explanation, and operatives who are first faced with these events can be badly frightened. To duplicate the effects of severe emotional shock and sudden fright on the agents, a new Fear test has been added.

Any agent who witnesses a frightening event must roll a Willpower test against a varying Df, as determined by the GM. Some examples are given below.

Type of Shock	Difficulty of Test
Violent Event, non-threatening cryptozoological creature	Df3
Non-threatening paranormal, threatening cryptozoological creature	Df4
Threatening paranormal	Df5

The agent will continue to react without penalty if he succeeds the test. Failure requires a roll on the Shock Table.

Shock Table (2D)

2-3 Annoyed: All actions incur –1t penalty for (6-Willpower) combat rounds.

4-5 Disturbed: All actions incur a -2t penalty until the agent has calmed down. Reroll Fear test in (9-Willpower) combat rounds. Subsequent result cannot be more serious than Disturbed.

6-8 Frightened: All actions incur a +1Df penalty until the agent has calmed down. Reroll Fear test in (9-Willpower) combat rounds. Subsequent result cannot be more serious than Frightened.

9-10 Terrified: Agent may only act if directly confronted, and will do so at a +1Df penalty to all actions not involving self-defense. Reroll Fear test in (9-Willpower) combat rounds.

10-11 Panic Stricken: Agent is completely unable to act or flees in blind panic. Reroll Fear test in (9-Willpower) combat rounds, or if attacked.

12 Horror Struck: As Panic Stricken. Reroll Fear test in ([9-Willpower]x2) combat rounds. Furthermore, the agent must make a Luck test. A Bad Luck result means that the agent has acquired a disorder of some type (as the phobia, flashback, etc. traits). The GM should decide what trait fits the situation. The agent may seek therapy during Downtime to reverse this disorder.

All agents with the Combat Experience trait gain a -1 modifier to their rolls when faced with non-paranormal frights.
All agents with the Death Wish, Detached or Veteran traits gain a -1 modifier to all rolls.
Agents rolling on the Shock Table a second time in the same encounter gain a –2 modifier to their rolls.





CELL PULLING STRING & AEGIS POINTS (APS)

Certain needs are universal to all agents in Aegis. While Aegis Prime tries to maintain plausible deniability of all agents by keeping a partial separation between each Cell and its parent Cell, some resources are made available to agents in special circumstances. Depending on the mission reports submitted by Cells, and periodic oversight by the ISS, Aegis Prime grants Cell a level of importance in the war effort. This Aegis-internal influence level is represented by the award of Aegis Points (APs). The more points a Cell accumulates, the greater its worth to the Aegis organization. At the end of Cell creation for a new Cell, the Cell is awarded 1 AP per Cell member. When a Cell has a clean slate, Aegis values it depending on its size.

Further Aegis Points are granted by the GM depending on the outcome and performance of the Cell during a mission. Some missions are so disastrous that a GM may decide to deduct points from the Cell's total. Of course, the Cell could always misrepresent the outcome of a particular bad mission in its HERMES debriefing report. This, however, raises a number of possible repercussions that the GM should exploit to the maximum. The list below gives some guidelines for awarding, or penalizing APs. The actual distribution is entirely at the discretion of the GM. Indeed, if a GM feels that Aegis pulling strings are not appropriate for her game, she is certainly free to eliminate APs and Aegis pulling strings.

AP Awards/Penalties List

APs	Event
-1	Agent died
0	Failure in a mission
1	Successful Mission
2	Recovered non-weapon alien equipment, or stopped a Black Book mission
2	Captured Grey, supernatural creature, or cryptozoological beast
3	Captured Saurian, Incarnate, or Black Book agent
4	Recovered alien ship, or weapon
5	Captured Atlantean

A Cell holds their APs until help from Aegis is needed. Help requests are generally sent via a specially coded HERMES message. Again, the Game Master has full discretion in this area. If plot development requires that certain pulling strings be unavailable, the HERMES request will be returned with a polite but firm negative response, or simply ignored. Further, the timing of the response, and even the provision of the pulling string effect is up to the Game Master. In general, a response will be had in 24 hours. Finally, the Game Master can vary the details of the effects (i.e., the bolthole may not be entirely secure when the Cell arrives).

No maximum limit on points exists, but the pool cannot fall below zero. A Cell normally decides together when and how to use their pooled APs. In the end, however, the Cell leader makes the "final call". If a common Aegis pulling string is used by an agent other than the Leader, the cost is 1AP greater than listed. If a Cell leader pulling string is demanded by a non-leader, 2APs are added.

COMMON AEGIS PULLING STRINGS

BLACK JUICE: Aegis maintains a huge number of slush fund accounts around the world, and can wire funds to almost any bank within an hour, after the request is approved. When a Cell requests Black Juice, the AP cost is equal to the Df of the funding test, though the test is passed automatically. The money thus requested is virtually untraceable beyond the receiving bank.

BOOK REPORT: While anyone with access to a HERMES link can request information, a Book Report is a request for the whole library. For 1AP, a priority request for advisory reports can be released, telling the HERMES system to download all non-restricted files on a certain topic to the Cell leader's HERMES link. This will increase the speed at which the Cell gets database material, and new information from other Cells, but will also increase the amount of garbage information that the system downloads. The Game Master should determine exactly what the Cell gets, but it will be a flood of information, old files, and current inquiries from other Cells -- all, of course, sanitized to prevent any security leaks. Note that this is for one topic only. Another request must be made and paid for if information on another topic is required.

FACELIFT: With all of HERMES' links to other computer systems, temporary IDs may be created. Two separate identifies can be had for 1AP, plus 1 for every two additional identities. These Facelifts are backed by fairly complete computer files, and give the Cell any legitimate background desired (a company, grovernmental entity or private citizen). Raise the total cost by 1 for identities associated with illegal or shadowy groups. The IDs created are located solely in computer databases. ID cards, badges and other materials, based on these identities, must be created separately by someone with the Forgery skill. The computer identities are good for 48 hours (after the request is approved) if not tampered with or investigated, but will rapidly be seen through if competent computer experts are brought to bear against them (1D x 4 hours, minus the opponent's highest Computer Use skill).



MAGIC WORM: Above the Book Report request, an even higher level of information gathering, totally illegal, may be sought. When it was formed, the NSA began a series of top-secret communications taps on various officials and systems around the country, and the world. Officially, the project ceased operations in the early seventies during Watergate, but the truth is much worse: the project was taken over by agents sympathetic to Aegis, and its efforts redirected and expanded. Acquiring a tap on the Magic Worm files will give the agents information from the top levels of the government, and quite a few private citizens as well. This can lead to all kinds of helpful dope on the topic at hand; the taps will only be activated for the topic at hand, and Aegis will only pass on that intelligence. This costs 2AP per topic, and can only be requested at the start of a mission. It takes 1D days to generate any data, once the request is approved.

NEW HANDS: Agents who feel the need for specialized training normally unavailable to them may request training transfer arrangements. This requires that Aegis agree that the agent really needs the requested schooling, and that Aegis is the only way the agent can arrange it. Asking for training in firearms skills is going to be turned down, but requesting Biohazard Control training before the Cell goes after a new virus is probably going to be granted. The Cell pays 2AP, and is posted to what Aegis considers the best place to learn the skill or training requested. The result is a trip to some locale, usually something a little spooky, such as being sent to USAMRID, with orders in hand, and a false identity that will pass local inspection. The agent then undergoes a highly intensive training course, and must make an Variable Intelligence test. Success grants the agent 4CPs a week in the skill requested. Failing the Variable test means that only 3CPs of skill or training advancement are made. Aegis decides how many weeks of school the agent is granted.

NIGHT ON THE TOWN: Aegis sometimes is able to provide a Cell with a temporary hiding place. The Cell can request a Night on the Town bolthole, and upon approval, will receive directions to a sight within 1D hours drive. Boltholes are by no means permanent Aegis assets. They are typically arranged as soon as the Cell makes the request, and are generally rental homes, with food and medical supplies staged inside. The Cell can rest assured that the area was safe when the request was made, but security after the Cell arrives is up to the Cell. Still, it can be nice to have a fallback position when the Cell is hurt, and needs to rest. This request costs 1AP.

SPIDER: Aegis can assist Cells in their transport needs. A huge network of clandestine transport vessels is based out of various Cell HQs throughout the country. This network, code-named SPIDER, will get the agents and their gear to any spot in the US within 24 hours, once the request has been approved. The Cell will have no control over its schedule of travel. SPIDER flights are notoriously uncomfortable, and typically at odd hours. The Cell may find itself packed into the back of a semi for a hair-raising 5-hour haul to a major city, followed by a midnight C47 flight out of a secret airbase, culminating in an airdrop over the desired location. You put in your request, and you take your chances. Also, this is a one way trip; coming back is a separate request. Rides on the SPIDER network cost 1AP per three individuals being sent.

TOOL BOX: Sometimes a Cell needs equipment not already in its base, whether due to oversight on its part, or a lack of starting resources. In that case, it is possible to call Aegis via HERMES link and expedite official resources. This will allow any one agent to purchase equipment with the Cells APs instead of RPs. Each AP spent returns 2RPs worth of equipment that is delivered to any location in the continental US within 24 hours from the time the request is approved. Add 1AP to the total cost if the equipment is needed within 2D hours, or if the area for delivery is remote.

CELL LEADER AEGIS PULLING STRINGS

CORRUPTION TREATMENT: Agents can gain access to a corruption treatment program by spending 5APs. The subject will be drugged and brought to a secret CAPS treatment facility. Over time, the CAPS parapsychologists and occultists identify and expunge any spirits tied to the subject, and remove successive stages of corruption. Each stage removed requires the subject to endure three months of treatment, and succeed at a Hard Willpower test. Even then, there is a 1 in 6 chance the agent will return to the Seepage's embrace (all stages of corruption return immediately) each time she encounters threatening or extreme supernatural manifestations.

EYES & EARS: If the Cell is occupied with part of a mission, and desperately needs a suspect followed, or an area kept under surveillance, standby teams may be requested. These Eyes & Ears are drawn from nearby Cells. They will never meet the requesting Cell, and can only be used for sight surveillance, and for shadowing suspects, not for any other aspects of a mission. The results of the watch are reported through HERMES, and are up to the Game Master. This costs the Cell 2AP. No standby Cell will remain longer than 48 hours, or until they are involved in violence, whichever comes first.

