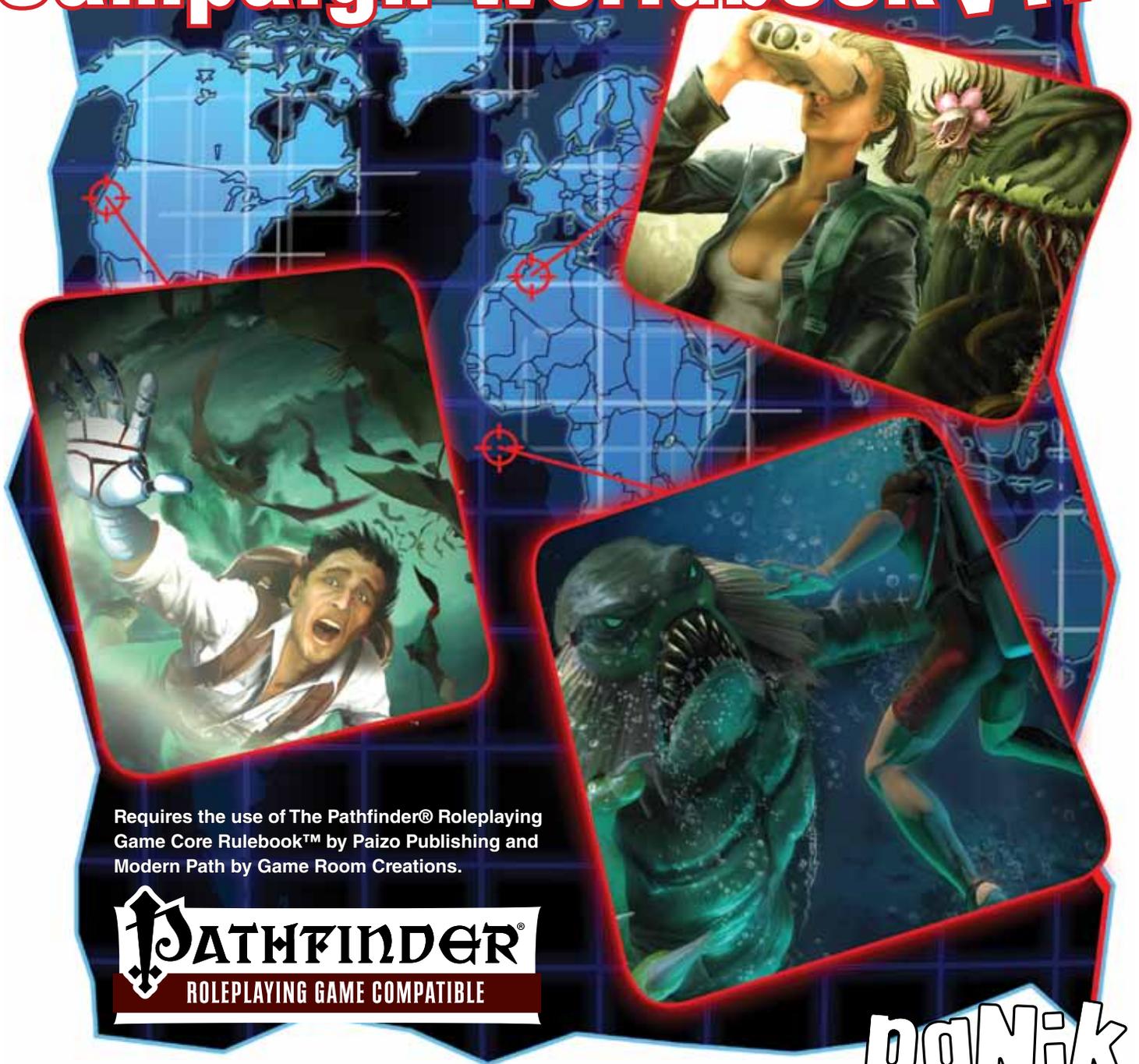


R.E.A.C.T.

Research Engineering And Crisis Team

Campaign Worldbook v1.1



Requires the use of The Pathfinder® Roleplaying Game Core Rulebook™ by Paizo Publishing and Modern Path by Game Room Creations.



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What's the R.E.A.C.T. World Source Book?

The R.E.A.C.T. World Source Book is a poly-system campaign setting for the modern era.

What's a Poly-System Campaign?

It's a game-world that's compatible with multiple rules systems. Rather than spending a lot of time developing and testing a new set of rules, we've chosen to stick with tried and true systems that we *know* work. This lets us focus on developing quality source books and adventures, rather trying to fix what isn't broken. You shouldn't have to learn a whole new set of rules just to try out a new story.

Why Poly-System?

I've got shelves and shelves full of obsolete game books. Some are good source books for a given topic (such as cyberpunk or voodoo, for instance) but for one reason or another I never seem to actually play with them. Usually it's due to rules compatibility, but sometimes a given game system just stops being popular. We don't want that to happen with paNik products.

Odds are, you've already invested a serious amount of money in game books and already have your favorite rules system you like to play under. I know that I have. While I can't say I've found a perfect system, there are an awful lot of them that are really good. Some systems may lend themselves to horror; some are better for four-color action, but they all work more-or-less equally well. The strengths and weaknesses of a given system usually end up being just a matter of personal preference. So when we were deciding what system to develop for, the answer was "as many as possible."

By delivering a product that's usable with many sets of rules, our books are more versatile and you get the most value for your dollar. We also think it'll help us to sell more copies, make piles of money, and be able to quit our crappy day jobs.



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Genres

Influences

The following are some of the media that have partially inspired the world of R.E.A.C.T.:

MOVIES & TV

Bladerunner
Buckaroo Banzai
G.I. Joe
James Bond
Johnny Quest
Kolchack:
the Night Stalker
Max Headroom
Tales of the
Gold Monkey
Various Disaster
Movies
Venture Brothers
X-files

LITERATURE & Art

Dan Brereton
David Brin
H.P. Lovecraft
Neal Stephenson
Philip K. Dick
Pulp Adventure
Novels
Steven King
William Gibson

Many stories span multiple genres. Alien, for instance is both hard science fiction and a horror story. The recent Hollywood Sherlock Holmes movies are as much action/adventure movies as they are mysteries with comedy thrown in. Similarly, your R.E.A.C.T. campaign may straddle the lines separating multiple genres. Based on the rules-set and your personal tastes, you may choose to emphasize some themes over others.

The following are genres to which a R.E.A.C.T. campaign may apply.

Action/Adventure

R.E.A.C.T. campaigns should contain heavy doses of adventure. Traveling to exotic locales, exploring far-off lands, and contending with confronting dangers both natural and man-made are all par for the course. Conflict in a R.E.A.C.T. game tends to be straightforward and direct – at least once the bad guys have been identified.

The key element of Action/Adventure is risk. While the tone of the game is generally optimistic, the players shouldn't necessarily have an easy time or be guaranteed to prevail. Without a chance of failure, success is nowhere near as thrilling and victory just doesn't taste as sweet.

Espionage/Spy

Espionage is an aspect that can be played up or down depending on you and your players preferences. Competition between major organizations, prominent use of technology, and covert investigations are all part of the spy genre and R.E.A.C.T.

Espionage is an aspect that can be played up or down depending on you and your players' personal tastes and preferences. If you enjoy a mystery, then espionage can easily become the predominant element of your R.E.A.C.T. campaign. If so, the key element is secrecy. While R.E.A.C.T. is open and forthright with the public its members need not be and private corporations and world governments certainly are not. Controlling the release of information to the players is crucial.

Horror

Horror is only a minor component of the standard R.E.A.C.T. campaign. Supernatural elements have been severely limited and most of the "classic" horror motifs are absent altogether. That being said, much of the metaphysics of the game world were inspired by the works of seminal horror authors H. P. Lovecraft and Stephen King, so it's entirely possible to build the occasional horror story on that foundation.

The key element to horror is suspense. True horror is about the moment of realization; the sudden dawning that something is just plain *wrong* with the world (as opposed to merely being frightening). Give the players too many clues and they'll figure things out too soon, muting the emotional reaction at that crucial moment. Give the players insufficient information and they won't have any reaction at all. Balance is both crucial and difficult, but success can be very rewarding.

Modern Fantasy

While not the primary aspect, R.E.A.C.T. campaigns contain plenty of fantastic elements. Otherworldly powers, subterranean monsters, and psychic abilities are integral components of the milieu. From a story-telling standpoint the difference between advanced science and fantasy is usually one of perspective; most "magic" is often just poorly understood science – at least from a scientific point of view.

While the majority of R.E.A.C.T. personnel adopt the above viewpoint, player characters don't necessarily have to. If it looks like a wizard, chants like a wizard, and seems to violate the physical laws of the universe like a wizard... it might as well be a wizard.

The key element of modern fantasy is realism. The modern world can only support a few additional inclusions before it stops being the modern world and becomes a fantasy world.

Science Fiction

No R.E.A.C.T. campaign is complete without two heaping scoops of sci-fi. Gadgets, technology, and innovation are significant aspects of the game universe, but the underlying theme is that the world of R.E.A.C.T. orbits in a knowable universe. True, there are wonders and mysteries that mankind doesn't understand – yet, but it's only a matter of time before they do. R.E.A.C.T. was founded on the principle that given enough time, science and technology can solve any problem and fix all of mankind's ills.



That said, certain technologies could, in the wrong hands, easily spell the end of all life on the planet, the enslavement of mankind, or other, equally dire catastrophes. R.E.A.C.T. must not only work toward the betterment of mankind, they must also be its defenders and champions.

The key element of science fiction is culture. How does new technology affect society? The advent of the atomic bomb sparked ripples that are still felt in today's culture. As the potential for unlimited energy battled with fears of giant insects and the potential end of civilization, whole generations grew up alternately hopeful and terrified. Similarly modern telecommunications and the internet are re-writing thousand-year old social protocols. The line between public and private has never been so blurred. What would jet-packs do or portable polygraphs? Will people be faster and more honest or just lazier and better liars? With science fiction, *you* get to decide.

The World of R.E.A.C.T.

The world of R.E.A.C.T. is much like our own, except perhaps more exaggerated. Good and evil stand against each other in stark contrast and situations are more clear cut, with less moral ambiguity. This is not to say that people usually make the right choices. If anything, the opposite occurs. Compared to the real world, corporations are more exploitative, criminals are bolder, and the governments responsible for protecting people are crooked, self-serving, and ultimately impotent. Some third-world nations are controlled, if not outright owned, by drug cartels and perfidious corporations. The "citizens" of these countries live in virtual slavery, held captive by ignorance, apathy, and occasionally, machine-gun toting thugs.

The world is a harsher place, beset by dangers everywhere both natural and man-made. It's a more polluted place, at least in certain areas where greed has sapped the people's will to resist. As if in retaliation, Mother Nature responds by lashing the coasts with hurricanes that strike with a ferocity all the more terrifying for its regularity. She batters the mountains with earthquakes slightly more often and just a little stronger than they are in the real world. Trade and transportation are frequently disrupted making food shipments irregular and unpredictable, a situation exacerbated by corrupt profiteers hoarding food and medical shipments for their own personal gain. Food riots are an infrequent, but increasingly common problem for even major cities of the world.

Dr. Nik Says:

One of my personal favorite settings is "Sci-Fi San Francisco." The bay area offers great resources for art and technology while supporting an international cast of characters and plot hooks. From Burning Man to Hacker Espionage to Venture Capital, the options for adventure abound. Silicon Valley and San Francisco make a great backdrop for instilling gadgets & culture.



While the poor languish in starvation and deprivation, more apathetic and disenfranchised than ever, those responsible for creating the factors that brought the world to such a dire condition lounge in luxury, sipping champagne in the comfort of their mansions.

But even though the world is a darker, shadowy place and evil seems to have the upper hand, the shadow makes the bright spots even brighter. Reporters work a little bit harder to uncover the truth. Detectives are just a little more dedicated to solving crimes. Inventors are a little more brilliant and technology is more advanced, at least in prosperous regions. Charities have more to do than ever and their resources are spread thinner, but they also receive more donations. All around the world, the greatest team of heroes the world's ever seen have banded together to try to fix everything. The odds are long, but maybe, just maybe that team just might save the world.

That team is R.E.A.C.T.

What Is R.E.A.C.T.?

"I have taken the Seven Social Sins of Mohandas Gandhi to heart when forming R.E.A.C.T. They are, above all, the prime directive of the organization. I cannot envision the organization functioning with any semblance of success without the Guidance of these principals."

- Dr. Meta

60 Minutes Interview
August 2004

The Research, Engineering, And Crisis Team was founded in 1994 by Doctor Sunlil Mehta, (a.k.a. "Dr. Meta") to protect humankind from crises all over the world, be the crisis natural, accidental, or economic in nature. Comprised of the most intelligent, talented, and dedicated people in the world, R.E.A.C.T. is devoted to protecting the innocent and advancing mankind using science and technology.

R.E.A.C.T. is...

A household name.

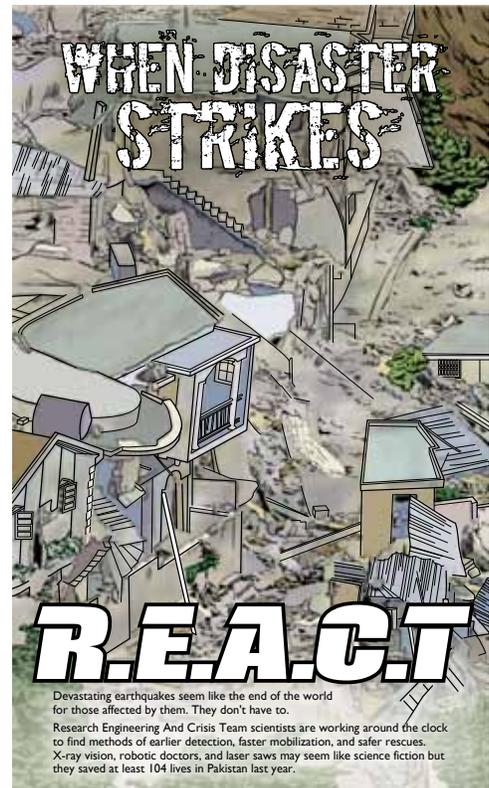
R.E.A.C.T.'s existence is common knowledge throughout the world. Whether from the evening news, various blogs, or just from using R.E.A.C.T. brand products, nearly everyone has heard of the organization.