GROUND ZERO: In the event a Cell is totally compromised, and its members are in dire jeopardy of being discovered or killed, the Cell leader may ask for Ground Zero. This radical procedure requires the Cell to report to a central locale under Aegis' control, and then submit to a full debrief by ISS. Over the course of 24 hours in this safe house, the Cell will be fully debriefed on the operation in progress, and its responsibilities assigned to a new



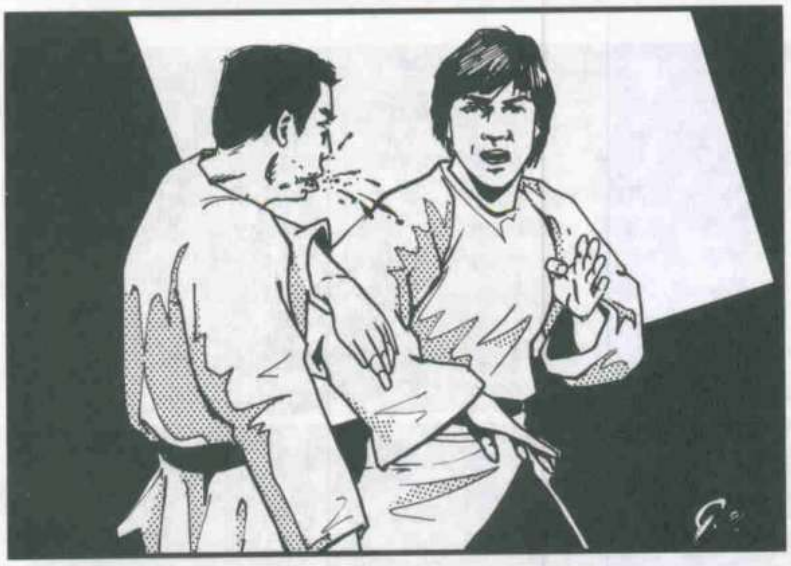
Cell if possible. The Cell will then be transported out of the US for a minimum of 2D months, during which the Aegis organization will clear out every possible loose end that can be found. All investigations will be stopped, and any enemies who are still looking for the Cell will be misled, and perhaps even killed. If the Game Master desires, the Cell may be reconstituted in a new location. This is going to be a severe role-playing challenge. The Cell members' old lives will be abandoned. The characters may not use the months of Downtime for anything other than waiting to be reassembled at a new location. The Cell members will be granted Aegis Department Credentials and professions, and regenerate starting Cell gear as if they were a new Cell. Aegis will only do Ground Zero for Cells that it seriously wants to keep; other Cells would either be thrown to the wolves, or quietly extinguished. Ground Zero costs all of the Cells APs -- the more APs the Cell had, the more the GM is encouraged to find a way for Aegis to pull this off.

NEWBIE: When a Cell leader finds out that she needs a special kind of assistance, it is possible to request a personnel Newbie. While any Aegis Cell can recruit new members, some skill packages are hard to find. The Cell leader will post her request on HERMES, and give the details of her requirements, and Aegis will send the new member within 1D weeks after approval. This is a fully developed NPC, and a full member of the Cell. The task cost 6APs, but can be repeated any number of times, until the Cell has six members in it. Note that Aegis only assures that the new member will have the skills and training required; the new agent may bring serious defects or problems (i.e. Watched, Phobia, etc. traits) to the Cell.

REDO: If the Cell bungles and cannot get a cleaner on the scene, they may end up either in jail, or in custody. The Aegis defense teams are fairly good, and Aegis can arrange release from jail or custody in many cases. A Redo costs 4APs if the agents have yet to be formally charged, or 5APs if they already have been locked up. If the case involves Federal charges that have attracted media attention, Aegis will refuse the request and initiate the self-destruct mechanism on the agents' links. Also, Aegis may always decide that a silent dead agent is better than a loud free one, and call in the ISS. Remember, a positive response by Aegis may simply be a way to keep the agent quiet until the ISS team can "take care" of the problem.

SHADOWMAKER: If a Cell leader feels that one of his agents has been compromised to a degree that the agent is no longer able to function, the Cell leader must make a hard choice. Agents in Aegis Cells typically know too much to be allowed to simply leave; the Cell leader might have to order the agent terminated, or watched for the rest of her natural life. Alternatively, the Cell leader may ask for a wipe of the member's identity, referred to in Aegis circles as Shadowmaker. In this process, every record of the agent is closed, and the agent's death is faked. All ties and connections are permanently severed, and the agent is handed an entirely new identity, completely backed up in every way. In some very radical cases, the agent's very memories may be altered through chemical, surgical, and psychic means. The game effects of an identity change this radical are up to the Game Master, and should be played out unless the character is being retired from the game. Attempting this task is incredibly hard, the Cell leader must spend 5AP. Again, a positive response is not guaranteed, and even then, there are no assurances that Aegis Prime will follow through. In general, character creation is begun anew, except the old attributes are used. This is a one shot deal -- if the agent is compromised again, the ISS wetwork teams are called in.

STREET SWEEP: When a Cell has been engaged in illegal or sensitive activities, and doesn't have the time to arrange a proper clean-up of the area involved, the Cell leader may call on Aegis to send out a Street Sweep. These people make their living out of cleaning up evidence, setting up cover-ups, and whitewashing events. They have an almost frightening level of skill. They can buy off (or "disappear") witnesses, arrange the loss of evidence (or the planting of misleading items), and even cause entire crime scenes to return to their normal status. Travelling in small groups, or all alone, they will bring all the gear they need. The Cell will be expected to follow all their instructions to the letter, no matter how distasteful; failure to follow their orders can have dire circumstances. A sweeper can be on the scene within 1 hour after the request is approved. There are rumors that the sweepers are actually be a part of some alien conspiracy themselves, but no one really believes it. Calling a sweeper cost 4APs, 5APs if the Cell has been compromised in some way (witnesses, police involvement, etc.), or if special equipment must be employed due to chemicals, radiation or biohazards.



HAND-TO-HAND COMBAT STYLES AND TECHNIQUES

The hand-to-hand combat rules in Conspiracy X are very versatile and flexible, allowing players to create unique fighting techniques tailored to their characters' style of combat and background. Not all players have the time or inclination, however, to sit down and give their characters' combat style the attention necessary to create a well-balanced and formidable fighter.

Listed below are several examples for both Brawling and Martial Arts combat styles. Each style has a list of moves and combos that correspond to each level of skill a character may have. Players wishing to quickly assign a style to their characters may simply note the name of the style along with the skill level. For example, a player with level three Martial Artist simply writes on the character sheet Tae Kwon Do 3, and then refers to the list below when using moves and combos of that discipline.

Players may also use the sample moves and combos as a starting point for customization. For example, a player whose character has level 2 Brawling skill and has chosen the Street Fighter style may wish to remove the Grab-Head Butt combo and change the Smash move to a Grab-Knee-Smash combo.

Certain styles require additional skills such as Melee Weapon or Gun Fu, and these secondary skill must be at the same level as the hand-to-hand skill level.

The following conventions are used: W Block = Weapon Block; W Strike = Weapon Strike; IW Block = Improvised Weapon Block; IW Strike = Improvised Weapon Strike.

EXAMPLE BRAWLING STYLES

Boxing

Level 1: Block, Dodge, Punch-Punch, Feint
Level 2: Block-Punch, Dodge-Punch, Punch-Punch, Feint-Punch, Haymaker, Grab
Level 3: Block-Punch, Block-Feint, Dodge-Punch, Dodge-Feint, Punch-Punch-Punch, Feint-Punch, Haymaker, Grab
Level 4: Block-Punch-Punch-Feint, Block-Feint, Dodge-Punch-Punch-Feint, Dodge-Feint, Punch-Punch-Punch, Punch-Punch-Feint, Haymaker, Grab
Level 5: Block-Punch-Punch-Feint, Block-Feint, Dodge-Punch-Punch-Feint, Dodge-Feint, Punch-Punch-Punch-Punch-Punch, Punch-Punch-Punch-Feint, Haymaker, Grab, Dodge-Grab

Crazed Psycho or Predator

Level 1: Punch, Grab-Choke, Dodge, IW Strike
Level 2: Punch-Punch, Grab-Choke, Dodge-Punch, IW Strike, Tackle-Grab, Break
Level 3: Punch-Punch-Punch, Grab-Choke, Dodge-Punch, IW Strike, Tackle-Grab, Break, Smash, Block-Grab-Smash
Level 4: Punch-Punch-Punch-Punch, Grab-Choke, Dodge-Punch, IW Strike, Tackle-Grab, Break-Punch, Smash, Block-Grab-Smash, Grab-Grab-Head Smash
Level 5: Punch-Punch-Punch-Punch-Punch, Grab-Choke, Dodge-Punch, IW Strike, Tackle-Grab, Break-Punch, Smash, Block-Grab-Smash-Punch, Grab-Grab-Head Smash, Dodge-Grab-Break



Military Training

Level 1: Punch, Block, Dodge, IW Strike, Grab
Level 2: Punch-Punch, Block, Dodge, IW Strike, IW Block, Grab, Break, Choke, Tackle
Level 3: Punch-Punch, Block-Punch, Dodge-Punch, IW Strike, IW Block, Grab-Smash, Break, Choke, Tackle, Haymaker, Head Butt
Level 4: Punch-Punch, Block-Punch, Dodge-Punch-Punch, IW Strike, IW Block, Grab-Smash, Break-Knee, Choke, Tackle-Grab-Punch, Haymaker, Head Butt, Dirty Blow
Level 5: Punch-Punch-Punch, Block-Punch-Punch, Dodge-Punch-Punch, IW Strike, IW Block, Grab-Smash, Break-Knee, Choke, Tackle-Grab-Punch, Haymaker, Head Butt, Dirty Blow-Dirty Blow, Knee-Dirty Blow

Police Training

Level 1: Punch, Dodge, Block, Grab-Smash
Level 2: Punch-Punch, Dodge, Block-Grab, Knee, Grab-Smash, Tackle-Grab
Level 3: Punch-Punch, Dodge-Grab, Block-Grab, Knee-Grab, Grab-Smash, Tackle-Grab, Dodge-Tackle, Haymaker
Level 4: Punch-Punch-Grab, Dodge-Grab-Knee-Tackle, Block-Grab-Smash, Knee-Grab, Grab-Smash-Tackle, Tackle-Grab, Dodge-Tackle, Haymaker
Level 5: Punch-Punch-Grab, Dodge-Grab-Knee-Tackle, Block-Grab-Smash, Knee-Grab-Tackle, Grab-Smash-Tackle, Tackle-Grab, Dodge-Tackle, Haymaker, Block-Punch-Grab-Smash

Self Defense Training

Level 1: Break, Grab, IW Strike, Dodge, Punch
Level 2: Break-Punch, Grab-Knee, IW Strike, Dodge, Punch, Grab-Smash, Block
Level 3: Break-Punch, Grab-Knee, IW Strike, Dodge-Punch, Punch, Grab-Smash, Block-Knee, Break-Grab-Knee
Level 4: Break-Punch, Grab-Knee, IW Strike, Dodge-Punch, Punch, Grab-Smash, Block-Knee, Break-Grab-Knee, Dodge-Knee, Dirty Blow, Block-Dirty Blow
Level 5: Break-Punch-Knee, Grab-Knee-Knee, IW Strike, Dodge-Punch, Punch, Grab-Smash-Smash, Block-Knee-Dirty Blow, Break-Grab-Knee-Knee, Dodge-Knee, Dirty Blow, Block-Dirty Blow

Street Fighter

Level 1: Punch, Block, Dodge, IW Strike, Grab
Level 2: Punch, Block, Dodge, IW Strike, IW Block, Grab-Head Butt, Smash, Tackle, Choke
Level 3: Punch-Punch, Block, Dodge, IW Strike, IW Block, Grab-Head Butt, Smash, Tackle, Choke, Haymaker, Break, Tackle, Dirty Blow
Level 4: Punch-Punch, Block-Punch, Dodge-Grab, IW Strike, IW Block, Grab-Head Butt, Smash-Smash, Tackle, Choke, Haymaker, Break, Dirty Blow, Grab-Grab-Head Smash
Level 5: Punch-Punch, Block-Punch, Dodge-Grab, IW Strike, IW Block, Grab-Head Butt, Smash-Smash, Tackle-Grab-Smash, Choke, Haymaker, Break-Grab-Head Butt, Dirty Blow-Dirty Blow, Grab-Grab-Head Smash

SWAT Training (requires Gun Fu)

Level 1: Punch, Dodge, Block, IW Strike, Grab
Level 2: Punch-Punch, Dodge, Block-Draw-Shoot, IW Strike, Grab-Head Butt, Tackle
Level 3: Punch-Punch, Dodge, Block-Draw-Shoot, IW Strike, Grab-Head Butt, Smash, Haymaker, Tackle-Grab, Break-Dirty Blow
Level 4: Punch-Punch, Dodge-Shoot-Shoot, Block-Draw-Shoot-Shoot, IW Strike, Grab-Head Butt-Knee, Smash-Smash, Haymaker, Tackle-Grab, Break-Dirty Blow
Level 5: Punch-Punch-Punch, Dodge-Shoot-Shoot, Block-Draw-Shoot-Shoot, IW Strike, Grab-Head Butt-Knee, Smash-Smash, Haymaker, Tackle-Grab, Break-Dirty Blow, Dodge-Feint-Dirty Blow

EXAMPLE MARTIAL ARTS STYLES

Aikido

Level 1: Block, Disarm, Grab, Dodge, Break
Level 2: Block-Grab-Throw, Disarm, Grab-Throw, Dodge-Feint-Sweep, Break
Level 3: Block-Grab-Throw, Disarm-Feint-Nerve Punch, Grab-Throw, Dodge-Feint-Sweep, Break-Grab-Break, Nerve Punch
Level 4: Block-Grab-Throw, Disarm-Nerve Punch, Grab-Throw, Dodge-Sweep, Break-Grab-Break, Nerve Punch, Block-Grab-Break, Dodge-Disarm-Grab-Break
Level 5: Block-Grab-Throw, Disarm-Nerve Punch, Grab-Throw, Dodge-Sweep, Break-Grab-Break, Nerve Punch-Touch of Death, Block-Grab-Break, Dodge-Disarm-Grab-Break, Block-Grab-Break-Throw

Karate

Level 1: Punch, Block-Punch, Kick, Dodge
Level 2: Punch-Punch, Block-Punch, Kick-Kick, Dodge-Kick, Grab, Break
Level 3: Punch-Punch, Block-Punch, Kick-Kick, Dodge-Kick, Grab-Throw, Break-Punch, Dodge-Disarm-Punch
Level 4: Punch-Punch-Punch, Block-Punch-Punch, Kick-Kick, Dodge-Kick-Kick, Grab-Throw, Break-Punch-Kick, Dodge-Disarm-Punch, Nerve Punch
Level 5: Punch-Punch-Punch, Block-Punch-Punch-Punch, Kick-Kick-Kick, Dodge-Kick-Kick, Grab-Throw, Break-Punch-Kick, Dodge-Disarm-Punch-Punch, Nerve Punch, Dodge-Nerve Punch

Judo

Level 1: Block, Dodge, Grab-Choke, Break
Level 2: Block-Punch, Dodge-Grab-Throw, Grab-Choke, Break-Grab-Choke
Level 3: Block-Punch, Dodge-Grab-Throw, Grab-Choke, Break-Grab-Choke, Block-Sweep-Punch, Dodge-Disarm
Level 4: Block-Punch, Dodge-Grab-Throw, Grab-Choke, Break-Grab-Choke, Block-Sweep-Punch, Dodge-Disarm-Sweep, Block-Nerve Punch, Grab-Throw
Level 5: Block-Punch-Grab, Dodge-Grab-Throw, Grab-Choke, Break-Grab-Choke, Block-Sweep-Punch, Dodge-Disarm-Sweep, Block-Nerve Punch, Grab-Throw, Break-Grab-Throw, Nerve Punch

Kendo (requires Melee Weapon: Sword)

Level 1: W Block-W Strike, Dodge, Feint, Disarm
Level 2: W Block-W Strike, Dodge-W Strike, Feint-W Strike, Disarm, W Strike-W Strike, Kick
Level 3: W Block-W Strike-W Strike, Dodge-W Strike, Feint-W Strike, Disarm, W Strike-W Strike-W Strike, Kick-Sweep, W Block-Disarm
Level 4: W Block-W Strike-W Strike-W Strike, Dodge-W Strike-W Strike, Feint-W Strike, Disarm-W Strike, W Strike-W Strike-W Strike, Kick-Sweep-W Strike, W Block-Disarm-W Strike
Level 5: W Block-W Strike-W Strike-W Strike, Dodge-W Strike-W Strike-W Strike, Feint-W Strike, Disarm-W Strike, W Strike-W Strike-W Strike-W Strike-W Strike, Kick-Sweep-W Strike, W Block-Disarm-W Strike, Disarm-Disarm

Kung Fu (requires Athletics: Gymnastics)

Level 1: Punch, Block, Dodge, Kick, Flip
Level 2: Punch-Punch, Block-Grab-Punch, Dodge, Kick-Sweep, Flip-Kick
Level 3: Punch-Punch, Block-Grab-Punch, Dodge-Punch, Kick-Sweep, Flip-Kick, Jump Kick, Flip-Grab-Throw
Level 4: Punch-Punch, Block-Grab-Punch-Punch, Dodge-Punch-Sweep, Kick-Sweep-Kick, Flip-Kick, Jump Kick, Flip-Grab-Throw, Break-Kick
Level 5: Punch-Punch-Kick, Block-Grab-Punch-Punch, Dodge-Punch-Sweep, Kick-Sweep-Kick, Flip-Kick-Flip, Jump Kick, Flip-Grab-Throw, Break-Kick, Flip-Sweep-Punch



Ninjutsu (requires Athletics: Gymnastics and Melee Weapon: any)

Level 1: Punch, Block, Grab-Choke, Dodge
Level 2: Punch, Block, Grab-Choke, Feint, Kick, Dodge, Disarm, Flip-Weapon Strike
Level 3: Punch, Block, Grab-Choke-Throw, Feint-Nerve Punch, Flip-Kick, Dodge, Disarm, Flip-Weapon Strike, Jump Kick
Level 4: Punch, Block-Grab-Break, Grab-Choke-Throw, Nerve Punch, Flip-Kick, Dodge-Sweep, Disarm, Flip-Weapon Strike, Jump Kick, Feint-Touch of Death, W Block-W Strike
Level 5: Punch, Block-Grab-Break, Grab-Choke-Throw, Nerve Punch-Nerve Punch, Flip-Kick, Dodge-Sweep, Disarm, Flip-Weapon Strike, Jump Kick, Feint-Touch of Death, W Block-W Strike, Dodge-Disarm, Block-Touch of Death

Special Ops Training (requires Melee Weapon: Knife, and Gun Fu)

Level 1: Grab-Choke, Grab-W Strike, Disarm
Level 2: Grab-Choke, Grab-W Strike, Disarm, Block-Kick, Grab-Shoot, Sweep
Level 3: Grab-Choke, Grab-W Strike, Disarm, Block-Kick, Grab-Shoot, Sweep, Dodge-Pistol Whip, Dodge-Shoot, Throw
Level 4: Grab-Choke, Grab-W Strike, Disarm, Block-Kick, Grab-Shoot, Sweep, Dodge-Pistol Whip, Dodge-Shoot, Throw, Block-Grab-Break, Grab-Break
Level 5: Grab-Choke, Grab-W Strike, Disarm, Block-Kick, Grab-Shoot, Sweep, Dodge-Pistol Whip, Dodge-Shoot, Throw, Block-Grab-Break, Grab-Break, Touch of Death, Block-Touch of Death, W Strike-W Strike

Tae Kwon Do

Level 1: Punch, Block, Kick, Dodge-Kick
Level 2: Punch-Punch, Block-Sweep, Kick-Kick, Dodge-Kick, Jump Kick, Break
Level 3: Punch-Punch, Block-Sweep-Punch, Kick-Kick-Kick, Dodge-Kick, Jump Kick, Break-Punch, Grab-Throw
Level 4: Punch-Punch-Kick, Block-Sweep-Punch, Kick-Kick-Kick, Dodge-Kick-Kick, Jump Kick, Break-Punch-Kick, Grab-Throw, Sweep-Sweep
Level 5: Punch-Punch-Kick-Kick, Block-Sweep-Punch-Punch, Kick-Kick-Kick-Kick, Dodge-Kick-Kick-Kick, Jump Kick, Break-Punch-Kick-Kick, Grab-Throw, Sweep-Sweep



DOWNTIME

Not all of a character's time is spent hunting down aliens and Black Book agents, or recovering extraterrestrial technology. Most operatives have lives and duties outside of Aegis, and most of their time is spent there. In between the life-threatening and world-shaking operations undertaken by an Aegis Cell, characters may participate in a number of Downtime activities.

After a mission is completed, the GM should grant the players a number of weeks of Downtime, during which their characters may engage in any of the activities described below. Two weeks of Downtime is recommended for these purposes, although the actual interval between missions may in fact be much longer. The remainder of time is assumed to be taken up carrying out non-Aegis obligations.

A grant of one or two extra weeks of Downtime is recommended for missions in which the players exceeded the GM's expectations. This does not just mean a spectacular success. The GM may wish to reward the group for a mission in which the characters technically failed, but managed to pull off a dramatic and exciting adventure nonetheless. The GM also rewards the Cell with AP points at this time if he is using them in his game.

CONVALESCENCE

Even the most careful and well-prepared teams will at some point run into a situation that exceeds their ability to handle it. All wars have casualties and it is inevitable that the PCs will eventually run afoul of one of the myriad aliens, assassins, or supernatural entities they combat regularly. Providing the characters are not sent home in small boxes, chances are they will have some extensive recuperating to do. Whether this convalescence takes place within the Cell or in a hospital depends on the facilities available. In either case, operatives with Break or Splatter wounds will be bedridden and unable to take other actions during Downtime. Providing the characters are conscious, they may undergo therapy (see below), if necessary or desired.

EXTENDING INFLUENCE

Characters may attempt secret arrangements and deniable alliances with shadowy figures in darkened halls and service corridors across the nation. Through pacts made and information shared, these Aegis operatives are securing further power and authority. Any character may elect, during Downtime, to expand her power base and increase her Influence attribute. This endeavor is resolved as a long-term Influence research project. The number of breakthroughs that must be achieved to increase the character's Influence by one is equal to the character's current Influence. Some influence is lost during the weeks of non-Downtime, however. Should an agent attempt to store breakthroughs over a non-Downtime period, subsequent Influence tests are at –1t per week unless a Good Luck roll is made.