A think tank and invention clearinghouse.

As the first two letters of the acronym state, R.E.A.C.T. is heavily involved in research and engineering. Whether developing software or desalination technology, R.E.A.C.T. is dedicated to improving mankind through science and technology.

A charity.

R.E.A.C.T. does a lot of what could be considered charity work. They intervene when disasters, both man-made and natural, strike, providing relief to whomever needs it. But that's only the most public facet. R.E.A.C.T. actively works to *prevent* disasters from occurring wherever possible and to build better early-warning systems when prevention proves impossible.



http://en.wikipedia.org/wiki/Seven_Blunders_of_the_World

A website.

Through R.E.A.C.T.I.O.N., the R.E.A.C.T. Irregular Online Network, R.E.A.C.T. does have a significant presence on the web. But, R.E.A.C.T.I.O.N. is more than just a popular social network; it's a massive hub for uploading data, distributing information, exposing corruption, and coordinating activities.

Whistle blowers.

Wherever possible, R.E.A.C.T. exposes corruption and criminal or unethical behavior, regarding this as a preventative measure against future crises. To the employees of a company driven into bankruptcy by embezzlement, being laid off and having their mortgages foreclosed is every bit as devastating as having their town demolished by a tornado.

The good guys.

It can't be phrased any more simply; R.E.A.C.T. are the good guys. They're out to save the world without sacrificing values or making moral compromises. This may seem woefully naive to a world accustomed to anti-heroes and jaded through constant exposure to endless corruption, but R.E.A.C.T. demonstrates that it doesn't *have* to be that way.

What Isn't R.E.A.C.T.?

A Law-Enforcement Agency.

Although R.E.A.C.T. often works closely with local police, the Federal Bureau of Investigation, and Interpol, it is not a law-enforcement agency and does not have arrest authority. R.E.A.C.T. agents cannot detain criminals, nor prosecute crimes, but they can and do collect evidence and help the prosecution build cases.

Political.

R.E.A.C.T. is often accused of acting to further some sort of political ideology, usually a leftist agenda, but occasionally charges of extreme conservatism are levied against them as well. Neither is true. Neither Dr. Mehta nor the other directors of R.E.A.C.T. have political aspirations and most of the group could care less who holds office at any given time. R.E.A.C.T. has made a conscious and deliberate choice to avoid confronting issues of sovereignty and governmental involvement.

The only time R.E.A.C.T. becomes involved in politics is when a criminal they're working to expose also happens to hold office. In such cases the criminal's allies have denounced the R.E.A.C.T. organization and used the media to spread misinformation about the group.

Terrorist Anarchists.

Some world governments have gone so far as to claim that R.E.A.C.T. is a terrorist organization bent on undermining national sovereignty. These governments are all puppet-states fronting for drug cartels or are all-but-owned outright by a massive international corporation with an ax to grind against R.E.A.C.T.

Most of the world recognizes this propaganda for what it is, but every so often it can make R.E.A.C.T. missions more challenging than necessary.

Membership Levels

Fellows

When the public thinks of R.E.A.C.T. agents, they're usually thinking of Fellows. Only the best and brightest are invited to become R.E.A.C.T. Fellows and only the most dedicated accept. It's a lifetime commitment.

Fellows are expected to donate about half their time to R.E.A.C.T. projects and missions. Some choose to give more, but many, especially those who aren't independently wealthy skate by with the already substantial minimum. How time is allocated is entirely up to the individual Fellow. Some work part time each week, others commit to a few years on and take a few years off.

Fellows also have considerable leeway in how they spend the time they're donating. Except for very few "all hands on deck" disaster situations no one is forced to go on field missions, although sometimes requests for help on a mission can be strongly suggested though internal peer pressure. Researchers are also fairly autonomous in the type and scope of research they conduct. Some areas of research receive higher priority, especially those involving medical advancements or lines of inquiry that seem likely to result in world-changing breakthroughs.

Not all Fellows contribute by typing on keyboards or pouring fluids into Erlenmeyer flasks. Some prefer the adventure and excitement of field work and never see the inside of a lab unless they're getting a medical check-up. Some alternate between the two, like ethno-botanist Ophelia "Orchid" Kittles, who explores world rainforests for months at a time then surfaces to spend the rest of the year behind a microscope analyzing her own finds.

Still, R.E.A.C.T.'s budget does have its limits and no organization made up of humans is ever 100% free of politics. Some projects get put on indefinite back-burner or are deemed too dangerous or impractical to risk exploration, but for the most part everyone cooperates and works together.

The key element in keeping everybody happy lies within the recruitment process itself. Individuals who show signs of mental instability, or whose primary interests are in developing chemical weaponry simply don't get invited to join, regardless of how smart or talented they may be. Similarly people who aren't team players, aren't interested in the greater good, or are money-motivated also don't get invited. A candidate has to be a good fit for the organization on many levels before membership is even discussed.

As a result of this extensive screening process, Fellows tend to be extremely satisfied with their personal lives and careers. In most cases, if they weren't working for R.E.A.C.T. they'd be doing similar work somewhere else, but with less funding and a worse dental plan.

The exact number of active Fellows varies but there's usually about a hundred active at any given time.



Irregulars

Using the loosest of definitions, anyone who isn't a Fellow is an Irregular. Some are aspiring Fellows who aren't quite ready. Others want to help out, but can't spare the necessary time for Fellowship or have other responsibilities that prevent fully committing themselves. Still others are simply staff hired to perform essential duties or to fill any gaps in skills or expertise on an as-needed basis.

There are three main ways of joining R.E.A.C.T. as an Irregular. The first is simply to apply for a job at one of the many R.E.A.C.T. facilities worldwide. The screening process is extensive and thorough background checks are, regrettably, required for all applicants. Rejections are common. Individuals who seem too greedy, too lazy or too compulsive to maintain a successful work-life balance get rejected. On the other hand, anyone who seems excessively eager or has a record too spotless (not even a single traffic ticket?) could be a plant from a rival (or governmental) organization and faces equal scrutiny. Most of the Logistics department got their start simply by needing a paycheck and only later came to relish the opportunity to improve the world around them.

The second way to become an Irregular is through recruitment. Sometimes R.E.A.C.T. is interested in a certain line of research but lacks the necessary talent or manpower. In such cases, it makes sense to sponsor another person's research. Sponsorship doesn't necessarily take the form of financial contributions. Sometimes all it takes to foster talent is to lend lab space or equipment as was the case with Simon "Scooter" Scoffield. In exchange for being allowed to mess around the Vancouver facility after school, the 16-year old Scoffield discovered a method for reliably spinning carbon nano-tubes into thread-like strings, sparking a revolution in material science. Most Irregular laboratory workers, Intelligence data analysts, and Security personnel are recruited in this manner.

The third way to become an Irregular is to be in the right place at the right time and to be useful while you're there. It's rare, but every so often R.E.A.C.T. field agents find themselves unable to get out of a tight spot. Anyone who steps forward with the necessary expertise to bail them out is usually considered for Irregular status.

Irregulars start out working on projects as temporary contractors (as defined by their nation's labor laws). Those who prove themselves are offered longer-term contract positions and in a few cases, permanent jobs. For instance, Dr. Mehta's longtime secretary/assistant-turned-Director, Ms. J. Batine is R.E.A.C.T. Irregular number one.

Thousands of Irregulars have been part of an on-site or field project since R.E.A.C.T. went public. Most of these Irregulars wait at an 'on-call' status, but are willing to help out however they can when the need arises. World-wide, there are usually 500-600 actively serving Irregulars at any given time.

R.E.A.C.T.I.O.N.

The R.E.A.C.T. Irregular Online Network began in 2009 as a start-up social networking and photo sharing website called fotoconnek.net. Unlike the competing MySpace or FaceBook it never really took off and reached the critical mass necessary to succeed and was nearing bankruptcy. That changed when one of the photos posted by an amateur photographer proved to be critical evidence in prosecuting a major drug trafficking case. The media ran with the story and fotoconnek.net's user base doubled almost overnight as new members began posting images of suspicious, and even overtly criminal, activities. Arrests based on the site skyrocketed and the site grew increasingly popular. Fotoconnek was on the path to success until an enterprising criminal defense lawyer sued the site, claiming that the photographs of his client had been doctored.

"It's usually quiet out here, so there I was, just minding my own business, when these 4 people come busting in the bar. One of them shouts out is there a backdoor, another one rushes the bar and starts grabbing the high proof, the last two limped in, supporting each other. That was a long evening. The **CLASSIFIED** were harassing the joint all night. But we ended up getting them good just before 4am. I've been an Irregular ever since. It's an honor to be a way point and have teams stop in for a drink to relax or plan their field exercises." -Bart "Tender" Greene, Proprietor of The Tavern: Monowi, Nebraska.

Although the lawsuit was eventually dismissed as frivolous, the damage had been done. Advertisers stayed away in droves, for fear of being named in expensive lawsuits and fotoconnek slid back into bankruptcy.

Realizing its potential, R.E.A.C.T. stepped in and bought the site and underlying technology, keeping the development team on as adjunct Irregulars. They reorganized as a non-profit group under the name R.E.A.C.T.I.O.N. with the stated mission to support R.E.A.C.T. public safety operations. It also acts as an unofficial dumping ground for information on alleged criminal activities and trends world-wide.

R.E.A.C.T.I.O.N. is the eyes and ears of R.E.A.C.T. While anyone can register for free membership, it's only a photo-sharing site to the general public. For individuals who have passed the necessary background screening and vetting process to become Irregulars, however, the site allows communication with the entire R.E.A.C.T. organization.

R.E.A.C.T.I.O.N. has over 10,000 members across North America and at least three times that throughout the rest of the world.

Divisions of REACT

Intelligence

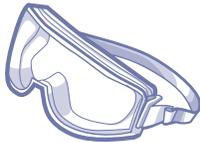
Intelligence has the challenge of dealing with the mountains of data collected by R.E.A.C.T.I.O.N. and millions of other data sources. The information necessary to prevent or successfully prosecute thousands of crimes, political injustices, and terrorist attacks a year is usually available, it's just either unrecognized or buried beneath miles of irrelevant information. R.E.A.C.T. hackers, forensic accountants, data analysts, and statisticians all work to locate needles of fact amid the haystacks of useless chatter. Their first priority is preventive care, but failing that, they often work hand-in-hand with Interpol or the F.B.I. to suss out the necessary evidence to bring evil-doers to justice.

A small splinter group of Intelligence agents work in conjunction with the Research division analyzing weather patterns and seismograph reports in an effort to predict when and where natural disasters may strike. Forces as mighty as earthquakes and hurricanes are too powerful to be prevented, but by coordinating relief efforts in advance, thousands of lives are saved every year by the men and women who squint at screens all day. Still, their methods aren't 100% accurate and generate as many false positives as valid predictions, causing the other divisions to refer to them semi-sarcastically as "prophets."



The Intelligence division is more than just keyboard jockeys, however. The division also includes daring undercover agents who use more traditional methods of gathering information. They maintain surveillance on countless suspects, and even infiltrate various organizations in an effort to gather the necessary information. After spending months or years undercover, exposing corruption, many of these agents have difficulty returning to normal. Their lingering paranoia and preoccupation with surveillance has earned them the nickname of “skulks”:

Prophets tend to have Investigator, Path of Intelligence, or Path of Wisdom archetypes. Most were scientists or mathematicians before joining R.E.A.C.T. and have the expected Academic, Investigator, Technician, or White Collar traits. Others have more colorful backgrounds and more unusual traits.



Skulks tend to have the Infiltrator archetype although there's no shortage of the Path of Dexterity and the Path of Charisma archetypes either. Before they began investigating corruption, most skulks were “regular people” with the Blue Collar, Rural, or Student traits although some have the Criminal or Entrepreneur traits and use their skills for good.

The highest ranked prophets are all Fellows and at the other end of the spectrum, everyone who participates in R.E.A.C.T.I.O.N. is at least nominally affiliated with the Intelligence division. In between, the lines tend to blur. Intelligence has the second-highest amount of Irregulars working with them in an information-gathering capacity.

Skulks are almost exclusively Irregulars. Many are offered full Fellowship status, but have declined to protect R.E.A.C.T. If a skulk is ever caught doing something illegal, she wants the agency to have plausible deniability.

Logistics

Logistics handles the day-to-day operations of R.E.A.C.T. Budgets, legal matters, administration, transportation, and the like are the bread and butter of Logistics, an essential, but unglamorous part of the organizations. The running joke is that if Research doesn't have time for it and Intelligence isn't interested in it, it's probably part of Logistics.

Perpetually unsung heroes, Logistics personnel are no less intelligent or talented than their counterparts in other divisions. Scientific geniuses from Research may be able to master sub-atomic particles but freeze at the prospects of untangling international tax laws. Intelligence agents with multiple doctorates had nervous breakdowns trying to simultaneously coordinate hundreds of relief shipments and rescue operations. Logistics handles both tasks efficiently and gracefully.

Most logistics agents are happy to stick to bookkeeping and deal-brokering, but some agents work full-time in the field. In wild or desolate areas, it's Logistics that handles most of the missions. Making sure that a grain shipment gets to the famine stricken region where it's



Typical Intelligence Jobs

- Data Analyst
- Infiltration
- Interrogation
- Meteorological Prediction
- Police Liaison
- Psychological Profiling
- Safehouse Preparation & Maintenance
- Statistical Analysis
- Surveillance Monitoring

Logistics

Sub-Divisions

Accounting
 Distribution/
 Warehousing
 Legal
 Marketing
 Medical
 Personnel/Human
 Resources
 Record Keeping
 Sales
 Search & Rescue
 Shipping/
 Transportation

needed? That's a Logistics issue. True, Research may send along someone to study the allegedly intelligent apes that stopped the first shipment. Security may send people along to fight them. But the core mission personnel are Logistics.

Whenever there's a task that needs done and no one else wants to do it, Logistics is the group who makes sure it happens.