Jeffries decides to work on her Influence (currently 2) during the upcoming two weeks of Downtime. During the first week, she decides not to push too hard and assigns a PV of 2. She rolls well (a 5), and succeeds in her Influence2 test. She then rolls a 4, however, and fails to achieve a breakthrough. The next week, she tries again. She moves the PV to a 3, and again rolls a 5. With the bonus from the first week, this is a success. Now she rolls a 3 for the breakthrough and is half way to rank 3 Influence. Three weeks of non-Downtime pass (Jeffries fails to roll Good Luck each week), and Jeffries is granted another two weeks of Downtime. She decides to continue her influence brokering. Her first Influence2 test of the second Downtime suffers a –3t penalty, so she goes real cautiously (PV1). She automatically succeeds despite the penalty (unless the optional test rules detailed earlier in this appendix are used). Not surprisingly, she fails her breakthrough roll. Now, however, she gains a +1t on her next Influence test, erases the –3t penalty from her time away, and only needs one breakthrough to move to Influence level 3.

INSTRUCTION AND TRAINING

Many characters elect to spend Downtime training and learning new skills. The character must have access to a training facility capable of providing the desired instruction. (Several examples are given in the pulling strings sections of Chapter Three: Hosts, but facilities may also be secured outside governmental structures.) One week of intensive instruction gives the character 2CPs toward purchasing the next level in that particular skill or training. A Good Luck roll will grant them a competent teacher, and 3CPs total. When enough CPs have been gathered to advance in skill level, the character adjusts his skill. Similarly, when enough CPs have been gained to purchase a training (profession or non-profession cost depending on the character's day job), that training is learned.



Samuel has just gained his first level Pilot skill, and wants to add the Navigation training to supplement that skill. As a Secret Service agent, Navigation is a non-profession training (CP cost: 8) for Samuel. Assuming he can find a facility to learn Navigation, he will need up to 4 weeks of schooling to gain this training. This time may be shortened if he rolls some Good Luck.



Martial Arts Study

Dedicated students of the martial arts are always working on honing their skills and techniques, not just to improve their rank and skill within the art, but to refine and customize their own personal styles. Operatives who wish to adjust the moves and combos in their combat repertoire may engage in Martial Arts Study. Changing one's Martial Arts (or Brawling) moves and combos during Downtime is resolved as a short term Martial Arts (or Brawling) research project. Each breakthrough allows the martial artist to learn a new move alone, or add, replace or delete one combat move from a combo. Since Martial Arts Study is a short-term project, several move changes could be completed successfully during a single week of downtime.



Jill has among her Martial Arts combos Grab-Break-Kick, but has come to the decision recently that the final Kick is just plain overkill. She would rather have the single move Jump Kick instead (for those hard to reach places). She decides to spend some Downtime practicing different moves. After a few days and one breakthrough, Jill removes the Kick from the combo, leaving it Grab-Break. She now has a move opening, and a few days later breaks through again. This time she takes Jump Kick as a stand-alone move.

Research and Development

The success of Aegis' on-going operations depends heavily on R&D work. Such work provides vital information regarding the aliens' strengths and weaknesses, analysis of weaponry and craft, and development of new weapons and countermeasures. Some Cells are devoted solely to research and conduct little, if any, field work themselves. Although the players' Cell will undoubtedly focus heavily on active investigation and hazardous missions, Downtime research will still play an important role in its operations.

The research and development possibilities available to the Cell are limited only by the players' imaginations and the resources of the Cell. Reverse-engineering and replicating alien technology, designing new weapons, analyzing extraterrestrial specimens for weaknesses to exploit and studying arcane rituals are all research areas routinely pursued by Aegis Cells. These investigations are resolved as long-term research projects.

Resource Accumulation

After several missions, the Cell will find its resources slowly dwindling, as consumables like ammo and medical supplies are used up and equipment taken into the field is lost or damaged. The Cell may also decide at some point to expand its operations, build new facilities and recruit more staff. It may even decide to create a child Cell and provide it with some extra resources. To accomplish all this, operatives may elect to spend their Downtime arranging to have new equipment and supplies discreetly shipped to the Cell or have new facilities built and the work orders lost.

A character that spends his Downtime pulling strings may spend a number of Resource Points equal to his Influence attribute on Cell resources. The same restrictions apply to the expenditure of RPs as during Cell creation (see Chapter 4: Anatomy for details concerning Resource Points).

Sometimes an agent wants something that is beyond his Resource Point gain in one Downtime session. The Cell has two alternatives. Cell members may pool Resource Points of the same Influence Icon type. Also, agents may hold RPs until the next session of Downtime. In this case, however, 1RP is lost from each agent's pool each week of non-Downtime unless a Good Luck roll is made.



In the course of a mission, a Cell manages to capture a Black Book helicopter. They decide to keep it but have no facilities for its maintenance. The Cell parks the helicopter at one of the member's country farm away from prying eyes. Meanwhile, the Cell works on building a helipad and vehicle elevator so they can store the chopper at their office building HQ. The GM awards one week of downtime. One Cell member was shot up pretty bad and needs to convalesce. Another is in the midst of a Biology research project and desperately wants to get back to it. This leaves only two Cell members both with Influence 2, and military Professions. They pool their RP accumulation for the week and wind up with 4RPs – enough to buy the elevator, but not the helipad. The Cell member with the better Good Luck score keeps the left over RP, and they hope to preserve that point until the next Downtime. Otherwise, they will need at least two weeks of Downtime, or the help of another Cell member to gain the 5RPs needed for the helipad.

Therapy

After years (often less) of fighting a covert war against a largely unseen menace from outer space and witnessing, even conducting, questionable experiments and arcane rituals, it is not uncommon to find Aegis operatives a trifle unhinged. Not surprisingly, instances of paranoia, aggression and schizophrenia are common among Aegis veterans. A few weeks of Downtime spent in psychological therapy and treatment can prevent borderline individuals from becoming a liability to their Cell.

Psychic treatment is resolved as a long-term Psychology research project whose goal is to rid the patient of detrimental psychological traits. At the GM's discretion, any trait in the character's Psyche Profile may be the reduced or eliminated through proper treatment. The number of breakthroughs required for success is equal to the patient's Willpower attribute, as stronger minds are both harder to break and to repair. If the project is completed successfully, the targeted trait is eliminated and no longer plagues the character. If the trait is one that has multiple stages, it is reduced to the next lower level (e.g., Acute Paranoia becomes simply Paranoia).



Failing a Fear test against a rampaging Incarnate leaves Melissa alive but advances her Paranoia to Acute Paranoia. The Cell leader orders her to therapy with a newly recruited psychologist. Melissa's Willpower is 3, so 3 breakthroughs are needed. The new staff member has Psychology 3, and chooses a PV of 3. In one week of Downtime, Melissa has a slightly better than 50% chance of getting effective psychotherapy, and a 50% chance of moving one step closer to sanity. If three weeks of therapy lead to three breakthroughs, Melissa returns to her previous paranoid existence (i.e., she is no longer acutely paranoid).

CHARACTER CONVERSION

As we have mentioned previously, the Aegis Handbook modifies a number of rules and game play procedures. For those who created characters under the original rules, some conversion is necessary. We suggest the following steps:

1. Attributes have generally remained the same. The CP value and cost of Luck points has changed from 20 to 10. This means that previous characters were granted too many CPs for taking Bad Luck points and charged too many CPs for Good Luck points. Game Masters should decide whether to recalculate. If so, characters with positive CP balances should spend the extra CPs as they desire. Characters with negative CP balances may be assigned flaws to make up the difference. Alternatively, the Game Master could ignore the issue and assume that the old characters had a particularly easy or rough life.

2. Several traits have been added, expanded or revised. Review your existing skills, trainings and traits to determine if they have changed. Again, certain CP values and costs have changed. Address these discrepancies as detailed above.

3. Record whatever new pulling strings have been added to your agent's Credential and Department. Consult the pulling strings already listed on your character sheet to determine if any rules have changed. Note that "Wax the Pres" has been eliminated, and some pulling strings names have been changed but not their game play.

4. Note that your Influence Icon type is dictated by profession, not Credential.

RANGED WEAPON TABLE ADDITIONS

Weapon: Pistols	Stat	Pb/Cl/Ef/Ln/Ex	Dam	Rof	Ammo
Light Revolver	Pst	5/30/50/60/70	Wn2	1	6
Magnum Autopistol	Pst	5/35/55/65/75	Wn4	1/S	9
Assault Carbine	Pst	5/40/60/70/80	Wn3	1/S/L	30
Weapon: Rifle	**Stat**	**Pb/Cl/Ef/Ln/Ex**	**Dam**	**Rof**	**Ammo**
Sniper Rifle	Rif	10/75/125/170/200	Wn4	1	5
Varmint Rifle	Rif	15/50/100/125/150	Wn3	1	5



APPENDIX B: CHARACTER CREATION

This appendix pulls together, in one place, all the material needed to create Conspiracy X charaters. All the professions, traits and other charts are listed with costs, values and page numbers for easy reference. So let's get started.

EXAMPLE

In the suggested creation process, concept comes first. Our player, Jim decides to go with a super-spy type. He is thinking James Bond and all that. As a contrary type, Jim makes the spy a woman and modifies his concept toward Mata Hari. This will require some changes in personality and appearance, but the agent seems more interesting to Jim. He calls her Kelly Adam, and views her as a petite but perceptive beauty.

CHARACTER CREATION PROCESS

1. Devise character concept
2. Choose profession
3. Purchase or modify attributes
4. Pick traits
   - A. Buy skills
   - B. Buy trainings
   - C. Aquire flaws and advantages
5. Fill in details and personal history

Department/Credential/Profession	Influence	Page
Aegis		56
Center for Advanced Phenonmenological Studies (CAPS)		58
Occult Parapsychologist	s/r	59
Occultist	s/r	59
Groom Dry Lake Research Facility		60
Scientist/Technician	s/r	61
Test Pilot	mil	61
Project MKULTRA		62
Outsider Psychic	s/r	63
Psychic Agent	int	63
Scientist/Parapsychologist	s/r	63
Project Moondust		64
Moondust Linguist	s/r	65
Moondust Ops Specialist	mil	65
Moondust Tech Specialist	int	65
NAIC Technician Engineer	s/r	65
Operation Blue Fly Pilot	mil	65
Project Rasputin		66
Psychic Agent	int	67
Scientist/Parapsychologist	s/r	67
Department of Defense (DOD)		68
Air Force		70
Air Staff Officer	mil	71
Intelligence Officer	int	71
Pilot	mil	71
Scientist/Technician	s/r	71
Secretariat Officer	mil	71
Army		72
Helicopter Pilot	mil	73
Ranger	mil	73
Technician	s/r	73
Defense Intelligence Agency (DIA)		74
Field Investigator	int	75
Intelligence Analyst	int	75
Defense Technical Information Center (DTIC)		76
IACS Analyst	int	77
IACS Scientist/Technician	s/r	77
National Security Agency (NSA)		78
Computer Scientist	s/r	79
Intelligence Analyst	int	79
Navy		80
Naval Aviator	mil	81
Sailor	mil	81
SEAL/Underwater Demolitions Specialist	mil	81
Technician	s/r	81

The obvious Credential choice is CIA. Again feeling contrary, Jim shift things around a bit and goes with DIA. So the spy's Department is DOD, and Credential is DIA. The Intelligence Analyst does not fit with Jim's Mata Hari concept. The profession of choice is clearly Field Investigator. This will be a tough job for Kelly. Most military personnel around the world are male, so Kelly will be unable to gather military intelligence by infiltrating as a soldier. She will have to make her mark with stealth and seduction. Given her small size, she will also have to be a good fighter to survive.

As a DOD professional, Kelly gets to choose her Departmental pulling strings. Looking over the DIA pulling strings she already has, Jim decides to pick the Military Training Facilities and Easier Funding Tests from the DOD pulling strings. This uses 12 of her free 14CPs. There are no 2CP Departmental pulling strings, so the remaining are lost. What the heck, they're free.

Jim also notes that Kelly's Influence Icon type is intelligence. He then writes 100CPs on a piece of scrap paper, representing her starting alotment.

Next up is attributes. Jim wants to increase Perception, but that is expensive. He has already accounted for this in his character concept, by viewing Kelly as petite. So he lowers her Size to 2 (gains 20CPs), and increases Perception to 4 (costs 20CPs). Kelly's starting CPs are undisturbed.

Jim also wants to make Kelly a "player" – someone with real pull at the DIA. He boosts her Influence to 3 (cost 30CPs). He then bumps her Bad Luck to 10, and leaves Good Luck alone (total value 20 CPs). At the end of the attributes step, Kelly has 90CPs left.

Jim knows enough about Kelly at this point to fill in the personal and physical details section. Jim has now completed the top portion of the character sheet. He leans back and admires his work. Much is left to be done however.

Influence Icon Types

- Military (mil)
- Criminal (crim)
- Intelligence (int)
- Police (pol)
- Science/Research (s&r)
- Media (med)

AGENT NAME: *Kelly Adam*

PROFESSION: *Field Investigator* (STAT/MOD) ATTRIBUTE

CREDENTIAL: *Defense Intelligence Agency (DIA)* *3 / -* STRENGTH

DEPARTMENT: *Department of Defense (DOD)* *2 / -1t* SIZE

PHYSICAL DESCRIPTION:

CURRENT PHOTO IF AVAILABLE

SEX: *Female* *3 / -* AGILITY

RACE: *Caucasion* *3 / -* REFLEXES

DOB: *3-13-68* *3 / -* INTELLIGENCE

SSN: *073-22-9924* *3 / -* WILLPOWER

HT:/WT: *5'1" 105lbs* *4 / +1t* PERCEPTION

HAIR: *Black* *2 / 10* GOOD/BAD LUCK

EYES: *Hazel* *3* INFLUENCE

Department/Credential/Profession	Influence	Page
Department of Justice (DOJ)		82
Drug Enforcement Agency (DEA)		84
Field Agent	mil	85
Intelligence Analyst	int	85
Forensic Scientist	s/r	85
Federal Breau of Investigation (FBI)		86
Field Agent	pol	87
Intelligence Analyst	int	87
Forensic Scientist	s/r	87
Federal Bureau of Prisons		88
Non-Violent Criminal	crim	89
Violent Criminal	crim	89
Immigration and Naturalizatioon Service (INS)		90
Intelligence Analyst	int	91
Investigator	int	91
Patrol Officer	pol	91
United States Marshal Service (USMS)		92
Deputy Marshal	int	93
Special Operations Group Marshals	pol	93
Deputy of Treasury (Treasury)		94
Bureau of Alcohol, Tobacco & Firearms (ATF)		96
Field Agent	pol	97
Investifator	int	97
U.S. Customs		98
Criminal Investigator (Special Agent)	int	99
Forensic Scientist	s/r	99
U.S. Secret Service (USSS)		100
Agent	int	101
Security Specialist	pol	101
Central Intelligence Agency(CIA)		102
Agent	int	103
Analyst	s/r	103
Department of Energy(DOE)		104
Office of Energy Research (OER)		104
Scientist/Technician	s/r OR mil	105
Department of Health and Huuman Services (HHS)		106
Centers for Disease Control and Prevention (CDC)		106
Scientist	s/r	107
National Aeronautics and Space Administration (NASA)		108
Astronaut	mil OR s/r	110
Scientist/Technician (Ground Crew)	s/r	110



Complete Skill Listing

Skill	Attribute Modifier	Page
Animal Handling*^	Perception	21
Athletics^	Agility	21
Autofire	Strength	21
Blind Maneuvers*	None	22
Boating^	Perception	22
Brawling	Strength	22
Cartography	Intelligence	22
Computer Programming	Intelligence	22
Computer Use	Intelligence	22
Cryptology	Intelligence	22
Cryptozoology	Intelligence	22
Demolitions	Intelligence	22
Diplomacy^	Willpower	23
Disguise	Perception	23
Drive^	Reflexes	23
Engineering^	Intelligence	23
Escape	Agility	23
Fine Arts*^	Perception	23
First Aid	Intelligence	23
Forensics	Perception	23
Forgery	Perception	24
Gambling*	Agility	24
Gun Fu	Agility	24
Gunnery	Reflexes	24
Heavy Weapons	Agility	24
Hobby*^	Varies	24
Humanities^	Intelligence	24
Hypnosis	Willpower	24
Language*^	Intelligence	24
Lockpicking	Agility	25
Martial Arts	Varies	25
Medical^	Intelligence	25
Meditation	Willpower	25
Melee Weapon^	Agility	26
MHIC-EDOM	Intelligence	26
Occult^	Intelligence	26
Parapsychology	Intelligence	26
Photography	Perception	26
Pilot^	Reflexes	26
Psychotron	Willpower	26
Repair/Build^	Intelligence	26
Research	Intelligence	27
Ritual^	Willpower	27
Sailing*^	Perception	27
Science^	Intelligence	27
Shadow	Perception	27
Small Arms^	Agility	27
Stealth	Agility	27
Teaching	Perception	27
Throw*	Agility	27
Tracking	Perception	28
UFOlogy	Intelligence	28
Video	Perception	28

^ These skills are meta-skills.

* These skills may be taken by any starting character to level 5. They are not limited to a certain skill level, and need not be on your character's professional skill list.

Attribute Modification Table

Att	Cost	Value	Modifier	Description
1	--	40	-2t	Crippled
2	--	20	-1t	Childlike
3	--	--	--	Average
4	20	--	+1	Superior
5	40	--	+2	Perfect Specimen

Now comes the major work – traits. Jim wants his super-spy to have many skills. Again, that's going to cost him alot of CPs. To give him the necessary CPs, Jim is going to have to give Kelly some high value flaws. He turns to the flaws and advantages tables next (Psych Profile, Medical History, Talents and Abilities and Backgrounds and Resources), and saves the lists of skills and trainings for last.

Starting with a bang, he takes Patsy (value 30CPs). This means Kelly is seriously beholden to someone. Jim decides quickly that the controler will be someone who got Kelly out of a life and death problem. He will work in the details of this flaw later.

Jim also decides to give her some serious emotional baggage against men, and works in the Prejudice (Men) and Unpopular Beliefs (Men) traits (total value 20CPs). Given her position in the military and her attitude about men, Kelly would probably want to prove herself better than any man, so Jim gives her the Driven trait (value 10CPs). Finally, Jim wants her to be strikingly beautiful and his GM calls it the Distinguishing Feature (value 5CPs). The GM views as a flaw because a striking spy is a memorable spy. Hiding in plan sight will never be an option for Kelly. The GM also decides to limit her characters to five flaws as recommended. Thus, Jim is done and Kelly now has 155CPs.

Skill Costs Table

Level	Skill Cost	Total Cost	Description
1	2	2	Novice
2	4	6	Competent
3	8	14	Professional
4	16	30	Best in Field
5	32	62	Seminal Master

Training Cost Table

Training	Prof	Non-Prof	Page
Awareness	3	5	28
Biohazard Controls	10	NA	28
Communication	10	15	29
Investigation	10	15	29
Navigation	5	8	29
Politics	10	15	29
Parachutist	5	10	29
Rappelling	10	15	29
Savoir Faire	10	15	29
SCUBA Diving	10	15	29
Surveillance	10	15	29
Survival	10	15	29
Swim	NA	5	29
Zero-Gravity Movement	10	NA	29

Medical History List

Trait	Value	Cost	Page
Adrenaline Surge	- - -	10CP	35
Aged	25CP	- - -	35
Ambidextrous	- - -	10CP	36
Atlantean Nanotech			
Aspect Modification	- - -	30CP	36
Bio-Battery Energy	- - -	30CP	37
Blood Surgeon Repair	- - -	30CP	36
Pilot Interface Control	- - -	30CP	37
Blind	30CP	- - -	38
Body Double	20CP	15CP	38
Deep Sleeper	10CP	- - -	38
Distinguishing Mark	5-15CP	- - -	38
Drug Addict: Nicotine	5CP	- - -	38
Drug Addict: Alcohol	8CP	- - -	39
Drug Addict: Cocaine	15CP	- - -	39
Drug Addict: Heroine	20CP	- - -	39
Drug Addict: Pain Killers	8CP	- - -	38
Extraordinarily Average	- - -	10CP	39
High Metabolism	- - -	10CP	39
High Pain Threshold	- - -	15CP	39
HIV Positive	10CP	- - -	39
HIV Positive: AIDS	40CP	- - -	39
Illness	20CP	- - -	39
Light Sleeper	- - -	10CP	39
Limp	5CP	- - -	40
Low Pain Threshold	15CP	- - -	40
Missing Eye	10CP	- - -	40
Missing Limb: One Arm	15CP	- - -	40
Missing Limb: One Leg	20CP	- - -	40
Missing Limb: No Arms	30CP	- - -	40
Missing Limb: No Legs	30CP	- - -	40
Physical Training	- - -	10CP	40
Poor Eyesight	5/10CP	- - -	40
Poor Eyesight: Extreme	10/15CP	- - -	40
Psychic Burnout	10CP	- - -	41
Runner or Swimmer	- - -	10CP	41
Sharpened Sense	- - -	5/10CP	41
Slow Metabolism	- - -	10CP	41
Weakened Sense	5/10CP	- - -	41

Talents & Abilities List

Trait	Value	Cost	Page
Animal Animosity	10CP	- - -	42
Animal Empathy	- - -	10CP	42
Good Listener	- - -	15CP	42
Linguist	- - -	10CP	42
Past Lives	- - -	5CP	42
Photographic Memory	- - -	10CP	42
Psychic: Greater	- - -	60CP	42
Psychic: Lesser	- - -	30CP	42
Psychic Link	- - -	5CP	42
Psychic Sink	- - -	15CP	43
Psychic Void	15CP	- - -	43
Quick Draw	- - -	10CP	43
Sensitive	- - -	10CP	43
Strong ESP	- - -	5CP per	43
Supernatural Focus	- - -	20CP	44
Time and Direction Sense	- - -	10CP	44

Psych Profile List

Trait	Value	Cost	Page
Believer	10CP	- - -	30
Cautious	10CP	- - -	30
Cautious: Extremely Cautious	15CP	- - -	30
Clinical Depression	20CP	- - -	30
Code	5CP	- - -	31
Corrupted by the Supernatural	30CP	- - -	31
Creature of Habit	5CP	- - -	31
Curious	10CP	- - -	31
Death Wish	10CP	- - -	31
Detached	- - -	15CP	32
Driven	10CP	- - -	32
Egotist	10CP	- - -	32
Flashbacks	10CP	- - -	32
Homicidal Tendencies	10CP	- - -	32
Jumpy	15CP	- - -	33
Killer Instinct	10CP	- - -	33
Impulsive	10CP	- - -	33
Impulsive: Extremely Impulsive	15CP	- - -	33
Maverick	15CP	- - -	33
Multiple Personality Disorder (MPD)	30CP	- - -	33
Pacifist	10CP	- - -	33
Pacifist: Extreme	15CP	- - -	33
Paranoid Delusions	10CP	- - -	33
Paranoid Delusions: Acute Paranoia	20CP	- - -	34
Phobia	5CP	- - -	34
Phobia: Major	15CP	- - -	34
Prejudice	10CP	- - -	34
Prejudice: Severe	20CP	- - -	34
Schizophrenia	15CP	- - -	34
Skeptic	10CP	- - -	34

This should be more than enough for many skills. Jim decides to spend a few CPs on some advantages he noticed while reviewing the flaws.