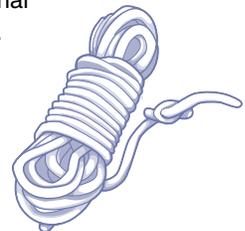
Most of R.E.A.C.T. recognizes how utterly essential the Logistics department is but a few overly-meticulous budget specialists are responsible for the division being called "bean counters."



Logistics embraces all archetypes, although those without organizational skills and/or a low Charisma tend to be "encouraged" toward field duty. Those with the Path of Charisma archetype tend to rise through the Logistics ranks most quickly, although a surprisingly high percentage have either the Military trait or Soldier archetype – the military is all about moving people and equipment from place A to place B after all.

Logistics agents come from all walks of life, making almost any trait appropriate.

Logistics has the fewest Fellows and more Irregulars than any other division. In part, this is because Logistics is the most involved with disaster relief operations, which tend to draw the most volunteers.



Research

The research division is the heart and driving force behind R.E.A.C.T. They delve into cutting edge research in all areas of science, technology, and engineering. Medicine, cybernetics, quantum physics, genetics, nanotechnology, and material science are just some of the popular areas of research.

Actually calling the division just "research" does it a disservice, since the department is also responsible for developing practical applications for their discoveries. While some experiments are "pure" research intended only to add to mankind's body of knowledge, the bulk of R.E.A.C.T.'s efforts go toward solving real-world problems.

As part of the Fellowship agreement, R.E.A.C.T. owns 50% of any patents, inventions, or discoveries. This is the source of most of the entire organization's annual budget. The development team and/or inventors (which are usually the same people) retain control over the other 50%. However, not everything is patented. Scientific discoveries and breakthroughs

are shared with the world for the betterment of the planet. Additionally, if a given invention is deemed to be of sufficient benefit to all of mankind, it's usually released "open source," although the decision to do so is up to the invention/development team.

The Research division rarely initiates field missions unless it's to test a new piece of equipment, which, along with their stereotypical preoccupation with pure research rather than practical application has earned them the somewhat unjustified nickname of "eggheads." Despite this reputation, research scientists are frequently requested on missions by other divisions for their technological expertise, scientific knowledge, and ability to improvise solutions on the fly.

The research division is almost exclusively made up of Fellows. Most see no problem with donating their precious research time to R.E.A.C.T. since they usually end up researching things they were otherwise unable to study or planning to investigate anyway.



As you'd expect, Eggheads are equally split between the Engineer, Physician, and Path of Intelligence archetypes.

Academic, Medic, Technician, and White Collar may seem like the obvious traits to select but most Eggheads are more interesting than mere stereotypes. Many have Adventurer, Criminal, Entrepreneur, or Rural backgrounds. At least one Egghead was a Celebrity musician before embracing science.



Security

Somebody has to protect the research laboratories, fend off the suicide bombers, and prevent corporate espionage. That somebody is the Security division of R.E.A.C.T. Paperwork might not be glamorous but at least it's dry. Rain or shine, security stays on patrol to ensure the integrity and safety of all R.E.A.C.T. agents.

Every mission usually includes one or more members from the Security division.

Most Security agents have "take charge" personalities and tend to start barking orders when the action begins to go down, earning them the nickname of "sergeants."

Predictably enough, most Security agents have the Martial Artist, Path of Strength, Path of Constitution, or Soldier archetypes, although the occasional Infiltrator will sign on to lend their security-thwarting insights proactively. Recent efforts have focused on recruiting those with expertise in electronic security



Areas of Research

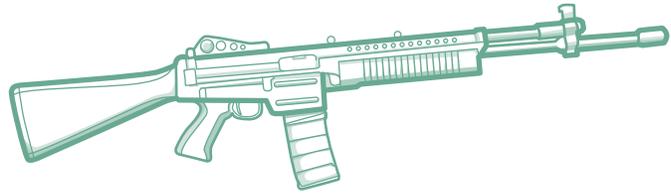
- Artificial Intelligence
- Astrophysics
- Chemistry
- Computers/
Electronics
- Cybernetics
- Genetics
- Medicine
- Materials Science
- Nanotechnology
- Robotics
- Subatomic Physics

Security

Assignments

- Anti-Surveillance
- Anti-Terrorist
- Body Guarding
- Digital/Electronic
Security
- Facility Security
- Transportation
Security

and surveillance countermeasures (i.e. ranks in Craft[electronic], Disable Device, and Knowledge [technology]).



Security forces tend to consist of 2-3 Fellows per location who are in command of any number of Irregulars, depending on the size of the facility. As a rule of thumb, the more “top secret” a facility is the more Fellows and fewer Irregulars are present.

The Board Elect

R.E.A.C.T. is governed by a board of directors, consisting of the head of each of the four divisions plus a chairman. Dr. Mehta has been the Chairman since the formation of the organization. Directors are chosen by a general election of all Fellows, typically voted on in each department. Usually only active members vote but there are no rules in place to prevent inactive Fellows from voting while on sabbatical. Terms are five years and elections are staggered so that every year one of the positions is up for a vote. All Fellows can vote, regardless of department, when the Chair position becomes available. So far, Dr. Mehta has been unanimously voted back into office each time, although the aging leader increasingly seems to act only as a tie-breaker.

The current board of directors and their dates of their next election are as follows:

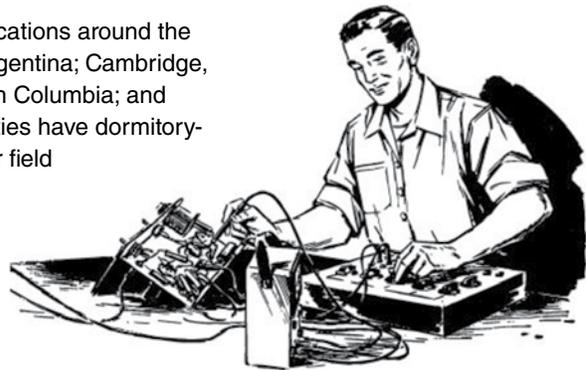
- Research – Dr. Aimee Mink, Arecibo 2018
- Intelligence – Professor Thomas Clamino, Cambridge 2014
- Logistics – Ms. Kelsey Green, Vancouver 2015
- Security – Mr. Nathan Park, Buenos Aires 2016
- Chair – Dr. Sunil Mehta, Cambridge 2017

Every few years, somebody brings up the topics of term limits for Directors and giving the Irregulars a voice during elections. Various strategies have been put forward from counting each Irregular as a half-vote, quarter-vote, or some other fractional value to setting up some kind of Electoral College but so far nothing has come of it.

Bases of Operations

Permanent Bases

R.E.A.C.T. has four permanent locations around the world located in Buenos Aires, Argentina; Cambridge, Massachusetts; Vancouver, British Columbia; and Arecibo, Puerto Rico. These facilities have dormitory-style housing, training facilities for field teams, and high tech research laboratories. Although each predominantly focuses on one division, all divisions maintain personnel and are represented in every permanent base.



Buenos Aires, Argentina - Security & Field Operations HQ

Typical Fellows on Site: 20

Typical Irregulars on Site: 50

The security division headquarters is in Buenos Aires. All security personnel are required to visit at least once a year for training, testing, and psyche evaluation. Many choose to use their vacation allotment to extend their stay a few extra days in the “Paris of South America” and enjoy the countless theaters and opera houses.



Most R.E.A.C.T. Fellows and many Irregulars also visit the Buenos Aires facility for intensive training before volunteering for field duty, but this is only strongly recommended, not required.

The security base has the largest dormitory of any of the permanent bases and has the capacity to house upwards of 120 individuals although thanks to the modular architectural design, the majority of the building is closed down and unused. The site also includes an armory containing a stockpile of the latest weaponry and adventuring gear, most of it developed by R.E.A.C.T.'s other branches.

Research personnel assigned to Buenos Aires typically work on developing devices with military applications due to the readily available trained security personnel to assist with field testing.

Cambridge, Massachusetts – Intelligence HQ

Typical Fellows on Site: 30

Typical Irregulars on Site: 45

Home to Harvard and M.I.T., Cambridge is also the site of R.E.A.C.T.'s primary intelligence facility. The facility houses R.E.A.C.T.'s mainframe computer and primary server farm. Beneath the unassuming ivy-covered walls work some of the most paranoid and security minded individuals in the world. All R.E.A.C.T. buildings are routinely swept for surveillance devices and virus scans run every fifteen minutes.



“Apparently, the most difficult feat for a Cambridge male is to accept a woman not merely as feeling, not merely as thinking, but as managing a complex, vital interweaving of both.”

-Sylvia Plath

Because the vast majority of intelligence staff activities are so routine and ordinary in appearance – a bunch of people typing away on computer keyboards –they've created “the Big Board” to show visitors. “The Big Board” is a room with 30 foot ceilings whose walls are laden with gigantic monitors showing a constant stream of data from all over the world. Weather maps, stock market prices, and trending internet memes appear interspersed with random columns of numbers in a bewildering spectacle. Although intended to be just for show, “The Big Board” has also proven to be valuable as a decoy. Many would-be hackers and spies have been deceived into raiding it instead of one of the more unassuming locations.

"I'd rather walk than drive a car. In Vancouver, where I am from, you can get to just about anywhere you need to go on foot. Even if it's raining I'll go out for a stroll. I just love that."

- Kristen Kreuk, actress

"I'm amazed every time I come back to Vancouver at how much it's changed. You go away for a month and there's three more skyscrapers."

- Bryan Adams, singer

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The Logistics division comprises a small but persistent minority at the Cambridge offices. When they aren't arguing with the number crunchers over the applicability of virtual efficiency vs. real world practicality, they partner to try to develop increasingly efficient distribution models.

The Centillion Corporation also has offices in Cambridge and the more mischievous R.E.A.C.T. staff engage in an ever-escalating war of pranks against the rival organization, each side always trying to outdo the other. Currently R.E.A.C.T. has control of the mutually-agreed-upon trophy: An original *Computer Space* cabinet video game.

Vancouver, British Columbia – Logistics HQ

Typical Fellows on Site: 15

Typical Irregulars on Site: 50

Vancouver's strategic importance as a Pacific rim shipping and transportation hub make it a natural choice for the R.E.A.C.T. Logistics division headquarters. Civic planning has successfully combatted urban sprawl, leaving plenty of space in city outskirts for R.E.A.C.T.'s numerous supply warehouses. Emergency provisions can easily be flown anywhere in the world through the airport in neighboring Richmond. R.E.A.C.T. maintains a small fleet of oceangoing ships that dock in Vancouver and three full flights of cargo planes housed in Richmond.



Second to Logistics in terms of staffing levels, the Security division also maintains a major presence in Vancouver. Their primary function is to guard the plethora of supplies, making it the security assignment with the least stress. As a result, security agents who do poorly on their annual psyche exam or who have recently had particularly horrific missions usually find themselves assigned to Vancouver.

This location has the highest rate of transience due to the ever flowing stream of people and supplies coming in and out. As a result of this high traffic volume and the sheer volume of valuables, access to the Vancouver facility is almost as tightly restricted as a dangerous bio-laboratory.

Arecibo, Puerto Rico

Typical Fellows on Site: 35

Typical Irregulars on Site: 75

Arecibo is the site of the main research division compound. In addition to pure research, they also have facilities for the development and testing of new technologies of all kinds. The compound includes full cross-spectrum R&D capabilities ranging from genetics research to theoretical physics to experimental psychology.

Astrophysics and astronomy are also prominent lines of research owing to the base's proximity to the Arecibo Observatory, home of the largest single-unit radio telescope ever constructed.

Arecibo is also home to a small training facility for skulls. Initially established as a gymnasium and exercise facility for the research staff, it was quickly appropriated by the intelligence division who expanded and adapted it for stealth and evasion training.

Arecibo is renowned for clement weather year round (a major factor in building the observatory there), and is home to three universities. Also notable is that Puerto Rico was the site of the first reported cases of chupacabra activity.



Field Offices

Typical Fellows on Site: Variable, usually fewer than 5

Typical Irregulars on Site: Usually fewer than 12

In addition to its four permanent bases, R.E.A.C.T. maintains several field offices scattered throughout the world. Field offices are intended to be temporary, quickly established facilities for a particular mission. They are staffed as necessary, and closed down upon the completion of the mission. The size of the base and number of personnel are likewise dependent on the nature and length of that particular mission.

The typical field office is set up in a rental space – usually a warehouse or office building with an entire floor to let where R.E.A.C.T. can establish security checks to gain entry. Agents are provided with secure communications, computers, and vehicles (usually inexpensive rental cars) .

Most field offices are established and staffed by the Logistics division, typically in response to a disaster. When the crisis is over, the office is disbanded and any personnel reassigned. However, a few offices, mostly research-oriented, have been in place for several years and are likely to remain in place for the foreseeable future. For example, R.E.A.C.T maintains a disease research facility in Atlanta, where they work in conjunction with the American Center for Disease Control to cure AIDS and develop a cholera vaccine.

Additionally, the Intelligence division maintains a several permanent safe houses in most major world cities in the event that any agents need to lie low for a while.