Given Kelly's small Size, Jim first picks High Pain Threshold (cost 15CPs) to improve her chances for survival in a fight. Also, a Photographic Memory (10CPs) seems like a good trait for a spy. Finally, two Strong ESP (sixth sense) points should give her a chance to stay out of trouble (10CPs). This leaves 120CPs remaining to spend on skills and trainings.

Turning to skills, Jim picks three to be Kelly's fortes. He gives her expert level skill in Diplomacy (Seduction), Martial Arts, and Small Arms: Pistol (level 3). The high Seduction skill grants her an effective 2 skill level in all other Diplomacy sub-skills. She is deadly in hand-to-hand and firearm combat. This uses 42CP, leaving 78CPs.

Now for the supporting skills. Jim wants Kelly to have 2s in some other spy skills: Disguise, Escape, Lockpicking, Stealth. No sense spending much time with Shadow – her beauty makes her conspicuous. That's another 24CPs in cost, leaving 54. Everyone needs Computer Use 2 and First Aid 2, so Jim is down to 42CPs. He raises the free Drive 1 to Drive 2 (spending 4CPs), and leaves the free Brawling 1 as is. The free Swim training is supplemented by Investigation (professional), Savoir Faire (non-professional) and Surveillence (professional) (cost 35CPs). This leaves 3CPs, which Kelly spends on a Favor trait.

Background and Resources List

Trait	Value	Cost	Page
Abductee	- - -	25CP	44
Academic Outcast	10CP	- - -	44
Can't Swim	5CP	- - -	44
Combat Experience	- - -	10CP	44
Connection	- - -	see list	46
Conspiracy Buff	- - -	15CP	46
Criminal Connection	- - -	8/13CP	46
Criminal Contact	- - -	9CP	47
Dead	- - -	10CP	47
Disgraced	10CP	- - -	47
Double Agent	20CP	- - -	47
Favor	- - -	3CP	47
Guardian Angel	- - -	20CP	47
Hacker Contact	- - -	10CP	47
Hacker Contact: Expert	- - -	20CP	47
Haunted	20CP	- - -	47
Highly Educated	- - -	15CP	48
Hobby	- - -	3/5/8CP	48
Intelligence Contact	- - -	8CP	48
Loved One	15CP	- - -	48
Media Connection	- - -	5/10/15CP	48
Media Contact	- - -	5/10CP	48
Media Leak	- - -	5CP	49
Military Contact	- - -	10CP	49
New Identity	- - -	15CP	49
New Member	10CP	- - -	49
No Records	10CP	- - -	49
Notoriety	15CP	- - -	49
Patsy	30CP	- - -	50
Police Connection	- - -	15/20/25CP	50
Police Contact	- - -	7/9CP	50
Poor Agency	3*Inflnc	- - -	50
Pulling Strings	- - -	see list	50
Puppet	- - -	15CP	52
Science/Research Contact	- - -	8CP	52
Secret	10CP	- - -	52
Secret: Dark	15CP	- - -	52
Severed Ties	20CP	- - -	52
Shadow	- - -	45CP	52
Traitor	30CP	- - -	52
UFO Group Connection	- - -	8CP	52
Unbreakable Ties	- - -	15CP	53
Veteran	- - -	10CP	53
Wanted by the law: Federal	20CP	- - -	53
Wanted by the law: Multiple States	15CP	- - -	53
Wanted by the law: State	10CP	- - -	53
Watched	15CP	- - -	53
Wealthy Department	- - -	3*Inflnc	53

Connection	Cost	Page
Aegis	NA	56
Air Force (no Intense Schooling)	9	70
Army (no Intense Schooling)	9	72
ATF	11	96
CAPS	10	58
CIA	20	102
Customs	15	98
DIA	20	74
DEA	14	84
DOD	22	68
DOE/EOR	21	104
DOJ	10	82
DTIC	17	76
FBI	14	86
Groom Lake	20	60
HHS/CDC	27	106
INS	14	90
MKULTRA	11	62
NASA	23	108
Navy (no Intense Schooling)	9	80
NSA	NA	78
Project Moondust	13	64
Project Rasputin	12	66
Prison (no Network Of Colleagues)	7	88
Royal Cryptozoology Society (Crypto)	18	19
Titanidae (Crypto)	18	32
Treasury	19	94
USMS (no Police Contacts,WITSEC)	11	92
USSS	NA	100

Now for the backstory. The big story elements here are the Patsy and "men-hating" traits. Jim decides that Kelly was an army brat. Her father wanted a boy to raise as his little soldier and small-framed Kelly was an only child. The soldier responded by blaming his wife, and ignoring Kelly. The family stayed together but the family home was a cold and tense place when the father was around.

Despite her father's treatment, Kelly tried to gain his attention and approval. She practiced Karate and pistol shooting diligently. She even joined the Army to try to attract his attention. For a time, her father's icy attitude warmed slightly.

Six months into her career in the Army, a bunkmate of Kelly's was raped. Kelly confronted the man, an argument ensued, and things got out of hand. Kelly long hours of martial arts made her deadly and her anger made her careless. The rapist wound up dead.

Skill	Level	Att	Agent Traits	
Diplomacy (Seduction)	3	Wil	Patsy	Page:
Martial Arts (Karate)	3	Varies	Prejudice: Men	Page:
Small Arms: Pistol	3	Agl	Unpopular Beliefs	Page:
Disguise	2	Per	Driven	Page:
Escape	2	Agl	Distringuishing Feature: Beauty	Page:
Lockpicking	2	Agl	High Pain Threshold	Page:
Stealth	2	Agl	Photographic Memory	Page:

Pulling String	Cost	Page
Access Abroad (CIA)	6	103
Access to "Blanket" Wiretaps (NSA)	NA	79
Access to Crime Labs/Evidence Lockers (Police)	5	50
Access to DEA Training Facility (DEA)	6	85
Access to FBI Training Facility (FBI)	6	87
Access to Military Areas (DIA)	8	75
Access to New Technologies (DOE/EOR)	5	105
Access to Scientists (DOE/EOR)	5	105
Access to Spy Satellite Data and Images (CIA)	8	103
Agency Control (Treasury)	10	95
Alien Technology (Groom Lake)	9	61
Alien Technology (Moondust)	9	65
Alien Tidbits (UFO Group)	4	52
Asset Forfeiture (Customs)	6	99
Asset Forfeiture (DEA)	6	85
Asset Forfeiture (USMS)	6	93
Attorney (DOJ)	6	83
Aurora Aircraft (Groom Lake)	10	61
Backup (Police)	6	50
Base Clearance (DOD)	7	69
Believers (UFO Group)	6	53
Blue Fly Transport (Moondust)	8	65
CDC Labs (HHS/CDC)	6	107
CEASEFIRE (ATF)	4	97
Cheaper Military Aircraft (Air Force)	7	71
Cheaper Military Vehicles (Army)	7	73
Cheaper Military Watercraft (Navy)	7	81
Chop Shops (Criminal)	6	46
Classified and Complete Databases (DTIC)	5	77
Closing Investigations (DIA)	10	75
Close investigation (Police)	5	75
"Codebreaker" Supercomputer (NSA)	NA	79
Computer Security Database (NSA)	NA	79
Corruption Treatment (CAPS)	7	59
Criminal Resources (Prison)	7	89
Crowd Control (UFO Group)	4	53
Dangerous Virus (HHS/CDC)	9	107
Dangerous Toxins (HHS/CDC)	9	107
DARPA Labs (DOD)	5	69
Detaining Suspects (ATF)	6	97
DNA Database (FBI)	6	87
Documents Lab (Treasury)	6	95
Easier Funding Tests (DOD)	6	69
Energy Blackouts (DOE/EOR)	7	105
Equipment (Media)	4	48
Expedited Research (DOE/EOR)	7	105
FBI Forensic Laboratory Analysis (FBI)	8	87
Finger Printing (DOJ)	4	83
Immediate Access (Aegis)	NA	57
Increased Resources (Aegis)	NA	57
Intense Training (Air Force)	NA	71
Intense Training (Army)	NA	73
Intense Training (Navy)	NA	81
Lab Access (Customs)	5	99
Lab Access (FBI)	5	87

Pulling String	Cost	Page
Lab Analysis (Customs)	5	99
Lab Analysis (DTIC)	8	77
Lab/Workshop Access (CIA)	5	103
Lab/Workshop Access (DOE/EOR)	5	105
Lab/Workshop Access (Groom Lake)	5	61
Lab/Workshop Access (Moondust)	5	65
Laundered Funds (Treasury)	9	95
Legal Resources (USMS)	9	93
Library (CAPS)	5	59
Litigation Pressure (DOJ)	6	83
Map Library (DOD)	3	69
Maps (CIA)	5	103
Medical Advantage (HHS/CDC)	6	107
MHIC-EDOM Device (MKULTRA)	7	63
Military SATCOM Spy Satellites (DIA)	8	75
Military Satellite Data (DOD)	7	69
Military Training Facilities (DOD)	6	69
Mind Control Drugs (MKULTRA)	6	63
Mission Access (NASA)	7	110
Mobility Over World (Air Force)	6	71
Mobility Over World (Army)	6	73
Mobility Over World (Navy)	6	81
More Equipment (CIA)	6	103
Muscle (Criminal)	5	46
Network of Colleagues (Prison)	NA	89
No Questions Asked (DEA)	8	85
No Questions Asked (NSA)	NA	79
Official Agendas (USSS)	NA	101
Orbital Psychotrons (NASA)	8	110
Police Cooperation (INS)	7	91
Police Contacts (USMS)	NA	93
Population Database (INS)	6	91
Press Pass (Media)	4	48
Psi-Drugs (MKULTRA)	4	63
Psychotrons (Rasputin)	8	67
Quarantine (HHS/CDC)	7	107
Release False Stories (Media)	6	48
Research Lab Analysis (Groom Lake)	7	61
Safehouse (Criminal)	4	47
Safehouse (Police)	5	50
Satellite Alexis (Rasputin)	8	67
Satellite Data (NASA)	8	111
Scientific and Technical Access (DTIC)	10	77
Search and Seizure (ATF)	7	97
Secret SDI Gun Stars (NASA)	8	111
Sending Presidential Orders (USSS)	NA	101
Smuggling (INS)	7	91
Smuggling (Customs)	7	99
Species Identification (DOE/EOR)	4	105
Translators (CAPS)	4	59
Unrestricted Access (USSS)	NA	101
Untraceable Weapons (Criminal)	5	47
Vehicles and Uniforms (Police)	6	50
Vehicle Check (Police)	5	50
WITSEC (USMS)	NA	93

Kelly faced a lifetime in jail. Before formal court-martial notices were published, however, a dark-suited man visited Kelly in her cell. He offered to clear her record. He told her that she could not stay in the Army, but that he could secure her a position in the DIA. Kelly was afraid of jail, and of her father's reaction. She agreed and began working for "the Master." One of her first commands was to join Aegis.