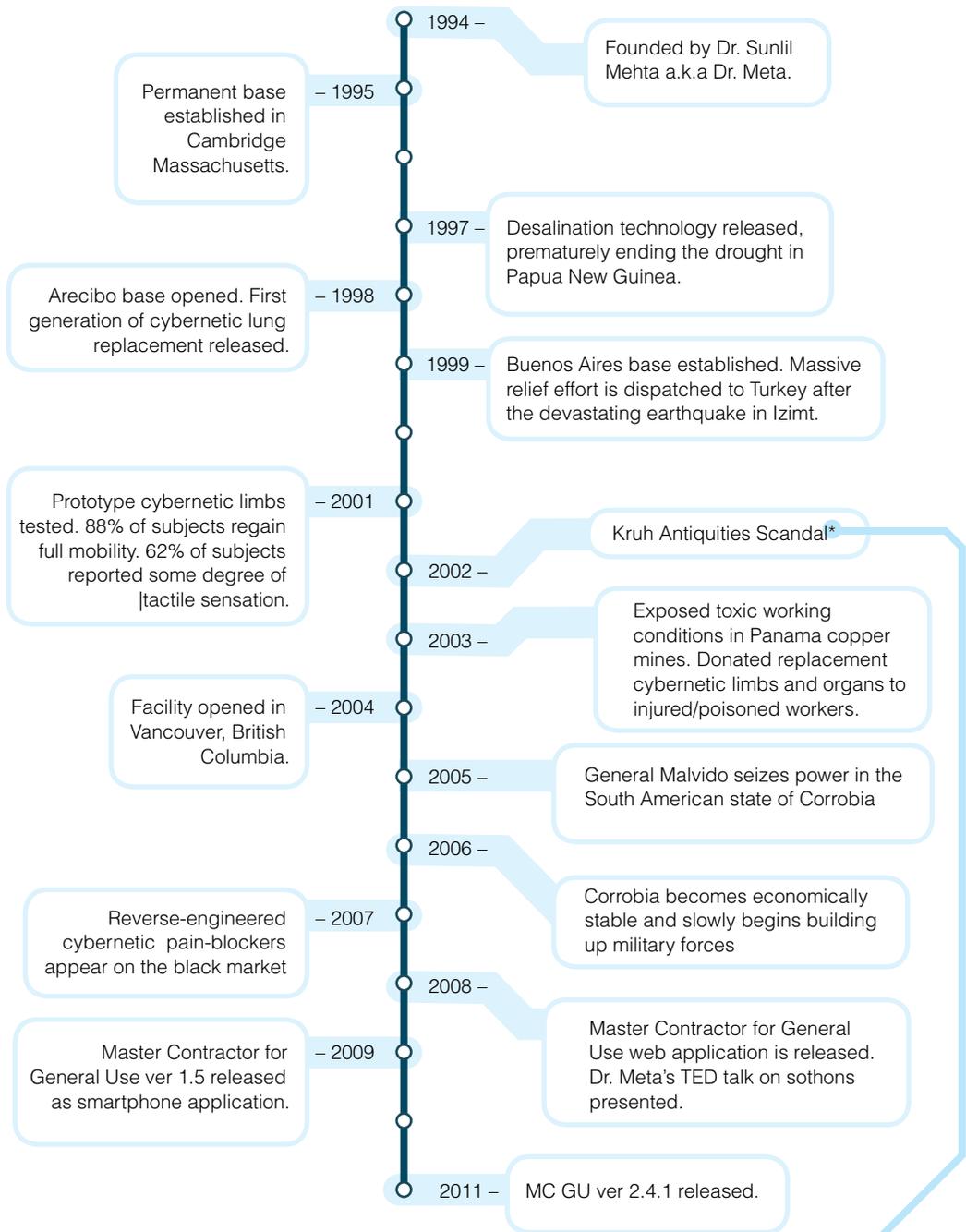


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-The "Arecibo Signal" broadcast into space Nov 16, 1974

R.E.A.C.T. Timeline



* Charges were levied against R.E.A.C.T. by Kruh Antiquities, a respected European antiquities broker, claiming corporate espionage and theft of documents in an effort to undercut prices and destroy Kruh with unfair trade information. R.E.A.C.T. counter-alleged that Kruh was smuggling drugs in their antiques. Some insiders claim the agent in question went rogue and tried to blackmail the Kruh owners, others say she was framed. In any case, the agent and all evidence disappeared before the scheduled trial.

Character Creation

Humans are the only race available for player characters. Characters may be psychic or have mutant powers, but must still retain enough of their fundamental humanity to be considered human for all in-game purposes.

Players are strongly encouraged to create characters that are R.E.A.C.T. Fellows but this isn't strictly required to have an enjoyable game. Characters could be a group of Irregulars, frequent visitors to the R.E.A.C.T.I.O.N. website or simply citizens interested in doing the right thing with no ties at all to R.E.A.C.T. We recommend that at least one character be a member or, or have ties to, a law-enforcement group such as the F.B.I. or the local police force. Alternately, any R.E.A.C.T. character could have been deputized by a local sheriff, giving them the authority to make arrests locally.

As a rule of thumb, R.E.A.C.T.I.O.N. members should have 1-2 levels in the Modern Hero class or 3-5 levels in Ordinary. Irregulars should have 3-4 levels of Modern Hero and actual R.E.A.C.T. agents should have at least 5 levels of Modern Hero. This applies to both players and non player characters alike.



Setting Rules

A typical R.E.A.C.T. campaign uses the standard Pathfinder Roleplaying Game™ and Modern Path rules. The primary distinction is that R.E.A.C.T. is set in a dimension of Dead Magic (see the Planar Traits section of the Pathfinder GameMastery Guide). As a result, spellcasting classes from any of the Modern Path sample campaigns are not available for player characters.

Requisitions:

Generally speaking, R.E.A.C.T. will issue agents all the equipment they'll likely need to complete a given mission. Sometimes though, a character feels they need additional gear that they can't (or won't) pay for themselves. In cases like that, the players may be able to requisition the item(s) in question from R.E.A.C.T.

Requisitioning is represented in game terms as a pool of funds that each character can use to "rent" items for the duration of a mission or research project. Each R.E.A.C.T. Fellow can requisition up to \$10,000 worth of equipment. Irregulars in good standing can requisition up to \$3,000 and members of R.E.A.C.T.I.O.N. would be lucky to get \$500.

A positive Charisma modifier doesn't affect a character's ability to requisition gear, but for each negative point of Charisma modifier, reduce the amount of available funds for that character by 10%.

If the characters fail to return the requisitioned item(s) in working order, reduce the funds available to that character on their next mission by the cost of that item. One-shot or consumable items that are used up only reduce the available funds by 50% of their cost.

Increasing the Requisition Amount

The characters' requisition total only increases as a reward for completing particularly significant missions or completing significant research. What constitutes "significant" will vary from campaign to campaign. At lower levels, capturing a new form of mutant for study may be worth a 20% increase, exposing a corrupt corporation +50%, and saving the world +100%. On the other hand, if the players are routinely saving the world every other weekend, they'll have to do something unimaginably great to gain even a \$500 increase.



Archetypes and Sample Characters

Intelligence Division

The Archetypical Prophet

“Am I making myself nearsighted from staring at a screen? Probably, but that’s a pittance compared to what I accomplish. You don’t catch serial killers chasing them through the rain. You catch them by analyzing patterns and looking at data. Today, I solved eight murders while you were having lunch. Of course, the police don’t have the confidence in my theories that I do so I’ll have to catch him tonight, myself.”

“Yeah, I am pretty buff, but that’s just common sense. Physically fit individuals live 18% longer on average.”

Male Human Modern Hero (path of intelligence) Investigator Archetype 5

Lawful Good

Init: +1; **Senses** normal; Perception +11

DEFENSE

AC 13, **touch** 13, **flat-footed** 10 (+1 Dex, +1 class, +1 dodge)

hp 27

Fort +1, **Ref** +2, **Will** +7;

OFFENSE

Spd 30 ft

Melee unarmed strike +4 (1d3+1 non-lethal)

Ranged Pathfinder +5 (2d4+1)*

STATISTICS

Str 12, **Dex** 13, **Con** 10, **Int** 16, **Wis** 16, **Cha** 7

Base Atk +3; **CMB** +4; **CMD** +5

Feats Dodge, Educated (behavioral science, physical science), Point Blank Shot, Precise Shot, Throw Anything

Archetype Training Networking

Talents Savant, Trick

Traits Academic

Skills Bluff +6, Climb +2, Diplomacy +2, Disable Device +3, Heal +7, Knowledge (behavioral sciences) +14, Knowledge (business) +7, Knowledge (civics) +6, knowledge (earth and life sciences) +10, Knowledge (geography) +6, Knowledge (local) +7, Knowledge (physical sciences) +12, Knowledge (popular culture) +6, Knowledge (technology) +12, Linguistics +4, Perception +11, Profession (driver)+5, Profession (statistician) +6, Sense Motive +6, Stealth +4, Swim +2

Languages English, Spanish

SQ none

Equipment Masterwork Evidence Kit, Fingerprint Detector, Lock Release Gun, Masterwork Laptop, Smartphone with Bonaf-ID; Eye Reckon, Pathfinder (2d4 20' 6 ammo), Zip Tie Restraints

Using the Archetype: Use the archetype whenever you need stats for a Prophet and don't have time to create one. Prophets aren't generally front-line investigators players will most often use them for research and intelligence gathering. (If you find your players abusing this resource, start charging them for "research favors" out of their Requisitions budget.)



Prophet of Note:

Lester Pfantz, despite being only a member of R.E.A.C.T.I.O.N. (and therefore denied access to really sensitive information) holds the record for personally watching and categorizing the most surveillance footage. Unemployed, Pfantz lives with his parents and devotes at least 10 hours a day, every day, to R.E.A.C.T.

*Distances over 30' negate the +1 to hit and damage bonus from Point Blank Shot.

Prophet of Note:

Dominique Avery, a former aircraft controller, uses her expertise with transportation systems to correlate shipping records with drug traffic. While so far unable to predict where drugs will next appear, her methods are effective in finding proof of prior crimes and have lead to over a dozen corrupt customs officials being detected and prosecuted.

Instead, Prophets are most likely to contact the players, either to assign them a legitimate R.E.A.C.T. mission or to ask for their help with a pet project that headquarters deems to be too low a priority or too insignificant a risk. Prophets are nothing if not determined, and are generally willing to accompany the party on a mission if it furthers their own goals or seems likely to provide support for one of their personal theories. Interestingly enough, for a group of people who spend most of their days calculating risk, they tend to blithely ignore personal danger when it comes to furthering their own line of research.

The archetype can also be used as a player character if you have a late joiner to your group, or you're in a hurry to start play.

Lloyd “Headbanger” Greer

“His head imploded? That’s so totally metal.”

Even as a child, something always seemed to be a little “off” about Lloyd Greer. He never seemed to look directly at people, always seemed distracted, and did poorly in school. Any attempt to engage him in conversation provoked a nonsensical stream of random non-sequiturs. All that changed when he discovered heavy metal music at the age of 11. Instantly adopting the dress and mannerisms of a metal-head, he suddenly became able to hold a reasonable conversation and began to get perfect scores on every test.

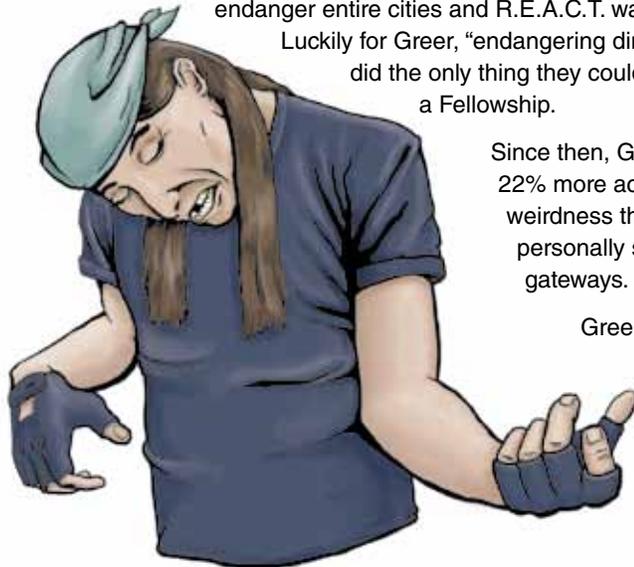
In fact, Greer had been born with a supercharged brain that made intuitive connections between topics faster than his ability to articulate them. Something about heavy metal music managed to occupy enough of his cognitive processes to enable him to effectively translate his “hyperthink” into comprehensible words and phrases. Greer has often said that “I understand everything. It’s explaining it to other people that’s difficult.”

After graduating from M.I.T. with honors, Greer was immediately recruited by Centillion.com where he developed a quantum uncertainty model for delivering more accurate results to their popular search engine that was eventually discarded because the underlying math was too difficult for the other Centillion developers to comprehend and modify. After solving several other problems, he started getting bored, bought out his contract and started working as a roadie for the metal band, Blakwatch. His holographic light shows soon became as popular as the band, but he was asked to leave when they accidentally weakened dimensional stability at a concert in Las Cruces, Texas. The bizarre phenomenon was dismissed as part of the light show or as hallucinations, but Greer became obsessed with investigating this new line of research. It wasn’t long before his experiments began to endanger entire cities and R.E.A.C.T. was forced to send a strike force to intervene.

Luckily for Greer, “endangering dimensional stability” isn’t a crime so, R.E.A.C.T. did the only thing they could to keep an eye on him – offer him a Fellowship.

Since then, Greer has distinguished himself by developing a 22% more accurate model for predicting the type of global weirdness that involves other dimensions and has personally sealed 2 potentially planet-ripping dimensional gateways.

Greer is a gangly 6’ 4” man, seemingly in a state of perpetual adolescence. His hair is waist-length and usually held back by a bandana. His front two teeth are missing from a mid-concert fist-fight. He wears fingerless leather gloves, studded leather bracers, combat boots, torn



jeans, and T-shirts from currently popular metal bands. In fact, all this gear is embedded with motion and position detecting electronics of his own design – allowing him to literally play air guitar and produce music anywhere within range of a blue-tooth compatible speaker. His incredible mind is capable of multitasking to the point where he can simultaneously play drums and base, creating an entire virtual band.

Male Human Modern Hero (path of intelligence) Engineer Archetype 7

Chaotic Neutral

Init: +0; **Senses** normal; Perception +11

DEFENSE

AC 11, **touch** 11, **flat-footed** 10 (+0 Dex, +1 class)

hp 38

Fort +3, **Ref** +2, **Will** +7;

OFFENSE

Spd 30 ft

Melee unarmed strike +7 (1d6+1d4+2 non-lethal)

Ranged Derringer +5 (2d6+2)

STATISTICS

Str 14, **Dex** 10, **Con** 12, **Int** 18, **Wis** 15, **Cha** 6

Base Atk +5; **CMB** +7; **CMD** +7

Feats Brawl, Catch Off Guard, Combat Expertise, Deft Hands, Improved Trip, Streetfighting

Archetype Training Breakthrough, Engineering Improvisation, Superior Repair

Difficulty Crude

Talents Attentive, Damage Reduction 1, Extra Training

Traits Creative

Skills Appraise +9, Craft (electronics) +15, Disable Device +6, Intimidation +5, Knowledge (arcana) +9, Knowledge (local) +8, Knowledge (physical sciences) +16, Knowledge (the planes) +9, Knowledge (pop culture) +10, Knowledge (streetwise) +13, Knowledge (technology) +16, Perception +11, Perform (percussion) +4, Perform (stringed) +4, Profession (driver) +7, Profession (laser technician) +7, Sleight of Hand +6, Swim +4

Languages English

SQ DR 1 (talent)

Equipment Derringer (2d6+2 20' 2 ammo), Masterwork Electronic Tool Kit, Masterwork Mechanical Tool Kit, Metal Detector, Night Vision Goggles, Portable Speakers, Smartphone w/ Bonaf-ID & Master Contractor v2.4.1, Sothon Stabilizers (3x), Wireless Electronic Midi Player

Using Greer: Greer works best as a colorful contrast to his more stereotypical counterparts in the Intelligence division. He is capable of all of the same tasks as the archetype, while simultaneously bringing “weird science” into the mix. As a specialist in the extra-dimensional sciences, Greer could consult with the players on any significant supernatural phenomenon, even to the point of accompanying the player characters on a mission. If the player characters lack technical or scientific expertise, he can serve as an adviser or even a field technician. On the other hand, he also works as a support character, swooping in with the cleanup crew to increase the dimensional stability after the players complete a mission.



Alison “Weathergirl” Tanaka

“And so we can expect another chilly day with some light clouds...”

A full-time meteorologist and part-time R.E.A.C.T. Irregular, Tanaka can be seen nightly on the channel 14 six o'clock news delivering the local weather forecast. Tanaka has a unique talent for identifying wormhole-induced weather anomalies. Her perceptive skills are honed to the point where she can pinpoint the probable source of an irregularity to within a city block, outperforming the “Big Room” computers by 12%.

Tanaka has declined numerous invitations to join R.E.A.C.T. as a Fellow, citing the need to raise her children and stay near her extended family.

Tanaka has two faces. Her on-screen persona is vivacious and energetic. Once the cameras are off she allows her exhaustion to show. R.E.A.C.T., her career, and the stress of raising three children take their toll and most of the time she seems listless and fatigued.



Female Human Modern Hero (path of intelligence) Engineer Archetype 3

Lawful Good

Init: +1; **Senses** normal; Perception +11

DEFENSE

AC 12, **touch** 12, **flat-footed** 10 (+1 Dex, +1 dodge)

hp 16

Fort +1, **Ref** +2, **Will** +6;

OFFENSE

Spd 30 ft

Melee unarmed strike +1 (1d3-1 non-lethal)

Ranged –

STATISTICS

Str 8, **Dex** 13, **Con** 11, **Int** 13, **Wis** 16, **Cha** 14

Base Atk +2; **CMB** +1; **CMD** +2

Using Tanaka: Tanaka could be a resource available to the characters; if they need to quickly get a message on the local news, if they need help determining the potential locations of a psychic, if they need access to a video recording studio, or if they need a scoop on in fast-breaking news known to the news crew but which isn't yet available to the public.

Alternately, Tanaka might approach the characters having identified a potential nest of psychics for investigation. She has advance knowledge of dangerous storm fronts, tornadoes, and other weather events. Finally, her children are insatiably curious with strong mischievous streaks and could easily become embroiled in another plot, kidnapped for ransom, or simply go missing.

Feats Dodge, Educated (physical sciences; technology), Skill Focus (profession [meteorologist])

Archetype Training Breakthrough

Talents Dazzle, Fast Talk

Traits Celebrity

Skills Diplomacy +10, Heal +4, Knowledge (local) +7, Knowledge (physical sciences) +9, Knowledge (streetwise) +3, Knowledge (technology) +4, Perception +9, Perform (orate) +10, Profession (driver) +5, Profession (meteorologist) +12, Sense Motive+6

Languages English

SQ none

Equipment Mastercraft Laptop, Mid-sized Luxury Sedan, Smartphone, Small Condominium

The Archetypical Skulk

*“Now, I’m not saying that science and the bean-counters don’t pay the bills, and I wouldn’t dream of disparaging the importance of statistical regression-whatever but math doesn’t exactly stand up in court, does it? Most of the time you can’t even get a judge to understand that stuff, let alone a jury. No, if you really want to put the bad guys away, you’ve actually got to get off your ass and go out and get the evidence yourself. I’ve been shot at, bitten, electrocuted, and ‘interrogated’ for hours and I’m still here to do this job. The others might say they accomplish more, but nobody works **harder**.”*

Female Human Modern Hero (path of dexterity)
Infiltrator Archetype 5

Chaotic Good

Init: +7; **Senses** normal; Perception +8

DEFENSE

AC 15, **touch** 15, **flat-footed** 10 (+3 Dex, +1 class, +1 dodge)

hp 32

Fort +2, **Ref** +7, **Will** +2;

OFFENSE

Spd 40 ft

Melee unarmed strike +4 (1d3+1 non-lethal)

Ranged taser +6 (1d4 +DC 15 paralysis)

STATISTICS

Str 12, **Dex** 16, **Con** 12, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +3; **CMB** +4; **CMD** +7

Feats Alertness, Dodge, Improved Initiative, Light Armor Proficiency, Nimble

Archetype Training Up My Sleeve

Using the Archetype: Use the archetype whenever you need stats for a Skulk and don’t have time to create one. Use the archetype as a baseline when designing an antagonists base(s). The archetype should be able to easily penetrate weak defenses but will likely need player character help against better-defended facility.

If the player characters are short on stealth or undercover skills, an archetypical skulk can accompany them on a mission to provide these necessary skills. They can also be assigned to routine (read: boring) tasks such as tailing or maintaining surveillance on a suspect, freeing up the player characters for more interesting and exciting tasks. (Again, if the player characters start to abuse the goodwill of their coworkers, start charging for “favors” out of their Requisitions budget).

The archetype can also be used as a player character if you have a late joiner to your group, or you’re in a hurry to start play.



Notable Skulk:

Beatriz Mendoza, a junior executive of the U.S. Branch of Albion Petroleum, became a R.E.A.C.T. irregular when she stole and publicized documents proving the company’s culpability in a series of oil spills that devastated South American coastlines throughout the late 1990s. After attempts were made on her life, Mendoza went into hiding and continues to help R.E.A.C.T. by ensuring the upkeep of various safehouses across North America.

Notable Skulk

Talents Fast, Increased Speed

Traits Blue Collar

Skills Acrobatics +13, Appraise +1, **Bluff** +8, **Climb** +4, **Craft** (mechanical) +1, **Disable Device** +11, **Escape Artist** +10, **Knowledge** (business) +2, **Knowledge** (local) +2, **Knowledge** (streetwise) +2, **Perception** +9, **Profession** (driver) +6, **Profession** (factory worker) +6, **Sense Motive** +5, **Stealth** +12, **Slight of Hand** +8, **Swim** +2

Languages English

SQ DR 3 (armor; 10% fortification)

Equipment Backpack, Bolt Cutters, **Caltrons**, **Encrypted Radio Headset**, **Fake ID**, **Fingerprint Detector**, **Lock Picks**, **Mechanical Tool Kit**, **Multipurpose Tool**, **Penlight**, **Smartphone** (with camera, Bonaf-ID app, & **Master Contractor v2.4.1 app**), **Smoke Grenades** (x2), **Taser**, **Undercover Vest**

A former drug dealer Lemuel Cody became disgusted with his then-business partner when he discovered they were also engaged in human trafficking. After providing evidence to the FBI, Cody used the group’s connections to infiltrate and destroy another white slavery ring. No one has heard from Cody in several months and opinions are divided as to whether he will be to announce the destruction of another criminal organization or in a shallow grave.

Elisha “Elusive” Barker

“Sounds like somebody’s having trouble getting over Hump Wednesday.”

A master hacker, Barker is the poster child for hiding in plain sight. Overweight and smartly dressed with immaculate make-up, Barker is indistinguishable from thousands of other office drones. She peppers her speech with banalities like “Thank God it’s Friday” and seems to be genuinely inspired by motivational posters, but beneath her veneer of complete mundanity lies a calculating mind and devious cunning.

This combination of tactical genius and bland appearance has allowed Barker to hack her way into dozens of corrupt corporations from the inside, usually by posing as an administrative assistant or temporary worker. She appears so ordinary that she can walk into an office building, sit down at the first empty desk she sees, hack the information she needs from the computers, and walk back out with no one the wiser.

Although most successful at exposing corporate corruption, Barker longs for more exciting field work and has been dropping hints that she’d like to work more exotic cases.

Female Human Modern Hero (path of intelligence) Engineer Archetype 7

Neutral Good

Init: -1; **Senses** normal; Perception +11

DEFENSE

AC 10, **touch** 10, **flat-footed** 9 (-1 Dex, +1 class)

hp 38

Fort +3, **Ref** +1, **Will** +7;

OFFENSE

Spd 30 ft

Melee unarmed strike +4 (1d3-1 non-lethal)

Ranged –

STATISTICS

Str 9, **Dex** 9, **Con** 13, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +5; **CMB** +4; **CMD** +3

Feats Combat Expertise, Computer Backdoor, Computer Charm, Computer Code Monkey, Computer Stealth, Deceitful, Skill Focus (bluff)

Using Barker: Barker spends a good deal of time undercover. If she is discovered, the player characters may be sent in as part of an extraction attempt. They may also request her computer skills, should they need hacking or research. Over the course of her career she’s amassed a tremendous body of knowledge about major corporations, their structure, and their practices, and is an expert in all things corporate.



Archetype Training Improved Kit, Unflustered

Difficulty Lightweight

Talents Attentive, Savant, Trick

Traits White Collar 70

Skills Bluff +14, Craft (electronic) +2, Diplomacy +13, Disable Device +4, Disguise +7, Knowledge (business) +17, Knowledge (civics) +12, Knowledge (local) +10, Knowledge (popular culture) +11, Knowledge (technology) +17, Perception +11, Profession (bureaucrat) +6, Profession (driver) +5, Sense Motive +11

Languages English

SQ none

Equipment Briefcase, Disguise Kit, Fake ID (x3), Smartphone w/ camera, Masterwork Laptop in a battered case, Thumbdrive with IC Breaking Software and self-destruct switch

+2 to defeat computer security)

Sanjay “Ferret” Asawa

“Spare some change?”

An illegitimate child of a Bangalore prostitute, Asawa mastered the art of being unobtrusive early in life. Chronically malnourished, going unseen was the best way to avoid the larger, healthier children from assaulting him. Asawa would have had a short, brutal life were it not for a R.E.A.C.T. team investigating an underground cyber-clinic. Asawa’s help proved to be indispensable for acquiring key evidence used to shut down the clinic and prosecute the doctors involved.

Recognizing his talent and cunning intellect, the R.E.A.C.T. team arranged for him to go to school and provided him a monthly stipend that, while extremely modest, drastically improved his lifestyle. In exchange, Asawa helps out however he can, usually by providing R.E.A.C.T. Team Bangalore with street-level information and help on the occasional surveillance mission.

Six years later, Asawa is an accomplished Irregular. He is now entering young adulthood and looks forward to working with R.E.A.C.T. full time in the future.

Male Human Modern Hero (path of dexterity)
Martial Artist Archetype 4

Neutral

Init: +3; **Senses** normal; Perception +3

DEFENSE

AC 13, **touch** 13, **flat-footed** 10 (+3 Dex)

hp 26

Fort +2, **Ref** +7, **Will** +2;

OFFENSE

Spd 30 ft

Melee dagger +4 (1d4+1) or unarmed strike +4 (1d3+1 non-lethal)

Ranged thrown dagger +6 (1d4+1)

STATISTICS

Str 13, **Dex** 16, **Con** 13, **Int** 8, **Wis** 13, **Cha** 13

Base Atk +3; **CMB** +4; **CMD** +7

Using Asawa: Asawa overhearing something that alerts him to a future crime is the most obvious way to introduce him. If he finds out about a potential drug smuggling operation, human trafficking, or missing persons he will naturally report this information to R.E.A.C.T. and the player characters would be assigned. Extortion rings, blackmailers, and any other street-level crimes are also possibilities.

On the other hand, Asawa brings a considerable amount of street-savvy and stealth capabilities to the table. He could work with the player characters as an advance scout, local guide, or cultural adviser.



Feats Combat Expertise, Computer Backdoor, Computer Charm, Computer Code Monkey, Computer Stealth, Deceitful, Skill Focus (bluff)

Archetype Training Dodge

Talents Damage Reduction 2

Traits Drifter

Skills Bluff +7, Craft (mechanical) +5, Escape Artist +9, Knowledge (local) +6, Knowledge (streetwise) +6, Perception +3, Sleight of Hand +9, Stealth +10, Survival +9

Languages Hindi

SQ DR 2 (talent)

Equipment Cherished Masterwork Throwing Dagger

Notable

Logistics Staff:

A former criminal profiler for the F.B.I. Sarah Rodriguez, suffered a near-nervous breakdown from the stress of second-guessing psychopaths. Unwilling to further risk her sanity by pursuing criminals, she eventually became R.E.A.C.T.'s Director of Marketing where she uses her insight into human psychology to frame R.E.A.C.T. and it's products in a positive light.

Notable

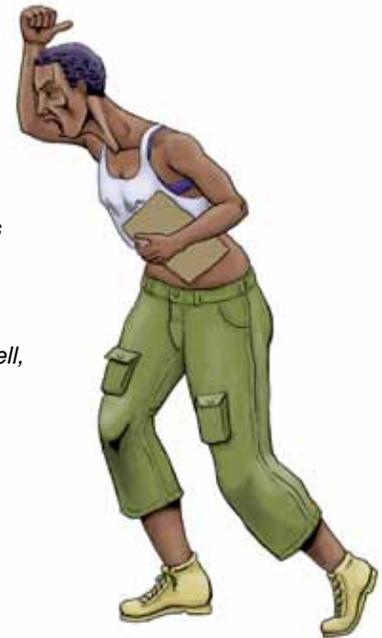
Logistics Staff:

Dr. Byron Winchester is the official R.E.A.C.T. liaison to Doctors Without Borders. Although primarily involved in fund raising, Winchester also coordinates operations between the two organizations and is responsible for developing a multi-lingual rapid training program for medical aid workers.