Her father's response to Kelly's Army discharge was heated and final. He disowned her. At that point, Kelly's latent hatred against men, the male-dominated world and the man who she was now beholden crystalized. She determined to use men to advance her career and interests, just as she has been used.



Computer Facilities (pages 124)

Resource	Cost						
Mainframe (3 = Large)	5RP	X	X	X	X	X	X
Personal Computer/Workstation	1RP	X	X	X	X	X	X
Supercomputer (2 = Large)	10RP	X	X	X	X	X	X

Medical Facilities (pages 125)

Resource	Cost						
Field Hospital (3 = Large)	3RP			X		X	
Hospital (Large)	8RP			X		X	
Intensive Care Unit (Large)	10RP			X			

Training Facilities (pages125)

Resource	Cost						
Firing Range (Large)	2RP	X	X		X	X	
Gym	2RP	X	X		X	X	X
Pool (Large)	2RP	X	X	X	X	X	

Vehicle Facilities (pages 125)

Resource	Cost						
Airstrip (Large)	8RP	X	X	X	X		
Garage (*)	1RP*	X	X	X	X	X	X
Hangar (Large)	1RP*	X	X	X	X	X	X
Helipad	5RP	X	X	X	X	X	X
Vehicle Elevator	3RP	X	X	X	X		

Work Facilities (pages 125-126)

Resource	Cost						
Aerospace (Staff = 3)	5RP	X		X			
Automotive (Staff = 2)	3RP	X	X	X	X	X	X
Electronic (Staff = 2)	2RP	X	X	X	X		X
Mechanical (Staff = 2)	2RP	X	X	X	X	X	X
Lab/Library (Staff = 1)	1RP	X	X	X	X	X	
Additional Space (per Staff)	+1RP	X	X	X	X	X	X
Expanded Service	*	X	X	X	X	X	X
Workspace Quality: Poor	-3RP	X	X	X	X	X	X
Workspace Quality: Good	+5RP	X	X	X	X	X	X
Workspace Quality: Excellent	+10RP	X	X	X	X	X	X
Workspace Quality: Superb	+15RP	X	X	X	X	X	X

Research Staff (pages 127)

Resource	Cost						
Academician	2RP		X	X			X
Computer Specialist	2RP	X	X	X	X	X	X
Doctor	2RP	X	X	X	X	X	X
Engineer	2RP	X	X	X			X
Lab assistant	1RP	X	X	X	X	X	X
Scientist	2RP	X	X	X	X	X	
Technician	2RP	X	X	X	X	X	X

Operations Staff (pages 127)

Resource	Cost						
Soldier/Mercenary	2RP	X		X	X		X
Intelligence	2RP		X		X	X	X
Pilot/Driver/Sailor	2RP	X	X	X	X	X	X

Transferring data---- 2:02
Transferring data---- 2:05
Transferring data---- 2:13
Transferring data---- 2:26
Transferring data---- 2:37
Transferring data---- 2:48
Transferring data---- 3:12
Transferring data---- 3:19
Transferring data---- 3:24
Transferring data---- 3:28
Transferring data---- 3:37
Transferring data---- 3:44
Transferring data---- 4:53
Transferring data---- 4:05
Transferring data---- 4:10
Transferring data---- 4:23
Transferring data---- 4:31
Transferring data---- 4:45
Transferring data---- 5:00
Transferring data---- 5:03
Transferring data---- 5:08
Transferring data---- 5:21

APPENDIX C: CELL CREATION

5:28 Transferring data---Transferring data---Transferring data---

Pistols (page 129)

Resource	Cost	Ammo						
Assault Carbine	1RP/4 units	1RP/1500 rounds	X			X	X	
Auto Pistol	1RP/5 units	1RP/3600 rounds	X	X	X	X	X	
Dart Pistol	1RP/5 units	1RP/500 CO2 darts		X	X			
Derringer	1RP/5 units	1RP/2000 rounds		X		X		
Hold-Out Pistol	1RP/5 units	1RP/2000 rounds		X		X		
Light Revolver	1RP/12 units	1RP/6000 rounds	X	X	X	X	X	X
Machine Pistol	1RP/5 units	1RP/3600 rounds	X	X		X		
Magnum Auto Pistol	1RP/4 units	1RP/2880 rounds	X	X		X	X	
Magnum Revolver	1RP/5 units	1RP/1000 rounds	X	X		X	X	
Revolver	1RP/10 units	1RP/5000 rounds	X	X	X	X	X	
Sub-Machine Gun	1RP/5 units	1RP/7500 rounds	X	X		X	X	
Taser	1RP/5 units		X		X	X	X	X

Rifles (pages 129 - 130)

Resource	Cost	Ammo						
Assault Rifle	1RP/5 units	1RP/7500 rounds	X	X		X	X	
Automatic Shotgun	1RP/5 units	1RP/500 rounds	X			X	X	
Dart Rifle	1RP/5 units	1RP/500 CO2 darts		X	X			
Double-Barrel Shotgun	1RP/5 units	1RP/500 rounds			X		X	
Elephant Gun	1RP/2 units	1RP/500 rounds		X				
Rifle	1RP/5 units	1RP/5000 rounds	X	X	X	X	X	
Sawed-off Shotgun	1RP/5 units	1RP/500 rounds			X			
Shotgun	1RP/5 units	1RP/500 rounds	X	X	X	X	X	
Sniper Rifle	1RP	1RP/1250 rounds	X	X		X	X	
Varmint Rifle	1RP/10 units	1RP/5000 rounds			X			

Heavy Weapons (page 130)

Resource	Cost	Ammo						
Flamethrower	1RP	1RP/4 fuel tanks	X					
Heavy Machine Gun	2RP	1RP/5000 rounds	X					
Light Machine Gun	1RP	1RP/5000 rounds	X			X	X	
Minigun	2RP	1RP/4000 rounds	X					

Launchers (pages 130 - 131)

Resource	Cost	Ammo						
Disposable RL	1RP/10 units		X					
Grenade Launcher	1RP/5 units	1RP/40 units	X			X	X	
Missile Launcher	1RP	1RP/25 units	X					
Rocket Launcher	1RP	1RP/50 units	X					
Underbarrel GL	1RP/5 units	1RP/40 units	X			X	X	
Vehicular GL	1RP	1RP/40 units	X					

Ammunition (page 131)

Resource	Cost						
40mm Grenades: Flare	1RP/40 units	X			X	X	
40mm Grenades: Flechette	1RP/40 units	X			X	X	
40mm Grenades: High Explosive	1RP/40 units	X			X	X	
40mm Grenades: Ripper	1RP/40 units	X			X	X	
40mm Grenades: Smoke	1RP/40 units	X			X	X	
40mm Grenades: Tear Gas	1RP/40 units	X			X	X	
Armor Piercing Bullets	+1RP to ammo cost	X	X		X	X	
Dragon Rounds	+1RP to ammo cost	X			X		
Tactical Bullets	+1RP to ammo cost	X	X		X	X	
Tracer Bullets	+1RP to ammo cost	X				X	

Thrown Weapons (page 132)

Resource	Cost						
Hand Grenades: Fragmentation	1RP/40 units	X	X		X	X	
Hand Grenades: Incendiary	1RP/40 units	X	X		X	X	
Hand Grenades: Smoke	1RP/40 units	X	X	X	X	X	
Hand Grenades: Stun	1RP/40 units	X	X	X	X	X	
Hand Grenades: Tear Gas	1RP/40 units	X	X		X	X	
Throwing Knife	1RP/50 units	X			X		

Melee Weapons (page 132)

Resource	Cost						
Club	1RP/24 units	X	X	X	X	X	X
Knife	1RP/24 knives	X	X	X	X	X	X
Mace Spray	1RP/20 units		X	X	X	X	X
Stun Gun	1RP/10 units		X	X		X	X

Explosives (pages 132 - 133)

Resource	Cost						
Breaching Charge	1RP/10 charges	X	X		X	X	
Claymore Mine	1RP/10 units	X					
C-4	1RP/250 blocks	X	X	X	X	X	
Detonators: Radio	1RP/50 units	X	X	X	X	X	
Detonators: Timer	1RP/50 units	X	X	X	X	X	
Dynamite	1RP/500 sticks	X	X	X	X	X	
Satchel Charge	1RP/5 units	X					

Surveillance (pages 133 - 135)

Resource	Cost						
Audio bugs	1RP/24 bugs		X		X	X	X
AV bugs	1RP/12 bugs		X		X	X	X
Bug Detector	1RP/3 detectors		X	X	X	X	
Burst Transmitter	1RP/3 units	X	X				
Camera	1RP/any 4 cameras	X	X	X	X	X	X
Headset Microphone	1RP/6 headsets	X		X			X
Infrared Flashlight	1RP/12 units	X	X	X			
Infrared Goggles	1RP/10 sets	X	X	X			
Laser Eavesdropper	1RP/		X			X	
Nightvision Goggles	1RP/6 sets	X	X			X	
Remote Monitor	1RP/6 monitors		X	X		X	X
Shotgun Microphone	1RP/2 mikes		X			X	X
Starlight Telescope	1RP/2 scopes	X	X	X			
Tape Recorder	1RP/6 units		X	X	X	X	X
Telescope	1RP/4 scopes		X	X		X	X
Video Camera	1RP/any 3 cameras	X	X	X	X	X	
Video Cassette Recorder	1RP/6 units		X	X	X	X	X
Wiretap	1RP/12 taps		X		X	X	X
Wiretap Detector	1RP/5 units		X		X	X	X

Intrusion (page 135)

Resource	Cost						
B&E Kit	1RP/4 kits		X		X	X	X
Lock Pick	1RP/5 sets		X		X	X	X
Lock Pick: Electronic	1RP/2 kits		X		X	X	X
Lock Pick Gun	1RP/4 guns		X		X	X	



Communications (pages 136 - 137)

Resource	Cost						
Base Radio	2RP	X	X	X	X	X	X
Cellular Phone	1RP/6 phones		X	X	X		X
Hands Free Radio	1RP/12 units		X				X
Personal Radio	1RP/6 units	X	X	X		X	X
Satellite Uplink	1RP	X	X	X			X
Scrambler	1RP/4 units	X	X				X
Signal Jammer	1RP	X	X				X
Vehicle Radio	1RP/2 units	X	X	X	X	X	X

Electronics (page 137)

Resource	Cost						
GPS Terminal	1RP/5 terminals	X	X	X			X
Laptop Computer	1RP	X	X	X	X	X	X
Photo Recon Drone	2RP	X	X				
Portable Radar	3RP	X	X	X			
Telemetry Robot	2RP			X		X	
Submersible Telemetry Robot	2RP			X			

Software (page 138)

Resource	Cost						
Image Processing	1RP/version		X	X			X
Science Expert System	1RP/version	X	X	X		X	
CAD/CAM	1RP/version			X			
Global Mapping	1RP/version	X	X	X			X