Logistics Division

The Archetypical Bean-Counter

“Sure, it’s just a desk job. For forty-eight weeks out of the year. But then you spend a month guarding relief food so that it doesn’t get stolen by guerilla forces. Or suddenly you and your sandbags are the only thing separating a thriving town from a floodplain. Or you’ve had to look into the eyes of a crowd of children and apologize that they won’t be among the ten people getting inoculations today, well, a desk job starts looking pretty good.”



Female Human Modern Hero (path of dexterity)
Soldier Archetype 5

Lawful Neutral

Init: +2; **Senses** normal; Perception +7

DEFENSE

AC 13, **touch** 13, **flat-footed** 10 (+2 Dex, +1 class)

hp 28

Fort +1, **Ref** +6, **Will** +2;

OFFENSE

Spd 30 ft

Melee machete +4 (1d6+1)

Ranged H&K MP5 +6 (2d6+2)

STATISTICS

Str 12, **Dex** 14, **Con** 11, **Int** 12, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** +6

Feats Dazzling Display, Dodge, Endurance, Light Armor Proficiency, Weapon Focus (submachine gun)

Archetype Training Tactical Defense

Talents Coordinate, Inspiration

Using the Archetype: Use the archetype whenever you need stats for a Bean-Counter and don't have time to create one. Every R.E.A.C.T. facility has at least one Bean-Counter assigned where they act as quartermaster, travel agent, administrative assistant, and liaison to the larger organization. Every player character must interact with a Bean-Counter at some point, if only to ensure that their paperwork is filled out in a timely manner.

While not as expert a combatant as most Security personnel or as practiced a researcher as the average member of the Intelligence division, Bean-Counters can substitute for either role on a mission in a pinch. The archetype can also be used as a player character if you have a late joiner to your group, or you're in a hurry to start play.

Traits Military

Skills Climb +2, Diplomacy +7, Intimidate +8, Knowledge (civics) +3, Knowledge (local) +4, Knowledge (streetwise) +7, Knowledge (tactics) +8, Linguistics +3, Perception +7, Profession (driver) +6, Profession (soldier) +3, Survival +6, Swim +2

Languages English, Arab, Farsi, Greek

SQ DR 3 (armor; 10% fortification)

Equipment Camouflage Fatigues, First Aid Kit, Flashlight, GPS Receiver, Ford F150 Pickup Truck, Light Duty Vest, Machete, H&K MP5 (2d6+2, 40' 15 ammo), Multipurpose Tool, Pepper Spray, Smart Satellite Phone w/ Master Contractor v2.4.1, Search and Rescue Kit, Masterwork Laptop, Taser

Franklin “Transporter” Borkowski

“I love to get behind the wheel and get competitive... sound just like him, don't I?”

Frank Borkowski is a speed junky, but not the kind you shoot, snort, or smoke. He lives for the feel of acceleration on his body and is never happier than when racing across the country at breakneck speed. His affection for ridiculously fast cars and his passing resemblance to Jason Statham are responsible for his nick-name. For his part, Borkowski cultivates a “tough guy” image as he much prefers “Transporter” to his handle in high school: “Bork the Dork.”

As a full-time R.E.A.C.T. Fellow, Borkowski works as a courier, carrying people, messages, and transplant organs remarkable distances in ridiculously short amounts of time. If you need to get somewhere fast without a paper trail, Borkowski's your man.

Male Human Modern Hero (path of dexterity)
Engineer Archetype 5

Chaotic Good

Init: +6; **Senses** normal; Perception +2

DEFENSE

AC 15, **touch** 15, **flat-footed** 10 (+3 Dex, +1 dodge, +1 Class)

hp 33

Fort +2, **Ref** +7, **Will** +2;

OFFENSE

Spd 30 ft

Melee machete +4 (d6)

Ranged Glock +7 (2d6+2)

STATISTICS

Str 12, **Dex** 16, **Con** 13, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +4; **CMD** +7

Feats Dodge, Skill
Focus (profession [driver]), Vehicle
Dodge, Vehicle Expert

Archetype Training Sabotage

Talents Evasion, Fast

Traits Technician

Skills Craft (mechanical) +8,
Disable Device +10,
Knowledge (geography) +8,
Knowledge (local) +8,
Knowledge (streetwise) +8,
Knowledge (technology) +5,
Perception +9, Profession (driver) +15,
Sleight of Hand +10

Languages English

SQ none

Equipment Glock 17 (2d6+2 30' 17
ammo), Mechanical Tool Kit,
Multipurpose Tool, Radar Detector,
Souped Up Chevy Corvette w/
Runflat Tires



Using Borkowski: Borkowski is most easily introduced as a *deus ex machina* for getting the player characters somewhere in a hurry. Security-heavy teams could be sent as protection during a delivery mission where they'll have to not only fend off enemies but also work very hard to keep up. Alternately, he could simply be used as a courier, delivering ultra-secure messages to headquarters or delivering a crucial piece of equipment in the field.

If the player characters get in over their heads or pinned down with no escape route, Borkowski might come to their rescue, hauling away wounded in his turbo-charged car and clearing a path for the others. Finally, if they need someone to impersonate Jason Statham at distances over 50 feet, he's your man.

Juanito Chicatriz (a.k.a. Scarface Johnny)

"Who me?"

With outstanding arrest warrants against him in at least 5 different countries, Juanito Chicatriz is a Robin Hood figure to much of Central and South America. Although he doesn't technically "rob" from the rich, he routinely reclaims medicine and food that have been confiscated by rogue military units and profiteers and ensures that it gets distributed to the intended recipients.

His antics have made enemies of warlords, insurgents, and guerrilla leaders across two continents, making Chicatriz justifiably paranoid. Partly due to concern for his safety, and partly due to embarrassment for his acne-scarred cheeks, Chicatriz is famous for adopting a variety of disguises, many of which feature prominent facial scars far more distracting than the minor damage he's trying to conceal. He guards his birth name zealously for fear of retaliation against his family. He can duplicate accents flawlessly, making it impossible even to identify his country of origin. These same skills also enable him to vanish into any crowd and blend in seamlessly into nearly any culture.

As an extremely dedicated R.E.A.C.T. Irregular, Chicatriz has attained legendary status for his courageous delivery of antibiotics to the disease-stricken village of San Ignacio. Because profiteering soldiers had blocked all roads, Chicatriz was forced to carry the medicine himself through treacherous swamps, avoiding troops and ravenous caiman over the course of no less than 5 trips in and out. For this and countless other heroic acts, he's been repeatedly considered for Fellowship but is thought to be too much of a loner and a wild card.

Short and a somewhat stocky, Chicatriz is surprisingly strong and nimble. His appearance is otherwise nondescript except for his pockmarked cheeks. A self-proclaimed master of disguise, he's seldom seen without at least one artificial and easily remembered feature such as a large mustache, eye-patch or fake teeth. He avoids public acclaim, preferring one-on-one interactions where he tends to behave quietly and mild-mannered.

Using Chicatriz: Chicatriz is an expert on virtually every inch of Central America and can act as a guide throughout the region, although it's just as likely that he will be in charge of the mission and the player characters are sent to back him up. The most challenging part of working with Chicatriz will be finding him; his many enemies have made him elusive and justifiably paranoid. It's conceivable that he won't reveal himself to the player characters, staying in disguise for the duration of their interaction.

It's also possible that Chicatriz could approach the player characters for protection if he feels one of his pursuers is closing in on him.



Male Human Modern Hero (path of dexterity)
Personality Archetype 6

Chaotic Good

Init: +6; **Senses** normal; Perception +2

DEFENSE

AC 13, **touch** 13, **flat-footed** 10
(+2 Dex, +1 Class)

hp 39

Fort +3, **Ref** +7, **Will** +3;

OFFENSE

Spd 30 ft

Melee machete +4 (d6)

Ranged Pathfinder +6 (2d4)

STATISTICS

Str 11, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 16

Base Atk +4; **CMB** +4; **CMD** +6

Feats Acrobatic Moves, Dodge, Endurance,
Improved Initiative, Light Armor Proficiency,
Nimble Moves

Archetype Training Talk Down, Winning Smile

Difficulty Hunted (drug cartels)

Talents Evasion, Fast Talk

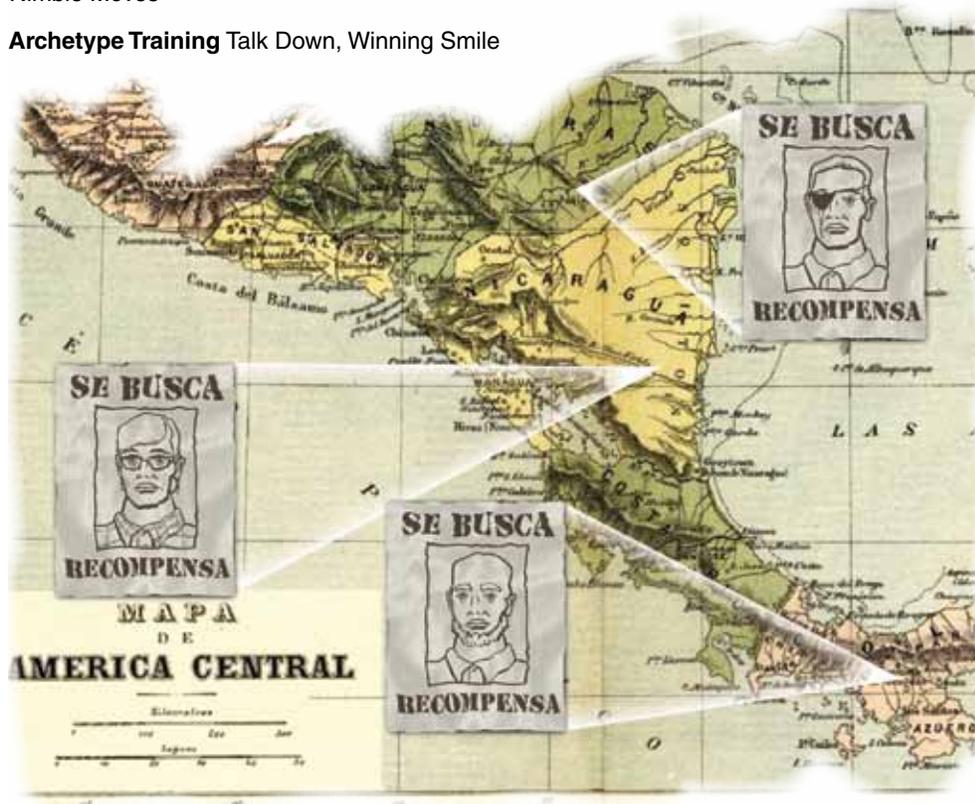
Traits Rural

Skills Acrobatics +7, Climb +3,
Bluff +14, Disable Device +4,
Disguise +14, Handle Animal +9,
Knowledge (local) +7,
Knowledge (streetwise) +7,
Knowledge (tactics) +2, Linguistics +1,
Profession (driver) +4, Sense Motive +4,
Stealth +10, Survival +7

Languages Spanish, English

SQ DR 3 (armor; 10% fortification)

Equipment Binoculars, Blasting
Caps (x4), Bolt Cutters, C4 explosive
(4x 1lb blocks), Chemical Light
Sticks (x10), Disguise Kit, Duct Tape,
Undercover Vest, GPS Receiver, Knife,
Machete, Mechanical Tool Kit, Mesh
Vest, Pathfinder Revolver (2d4, 20' 6
ammo), Radio Control Detonator, Rope
(300 ft.), Sleeping Bag, Tent



Research Division

The Archetypical Egghead

“Sure, it’s easy to say that us lab-jockeys don’t face any real danger. We don’t have to dodge bullets or sneak through sewer tunnels at night, that’s true. But if you knew half of what I know about the microorganisms that crawl on your skin and what they’re doing... you’d never leave a level four clean room, ever again.”

“Now, if you’ll excuse me, I have to do some tests on this young gentleman. It seems we can identify only about 40% of his genes as human.”



Male Human Modern Hero (path of intelligence) Physician Archetype 5

Lawful Neutral

Init: +1; **Senses** normal; Perception +11

DEFENSE

AC 13, **touch** 13, **flat-footed** 10
(+1 Dex, +1 dodge, +1 class)

hp 27

Fort +1, **Ref** +2, **Will** +5;

OFFENSE

Spd 30 ft

Melee unarmed strike +4 (1d3-1 non-lethal)

Ranged Glock +7 (2d6+2)

STATISTICS

Str 9, **Dex** 13, **Con** 11, **Int** 16, **Wis** 13, **Cha** 9

Base Atk +5; **CMB** +6; **CMD** +5

Feats Agile Maneuvers, Combat Expertise, Dodge, Improved Disarm, Mobility, Weapon Focus (Glock)

Difficulty Socially Awkward

Archetype Training

Medical Specialist

Talents Exploit Weakness, Plan

Traits Academic

Skills Craft (chemical) +12, Craft (pharmaceutical) +15, Heal +14, Knowledge (behavioral sciences) +11, Knowledge (earth and life sciences) +14, Knowledge (technology) +14, Perception +11, Profession (driver) +4, Profession (researcher) +10, Stealth +3

Languages English

SQ none

Equipment Masterwork Chemistry Kit, Masterwork Evidence Kit, Duct Tape, Fingerprint Detector, Flash Goggles, Glass Breaker, Glock 20 (2d6+2, 30' 20 ammo), Penlight, Pharmacist Kit, Smartphone with camera, Bonaf-ID app, Eye Rekon app, Masterwork Laptop

Using the Archetype: Use the archetype whenever you need stats for an Egghead and don't have time to create one. Eggheads can help the players by performing laboratory and medical testing, analyzing substances, and any other services that you'd see in a medical drama or forensics investigation television show.

Few eggheads regularly go on missions; most prefer to stay in the lab and only go into the field when their expertise is called for or the mission specifically pertains to their area of specialty. If the players need genetic testing on a suspected mutant or field cybernetic repairs, they can call the Research division for help. Many have medical training and are generally capable of administering first aid to wounded characters. Eggheads are also skilled inventors and could have new devices ready for the players to test in the field.



Sonja “Sunny” Volokov

“It so totally is not a magnesium alloy. The laser spectrometer, like, says it has more of a tin-titanium thing going on fer sure.”

Perhaps the world’s leading material scientist, Volokov dreams of a world of self-assembling machinery, feather-light vehicles that consume almost no fuel and cheap, nigh indestructible housing. Unfortunately, the current state of technology is a constant disappointment for her. Even so, she’s had a few successes, including the memory metals that are the core of the R.E.A.C.T. replacement heart.

Volokov comes from a long line of academics, scholars, and university professors, but is the first to specialize in one of the engineering sciences. Her family has traditionally favored history, psychology, and medicine, making her something of a black sheep in the Volokov clan. She further defied tradition by leaving her beloved mother Russia to live and study in the west. Eager to fit in, she quickly adopted the dress and mannerisms of the stereotypical California airhead. This ruse proved to be a little too effective and she found few interviewers willing to offer her a job in the industrial fields she sought.

Instead she languished in academia, publishing papers that were perfect in theory, but she was unable to get access to foundries and the necessary equipment to test them. Luckily, for her, those papers crossed Dr. Mehta’s desk and after the usual evaluation period, he personally offered her Fellowship in R.E.A.C.T. Delighted to finally have the opportunity to actually do experiments and to develop her ideas, she immediately accepted and has served with distinction ever since.

A statuesque blonde, Volokov has worked hard to eliminate her native accent and to replace it with American slang, with occasionally comedic results. Despite her bimbo-esque affectations, she’s an off-the-charts genius who’s usually four steps ahead in any conversation or logical problem.

Using Volokov: Despite her airhead demeanor, Volokov is still essentially a traditional scientist, albeit one more athletic than most. A skilled swimmer and diver, she could accompany the player characters on aquatic adventures.

Volokov’s research leads her to develop lighter, stronger materials, giving her plenty of miniaturized devices for the player characters to try out. She is also capable of concocting especially potent explosives, acids that only dissolve select substances, fire-quenching pellets, and many other scientific wonders should the player characters request them.



Researcher of Note:

Peter Rice, an engineer and founding member of R.E.A.C.T., worked directly with Dr. Meta to develop a cost-effective way to make sea water drinkable. Despite being HIV positive, Rice worked tirelessly to give the world clean water. Sadly, while supervising a swamp draining project, he contracted malaria and passed away in 2001.

Although her family are respected academics, none of them are exceptionally wealthy and are subject to financial stress from unexpected medical bills, gambling, or simply being fired. This in turn makes them vulnerable to manipulation from criminal groups – and Volokov may turn to the players for help in resolving familial issues.

Female Human Modern Hero (path of intelligence) Engineer Archetype 7

Neutral Good

Init: +1; **Senses** normal; Perception +10

DEFENSE

AC 12, **touch** 12, **flat-footed** 10 (+1 Dex, +1 class)

hp 38

Fort +2, **Ref** +4, **Will** +5;

OFFENSE

Spd 30 ft

Melee unarmed strike +3 (1d3-2 non-lethal)

Ranged Glock +8 (2d6+2)* or taser +7 (1d4 DC 15 Fort or 1d6 paralysis)

STATISTICS

Str 7, **Dex** 13, **Con** 10, **Int** 18, **Wis** 13, **Cha** 13

Base Atk +5; **CMB** +3; **CMD** +4

Feats Educated (physical sciences, technology), Focused Shot, Lightning Reflexes, Point Blank Shot, Precise Shot,

Archetype Training Engineered Improvisation, Superior Repair

Talents Evasion, Ignore Hardness, Savant

Traits Technician

Skills Acrobatics +6, Bluff +5, Craft (chemical)+14, Craft (mechanical) +14, Craft (electronics) +14,

Diplomacy +5, Disable Device +9, Knowledge (physical sciences) +19, Knowledge (popular culture) +9, Knowledge (technology) +19, Linguistics +5, Perception +10, Profession (metallurgist) +12, Repair +9, Sense Motive +5, Survival +2, Swim +8

Languages Russian, English

SQ none

Equipment Mechanical Toolkit, Chemistry Kit, Masterwork Evidence Kit, Duct Tape, Fingerprint Detector, Flash Goggles, Glass Breaker, Glock 20 w/ laser sights (2d6+2, 30' 17ammo), Penlight, Pharmacist Kit, Smartphone with camera, Bonaf-ID app, Eye Rekon app, Masterwork Laptop, Taser



*Distances over 30' negate the +1 bonus to hit and damage from Point Blank Shot. Distances over 30' or daylight negates the +1 bonus from a laser sight.

Using Crustacean: (next page) Crustacean is most readily used as an emergency medic when the player characters need to be patched up and circumstances prevent them from going to a hospital. Her clinic and laboratory have virtually the same machinery and testing capabilities as a medium-sized hospital – and other, less common equipment such as gene sequencers. Should the players need additional research facilities, Dr. C's is the place.

As a veterinarian that treats large animals, she has access to a wider variety and greater amount of anesthetics and tranquilizers than most doctor's offices. These can be useful if the players need to subdue but not kill a particularly tough foe. She may also come to characters in order to report a mutant animal or help with an animal plague.

Doctor Sandra Crustacean

"What is it this time?"

Sandra Crustacean likes animals – the furry, four-legged kind – much more than she does people. Experiencing a mild form of autism, Crustacean has difficulty relating to other humans but has an incredible degree of empathy for quadrupeds. Graduating at the top of her class from Cornell's veterinary medicine program, she founded one of the top large animal veterinary clinics in the U.S.A. There, she frequently partners with R.E.A.C.T. on various medical research projects.

Dr. Crustacean's clinic has another function, one never mentioned in any official paperwork. After-hours Dr. Crustacean has been known to provide covert medical treatment for R.E.A.C.T. agents that have been injured on various missions. Although this practice is completely illegal, many agents prefer to be treated in a place that doesn't automatically file a police report for every gunshot wound. Crustacean provides curt but expert care – to humans. She enthusiastically dotes on her animal patients and makes a point of sneaking each of them a treat at least once throughout the day.

Crustacean is especially interested in mutation and its causes. In part this stems from intellectual curiosity but the strange scars along her upper left arm may also be a factor. She typically wears long-sleeve shirts to cover them but those who've glimpsed them say they resemble unusually large cat bites.

Female Human Modern Hero (path of intelligence) Physician Archetype 4

Neutral Good

Init: +1; **Senses** normal; Perception +10

DEFENSE

AC 12, **touch** 12, **flat-footed** 10 (+1 Dex, +1 dodge)

hp 22

Fort +2, **Ref** +4, **Will** +5;

OFFENSE

Spd 30 ft

Melee scalpel +5 (1d4+2), unarmed strike +5 (1d3+2 non-lethal)

Ranged –

STATISTICS

Str 14, **Dex** 12, **Con** 11, **Int** 14, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** +7



Researcher of Note:

Despite having been born into an extremist cult, Penitence Whyte developed a keen and inquisitive mind and taught herself how to access the forbidden internet. There she noted similarities between the cult's bizarre doctrines and recent astrophysical discoveries, and managed to publish a scientific paper on the topic. Intrigued by her theories, but confused about the scientific validity of "The Prophecies of Zoster", R.E.A.C.T. sent a team to verify Whyte's data. The cult leaders misinterpreted their interest and the resulting shootout ultimately ended with most of the cult arrested or in hiding. Whyte was surprised to find that there was an entire organization of curious truth-seekers just like her and the R.E.A.C.T. team was surprised to find that Whyte was only 14 years old.

Since then, Whyte's unorthodox world view and fresh perspective have been a source of delight and frustration for her fellow researchers who are often uncertain if her insights are inspired and accurate or merely fascinatingly misleading. Dr. Meta himself has been quoted as saying "That girl will single-handedly either advance the world's scientific knowledge by five years or set it back by ten."

Feats Defensive Combat Training, Dodge, Educated (business; earth and life sciences), Skill Focus (handle animal)

Archetype Training Calming Touch

Talents Healing Knack, Healing Touch

Traits Rural

Skills Craft (pharmaceuticals) +10, Diplomacy +3, Handle Animal +11, Heal +9, Knowledge (business) +9, Knowledge (current events) +5, Knowledge (earth and life sciences) +11, Knowledge (local) +5, Perception +8, Profession (driver) +5, Profession (veterinarian) +8, Survival +7

Languages English

SQ none

Equipment Ford Crown Victoria, Horse Tranquilizers (as injectable blue whinnis poison), Medical Kit, Medical Laboratory, Scalpel (1d4), Syringe

Notable Security Agent:

The quintessential garrulous drill sergeant, Hernan Sosa is the primary self-defense and martial arts trainer for the Buenos Aires facility. At one point or another he has personally beaten up almost all of the R.E.A.C.T. security personnel during training. A staunch advocate of "tough love", Sosa strongly believes that harsh treatment is the best way to prepare his fellows for the realities of hand to hand combat. Many consider him to be a sadistic psychopath only to discover that their hatred of him drives them to greater heights of combat excellence. Is it an act? Or is Sosa just one bad day away from snapping? Only his psyche profile says for sure, and it's classified.

*Distances over 30' negate the +1 to hit and damage bonus from Point Blank Shot.

Security Division

The Archetypical Sergeant

"ID? I need to see some identification... Oh, it's you! Hey. You wouldn't believe some of the stuff I've seen on this job. You got your geniuses that can't remember where their car keys are, you got your James Bond wanna-bes, and you got people in the trenches like me. Some of these guys, I just dunno about. They traipse all around the world doin' the stupidest shit – and they expect me to keep them safe while they do it? Like it's my fault they get captured by rebel forces when I said not to go into the rainforest in the first place? It's crazy. But I guess if I don't tie their shoelaces and wipe their noses, nobody will."

"Yeah? No, I was serious. You ain't getting' in without identification. Maybe you want to talk it over with my friend Billy? You can call him Mister Club."

Female Human Modern Hero (path of strength)
Soldier Archetype 5

Lawful Neutral

Init: +1; **Senses** normal; Perception +6

DEFENSE

AC 12, **touch** 12, **flat-footed** 10
(+1 Dex, +1 class)

hp 33

Fort +5, **Ref** +2, **Will** +2;

OFFENSE

Spd 30 ft

Melee tonfa +8 (1d4+2) or unarmed strike +8
(1d3+3 non-lethal)

Ranged Ruger +7 (2d6+2)*

STATISTICS

Str 16, **Dex** 13, **Con** 13, **Int** 11, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** +9

Feats Improved Grapple, Improved Unarmed Strike, Intimidating Prowess. Point Blank Shot, Precise Shot

Using the Archetype: Use the archetype whenever you need stats for a Sergeant and don't have time to create one. You can also use the Sergeant archetype as a base level defender when designing antagonists. If your plot calls for an assassin or spy to break into a R.E.A.C.T. base, they'll need to be at least sneaky enough to get past a generic Sergeant.



**Archetype
Training**

Close
Combat Shot

Talents Damage Reduction 1, Melee Smash

Traits Investigative

Skills Climb +7, Craft (mechanical) +2, Intimidate +10, Knowledge (civics) +4, Knowledge (local) +2, Knowledge (streetwise) +5, Perception +6, Profession (driver) +7, Sense Motive +7, Survival +2, Swim +4

Languages English

SQ Damage Reduction 6 (+1 talents, +5 armor, 15% fortification)

Equipment Camouflage Fatigues, Encrypted Radio Headset, Gas Mask, Handcuffs, Light Duty Vest, Multi-purpose Tool, Night Vision Goggles, Pepper Spray, Ruger Service Six (2d6+1 30' 6 ammo), Security Uniform, Smartphone w/ camera, Bonaf-ID app, & Eye-rekon app), Tap Detector, Tonfa

Still, it's a mistake to use Sergeants as foot soldiers. They're more like officers, each is responsible for leading a group of "ordinary" private security staff. Their organizational and leadership skills are among their most important skills.

The archetype can also be used as a player character if you have a late joiner to your group, or you're in a hurry to start play.

Bernardo "Bolt" Paredes

"The ball park? That's generally too well lit for mutants. No, this feels more like a gang thing. Crips, M-13 maybe"

A typical, hard-boiled New York City cop, Paredes had a bright detective career ahead when he stumbled into a clan of subway tunnel-dwelling cannibal Anthropophagic mutants while investigating gang activity. Through luck and sheer determination, he managed to shoot his way back to the surface – only to encounter disbelief in his account.

Paredes had worked with R.E.A.C.T. investigators on previous cases and contacted the organization for advice on what to do next. The next day he found himself at the fore-front of a squad of bio-hazard-suited R.E.A.C.T. Security Irregulars, storming the subway tunnels to expunge the mutants. After a successful operation, the R.E.A.C.T. agents advised him to report it as a raid on a subterranean meth lab. Paredes complied and joined R.E.A.C.T. as an Irregular, helping out however he could. As time progressed, he felt that he could make a greater contribution as a R.E.A.C.T. Fellow than as a cop and petitioned to join full-time. R.E.A.C.T. agreed, but felt that his greatest assets were his street-savvy and local connections. As a result, Paredes is one of the few Fellows not assigned to a permanent base but instead works out of New York City, striving to protect the citizenry from covert groups of mutants.

Recently, Paredes discovered that he carries a portion of the Anthropophagic genome, which may explain his unerring instinct for locating other mutants. The genes have begun to slowly express as he ages. So far the physical changes have been subtle and have gone unnoticed by the rest of the organization. Paredes is still struggling to come to terms with the news. He fears that if he confesses, he'll spend the rest of his life as a lab rat but would also rather die than become one of the ravening beasts he's so often battled.

Using Paredes: Use Paredes whenever the player characters need a contact in New York City. He is capable of acting as additional muscle or in an investigative capacity. His connections in the police force as well as his personal network of informants make him an excellent guide to the city. Legal or illegal, he knows where you can get it and who the major players will be.

If his condition becomes known, he also serves as an object lesson: Mutants are still thinking, feeling beings and had their own lives before their transformation. Many, such as Paredes, struggle to hold on to their humanity for as long as they possibly can.