Scientific Equipment (pages 139 - 140)

Resource	Cost						
Biohazard Space Suit	2RP			X			
Biohazard Suit	1RP/25 suits	X		X			
Evidence Collection Kit	1RP/3 kits		X			X	
Geiger Counter	1RP/12 units	X		X			
Pocket Dosimeter	1RP/20 units	X		X			
Quarantine Tent	1RP			X			
Radbadge	1RP/100 badges	X	X	X			
Radiation Suit	1RP/12 suits	X		X			
Specimen Jars/Collection Tools	1RP/12 sets		X	X		X	

Medical Equipment (page 140)

Resource	Cost						
Antidote Injectors (Mil)	1RP/20 units	X		X			
Antidote Injectors (Res)	1RP/5 units			X			
Doctor's Bag	1RP/5 bags	X		X		X	
First Aid Kit	1RP/25 kits	X	X	X	X	X	X
Medic's Kit	1RP/10 kits	X	X	X		X	
Sodium Pentothal	1RP/10 vials		X	X			
Tranquilizer	1RP/10 vials		X	X	X		

Clothing and Body Armor (pages 141 - 142)

Resource	Cost						
Bulletproof Briefcase	1RP/4 units		X		X		
Camouflage Fatigues	1RP/24 sets	X	X			X	
Flak Vest	1RP/10 vests	X	X		X	X	X
Helmet	1RP/10 helmets	X	X			X	
Kevlar Vest	1RP/6 vests	X	X		X	X	X
Uniform	1RP/24 uniforms		X		X		

Combat Accessories (pages 142 - 143)

Resource	Cost						
Bipod	1RP/5 units	X	X		X	X	
Briefcase MP	1RP/unit	X	X		X		
Extended Clips	1RP/40 units	X	X		X	X	
Flashlight Mount	1RP/20 units	X	X				
Folding Stock	1RP/10 units	X	X		X	X	
Gas Mask	1RP/10 units	X	X	X	X	X	
Laser Sight	1RP/10 units	X	X		X	X	
Silencer	1RP/10 units	X	X		X		
Starlight Scope	1RP/5 units	X	X		X		
Telescopic Sight	1RP/10 units	X	X		X	X	
Tripflares	1RP/100 units	X	X	X			

Hostile Environment Gear (page 143)

Resource	Cost						
Base Camp	1RP/camp	X	X	X			
Climbing Gear	1RP/6 sets	X	X	X		X	
Cold Weather Gear	1RP/5 outfits	X	X	X			
Diving Suit	2RP/suit		X				
Drysuit	1RP/6 suits	X	X	X			
Flare Gun	1RP/10 units	X	X	X		X	X
Flashlight	1RP/24 units	X	X	X	X	X	X
Oxygen Rebreather	1RP/unit Mil			X			
SCUBA Gear	1RP/4 sets	X	X	X		X	
Survival Kit	1RP/10 kits	X	X	X			X
Wetsuit	1RP/12 suits	X	X	X		X	

Restraints (page 143)

Resource	Cost						
Handcuffs	1RP/12 sets	X	X		X	X	
Straightjacket	1RP/4 jackets		X	X			
Plastic Binder Strips	1RP/500 strips		X			X	

Tool Kits (page 143)

Resource	Cost						
Tool Kits	1RP/any 2 kits	X	X	X	X	X	X

Special Vehicles (pages 145 - 148)

Resource	Cost						
Ambulance	5RP	X	X	X	X	X	
Biohazard Ambulance	7RP			X			
Fishing Trawler	7RP		X		X		
Helicopter, Assault	7RP	X					
Jet, Fighter	7RP	X					
Jump Jet	10RP	X					
Lab RV	12RP			X		X	
Lab Van	7RP		X	X		X	
Mini-Sub	4RP	X		X			
Police Cruiser	4RP		X		X	X	
Security Sedan	5RP		X		X		
Snow Cat	3RP	X		X			
Surveillance Van	7RP		X		X	X	X
SWAT Van	7RP	X	X			X	
Telephone Crane Truck	5RP		X		X		
Zodiac	1RP	X	X	X	X	X	



Standard Vehicles (page 145)

Resource	Cost						
Compact Car	2RP				X	X	
Coupe	2RP		X		X		
Helicopter, Observation	4RP	X	X		X	X	X
Helicopter, Passenger	4RP	X			X	X	X
Helicopter, Transport	4RP	X	X	X			
Jeep	3RP	X	X	X	X		
Jet, Cargo	5RP	X		X			
Jet, Civilian	5RP			X			X
Jet Ski	1RP				X	X	
Minivan	3RP		X		X		X
Motorcycle	1RP	X			X	X	
Pickup Truck	3RP	X	X	X	X		
Prop Plane	4RP	X	X	X	X	X	X
Recreational Vehicle	4RP	X	X	X	X	X	X
Sedan	3RP	X	X	X	X	X	X
Snowmobile	1RP	X			X	X	
Speed Boat	3RP	X	X		X	X	X
Sport Utility Vehicle	3RP		X	X	X	X	X
Sports Car	3RP		X		X	X	
Tractor-Trailer Rig	2RP	X		X	X		
Tractor-Trailer Rig: Box	+3RP	X		X	X		
Tractor-Trailer Rig: Flatbed	+2RP	X		X	X		
Van	3RP	X	X	X	X	X	X

Vehicle Accessories (page 148)

Resource	Cost						
Autonav Computer	1RP	X	X	X		X	
Inflatable Raft	1RP	X	X	X			
Infrared Spotlight	1RP	X	X	X			
Parachute	1RP	X	X	X	X	X	X
Signal Flares	1RP	X	X	X	X	X	X
Spotlight	1RP	X	X	X		X	X
Winch	1RP	X	X	X		X	

Credential Specific Resources (pages 148 - 151)

Resource	Cost	Organization
Alien technology	10RP	Moondust, Groom Lake
Aurora	20RP	Groom Lake
Hidden Cures	5RP	CDC
Magic Van	10RP	NSA
MHIC-EDOM	5RP	MKULTRA, Rasputin
Mind Control Drugs	1RP	MKULTRA, Rasputin
Psi-Drugs	1RP	MKULTRA, Rasputin
Psychotrons	5RP	MKULTRA, Rasputin
Range Rovers	5RP	INS
Special Weapons	5RP	CIA, DTIC
SR-71 Blackbird	15RP	NASA, Airforce

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AEGIS HANDBOOK

CONSPIRACY X

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AGENT NAME:

PROFESSION: STAT/MOD ATTRIBUTE

CREDENTIAL: / STRENGTH

DEPARTMENT: / SIZE

PHYSICAL DESCRIPTION

CURRENT PHOTO IF AVAILABLE

SEX: / AGILITY

RACE: / REFLEXES

DOB: / INTELLIGENCE

SSN: / WILLPOWER

HT:/WT: / PERCEPTION

HAIR: / GOOD/BAD LUCK

EYES: INFLUENCE

SKILL	LEVEL	ATT	CPS

INFLUENCE ICON TYPE

TRAITS

	PAGE:
	PAGE:
	PAGE:
	PAGE:
	PAGE:
	PAGE:
	PAGE:
	PAGE:
	PAGE:
	PAGE:
	PAGE:
	PAGE:
	PAGE:
	PAGE:

TRAININGS

PULLING STRINGS

PAGE:

PAGE:

PAGE:

PAGE:

PAGE:

PAGE:

Weapon	Mod	Pb	Cl	Ef	Ln	Ex	Dam	Rof	Ammo	Spent Ammo	Location

Brawling / Martial Art Maneuvers

Current Medical Stats

Flesh (Fw)
- Usage: -2T
- Stun Avoid: Size(Wil)
- KO Avoid: DL-2
- KO Time: 1D rounds
- Stabilize: 1 hour
- Heal Time: 1 hour
- Stab/Heal Mod: -2DF

Bruise (Br)
- Usage: -2T
- Stun Avoid: DL-2
- KO Avoid: DL-3
- KO Time: 1D rounds
- Stabilize: NA
- Heal Time: 1 minute
- Stab/Heal Mod: -2DF

Wound (Wn)
- Usage: +1DF
- Stun Avoid: Auto
- KO Avoid: DL
- KO Time: 1D minutes
- Stabilize: 1 minute
- Heal Time: 1day
- Stab/Heal Mod: ---

Twack (Tw)
- Usage: +1DF
- Stun Avoid: DL
- KO Avoid: DL-1
- KO Time: 1D minutes
- Stabilize: NA
- Heal Time: 1/2 hour
- Stab/Heal Mod: ---

Equipment

Splatter (Sp)
- Usage: unusable
- Stun Avoid: Auto
- KO Avoid: DL+2
- KO Time: 1D hours
- Stabilize: 1 round
- Heal Time: 3 Days
- Stab/Heal Mod: +2DF

(death)

Break (Bk)
- Usage: unusable
- Stun Avoid: DL+2
- KO Avoid: DL+1
- KO Time: 1D hours
- Stabilize: NA
- Heal Time: 1 Day
- Stab/Heal Mod: +2DF

(continue to splatter)

Miscellaneous

Notes

Character History

AEGIS HANDBOOK: CELL RECORD SHEET

CONSPIRACY X
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CURRENT APS

CELL PERSONNEL

INFLUENCE & RESOURCE POINTS

		LEVEL / RPS						
LEADER			○	○	○	○	○	○
MEMBER			○	○	○	○	○	○
MEMBER			○	○	○	○	○	○
MEMBER			○	○	○	○	○	○
MEMBER			○	○	○	○	○	○
MEMBER			○	○	○	○	○	○
MEMBER			○	○	○	○	○	○
MEMBER			○	○	○	○	○	○

LOCATION A: NAME ____ WHERE ____ PAGE ____

FACILITY 1: NAME ____ PAGE ____ 2: NAME ____ PAGE ____
3: NAME ____ PAGE ____ 4: NAME ____ PAGE ____
5: NAME ____ PAGE ____ 6: NAME ____ PAGE ____
7: NAME ____ PAGE ____ 8: NAME ____ PAGE ____

STAFF LOCATION A

NAME ____ FACILITY #
NAME ____ FACILITY #
NAME ____ FACILITY #
NAME ____ FACILITY #

LOCATION B: NAME ____ WHERE ____ PAGE ____

FACILITY 1: NAME ____ PAGE ____ 2: NAME ____ PAGE ____
3: NAME ____ PAGE ____ 4: NAME ____ PAGE ____
5: NAME ____ PAGE ____ 6: NAME ____ PAGE ____
7: NAME ____ PAGE ____ 8: NAME ____ PAGE ____

STAFF LOCATION B

NAME ____ FACILITY #
NAME ____ FACILITY #
NAME ____ FACILITY #
NAME ____ FACILITY #

LOCATION C: NAME ____ WHERE ____ PAGE ____

FACILITY 1: NAME ____ PAGE ____ 2: NAME ____ PAGE ____
3: NAME ____ PAGE ____ 4: NAME ____ PAGE ____

STAFF LOCATION C

NAME ____ FACILITY #
NAME ____ FACILITY #

WEAPONS	LOC	GEAR	LOC	ESPIONAGE	LOC
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VEHICLES	LOC	SCIENCE	LOC	ELECTRONICS	LOC
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