Paredes typically works alone. While he can count on his cop buddies to back him up most of the time, they require solid, legally obtained, evidence to act. It's entirely likely that Paredes could discover a menace too big for him to handle by himself without also finding sufficient proof to justify a police investigation. He could easily send for the player characters to help him. Alternately, if he disappears and/or stop filing reports for an extended period of time, R.E.A.C.T. may send the players in to find out what happened to him.



Notable Security Agent:

Almost since birth Kioshi Seto wanted to be a sumo wrestler but, to his eternal shame, grew into a narrow build with slender bones despite rigorous exercise and extensive experimentation with anabolic steroids. Desperate, he gambled the last of his money on an implant that was supposed to cause growth by stimulating the pituitary gland. Instead it left him in a constant state of murderous rage – which in turn resulted in him being perpetually tranquilized in a Kyoto mental institution. Years passed before the implant was detected and it was months more before a sufficiently brave and talented surgeon was found to remove it: Dr. Sunil Mehta himself. In gratitude, Seto has served as Dr. Mehta's primary bodyguard ever since.

Bernardo "Bolt" Paredes

Male Human Modern Hero 7 (path of wisdom)
Investigator archetype

Neutral Good

Init: +0; **Senses** darkvision, telescopic vision;
Perception +1

DEFENSE

AC 14, **touch** 14, **flat-footed** 10 (+2 Dex, +2 class)

hp 38

Fort +2, **Ref** +4, **Will** +8;

OFFENSE

Spd 30 ft

Melee tonfa +7 (2d4+2) or unarmed strike (1d3 + 1d4+2)

Ranged Glock +9 (2d6+3)* or HK MP5 +9 (2d6+3)*, or Sawed-off Shotgun +8 (2d8+4)*

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 11, **Wis** 16, **Cha** 10

Base Atk +5; **CMB** +0; **CMD** +0

Feats Anthropophagic Mutant, Far Shot, Point Blank Shot, Precise Shot, Streetfighting

Archetype Training Analyze Clue, Deduction

Talents Armor Class Bonus, Enemy Faction (mutants)

Traits Law Enforcement

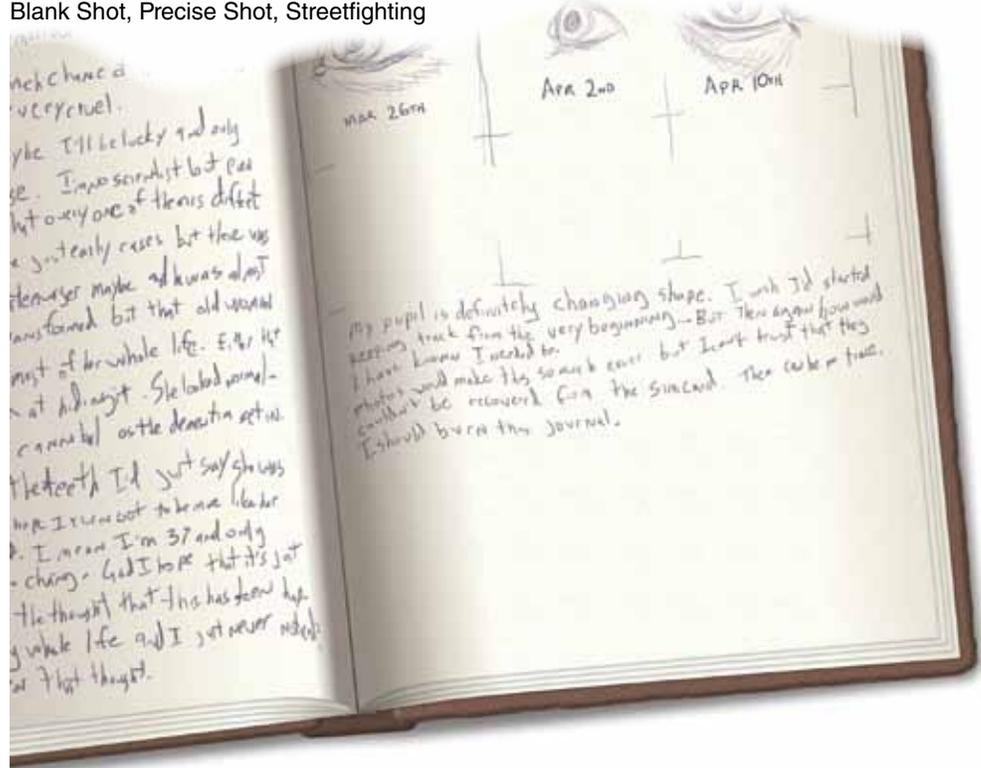
Skills Bluff +3, Diplomacy +7, Intimidate +8, Knowledge (civics) +6, Knowledge (local) +3, Knowledge (streetwise) +9, Profession (cop) +8, Profession (driver) +9, Sense Motive +12, Stealth +4

Languages English

SQ DR 3 (armor 15% fortification), Mutations (darkvision, low-light vision, mutant agility, mutant urge (cannibalism DC 10), telescopic vision)

Equipment Chemical Light Sticks (x12), Gas Mask, Glock 17 (2d6+2 30' 17 ammo), Halogen Flash Light, HK MP5 Sub-machine Gun (2d6+2 40' 15 ammo), Sawed-off Shotgun (2d8+3 10' 2 ammo), Smartphone w/ camera & Bonaf-ID app, Tonfa, Undercover Vest

*Distances over 30' negate the +1 bonus to hit and damage from the Point Blank Shot feat.



Donatella “Pink Knuckle” Ciccone

“You hit like a girl.”

A victim of childhood abuse, Ciccone grew up angry and violent. She formed her own gang at the age of 13 which perpetrated numerous counts of assault and battery. Ciccone avoided imprisonment through a combination of guile – she seldom left evidence – and intimidation – forcing her minions to give her an alibi or to take the rap for her when necessary.

Fortunately, a local martial arts academy gave her opportunity to channel her hostility in a positive direction. Upon reaching the age of 18, she disbanded the gang and moved to a different city where she found legal employment. After two years of careful saving, Ciccone started her own school for martial arts and became instrumental in operating a shelter for battered women. Ever in need of funding, Ciccone approached R.E.A.C.T. for a grant, which they readily supplied.

Ciccone’s loyalties lie primarily with the women under her care; she works tirelessly to impart defensive training and to help them find self-confidence. Still, she remains grateful to R.E.A.C.T. and is willing to assist with the occasional mission as long as it doesn’t take her away from her charges for too long.

Male Human Modern Hero 4 (path of strength)
Martial Artist archetype

Neutral Good

Init: +0; **Senses** normal; Perception +1

DEFENSE

AC 13, **touch** 13, **flat-footed** 11 (+1 Dex, +1 dodge +1 talent)

hp 30

Fort +5, **Ref** +2, **Will** +2;

OFFENSE

Spd 30 ft

Melee unarmed strike +7 (1d3+3)

Ranged taser +5 (1d4 + DC 15 paralysis 1-6 rounds)

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 13, **Wis** 12, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** +8

Using Ciccone: Ciccone can be used as additional muscle if the players are short on combatants. She can also provide them with a temporary safe house or base from which to operate and can act as a street-level contact, supplying the players with area knowledge and local rumors.

Alternately, she may approach the player characters for help with protecting one of her charges from a particularly viscous abuser. She could also introduce the player characters to street-level threats such as a new gang or drug dealers moving into the neighborhood as well as other potential menaces.

Feats Combat Expertise, Dodge, Improved Grapple, Improved Trip, Improved Unarmed Strike

Archetype Training Flurry of Blows

Talents Armor Class Bonus, Defensive Roll

Traits Criminal

Skills Acrobatics +6, Climb +6, Craft (mechanical) +6, Jump +8, Intimidate +6, Knowledge (behavioral sciences) +5, Knowledge (streetwise) +6, Profession (driver) +3, Sense Motive +6, Swim +5

Languages English

SQ none

Equipment Battered But Well-Maintained Ford F-10 Truck, Bolt Cutter, Camouflage Fatigues, Taser

R.E.A.C.T.I.O.N

Archetypical R.E.A.C.T.I.O.N. Member

“So I just did a trace route and it lead me right to the punk. Didn’t even have the sense to cover his tracks. Nobody out eBids me.”

Male Human Ordinary 5

Neutral Good

Init: -1; **Senses** normal; Perception +8

DEFENSE

AC 9, **touch** 9, **flat-footed** 9 (-1 Dex)

hp 22

Fort +2, **Ref** +1, **Will** +3;

OFFENSE

Spd 30 ft

Melee tonfa +7 (2d4+2) or unarmed strike (1d3 + 1d4+2)

Ranged –

STATISTICS

Str 11, **Dex** 9, **Con** 12, **Int** 15, **Wis** 15, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** +1

Feats Alertness, Educated (local, pop culture), Combat Expertise

Archetype Training

Talents Armor Class Bonus, Enemy Faction (mutants)

Traits Student

Skills Bluff +2, Craft (writing) +4, Knowledge (business) +6, Knowledge (civics) +6, Knowledge (local) +6, Knowledge (pop culture) +7, Knowledge (technology) +12, Perception +8, Profession (data entry) +4, Profession (driver) +3, Sense Motive +4

Languages English

SQ –

Equipment Computer, Pepper spray, Smartphone



Using the Archetype: The player characters are unlikely to physically encounter members of the R.E.A.C.T.I.O.N. but could easily find themselves interacting via email, phone, or Skype. They can assist the players by relaying messages, researching information, and occasionally performing low-risk physical tasks such as retrieving or delivering a package. If the players establish a working relationship with a member of the R.E.A.C.T.I.O.N. and treat them as respected colleagues they might be able to assemble a flash mob of other R.E.A.C.T.I.O.N. members once every few gaming sessions.

Most often, R.E.A.C.T.I.O.N. members will report suspicious events and possible crimes through the network, following the standard chain of command. They would only contact the player characters directly if the situation is dire and there are no other alternatives or they have reason to believe that the system has somehow been compromised.

Kerry “K-Map” Harrison

“Twice is coincidence. Three times is a pattern, and you are as predictable as a checkerboard.”

The R.E.A.C.T. Information Online Network generates gigabytes of data every day. Sorting through it all is both tedious and resource-intensive but Kerry Harrison figured out a way to make it fun. An inveterate online gamer, he used Centillion Cartography’s public API to construct a game that rewarded users for tagging photos with points and in-game status. Harrison currently holds the highest score.

Male Modern Hero (path of Intelligence)
Engineer Archetype

Neutral Good

Init: +0; **Senses** normal; Perception +5

DEFENSE

AC 14, **touch** 14, **flat-footed** 10 (+2 Dex, +2 class)

hp 38

Fort +2, **Ref** +4, **Will** +8;

OFFENSE

Spd 30 ft

Melee unarmed strike (1d3 non-lethal)

Ranged –

STATISTICS

Str 11, **Dex** 10, **Con** 14, **Int** 14, **Wis** 14, **Cha** 12

Base Atk +0; **CMB** +0; **CMD** +0

Feats Alertness, Educated (pop culture, technology), Skill Focus (knowledge [technology])

Archetype Training –

Talents Plan

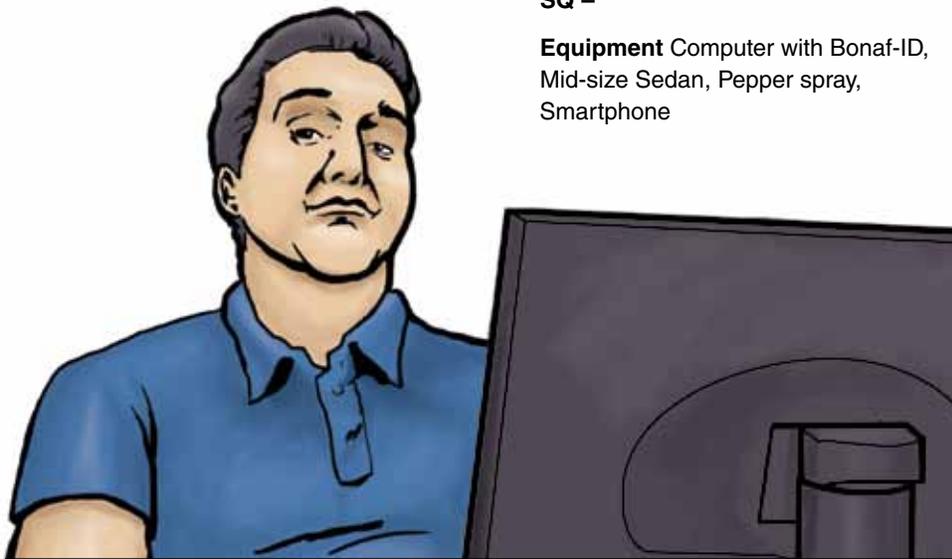
Traits White Collar

Skills Bluff +2, Diplomacy +5, Knowledge (behavioral sciences) +3, Knowledge(current events) +3, Knowledge (local) +6, Knowledge (pop culture) +8, Knowledge (technology) +11, Perception+5, Profession (driver) +3, Profession (software engineer) +6, Sense Motive +5

Languages English

SQ –

Equipment Computer with Bonaf-ID, Mid-size Sedan, Pepper spray, Smartphone



Using Harrison: Harrison functions in much the same role as the R.E.A.C.T.I.O.N. member archetype, although he has a higher level of skill. He is capable of minor feats of computer hacking and is willing to take a more active role than the typical R.E.A.C.T.I.O.N. net surfer.

Notable**C&C Mission:**

In 1998, a massive team of over 30 R.E.A.C.T. agents discovered an entire clan of Anthropophagic mutants dwelling among and beneath a series of Basque ruins. A preliminary archaeological survey indicated that the mutants had been active for at least 150 years and were responsible for the disappearances of an estimated thousand travelers through the region during that period.

Due to excellent planning, the raid was extremely successful – at first. However, preliminary surveillance failed to detect a network of caves honeycombing the underlying region. Intimately familiar with the terrain they'd helped to excavate, the mutants began to pick off their invaders one by one as they were pursued through the subterranean maze. Horror movie plot aside, R.E.A.C.T. eventually prevailed although casualties were high.

Over 17 specimens were taken alive. This combined with D.N.A. harvested from 31 other corpses allowed R.E.A.C.T. scientists to create the first map of the Anthropophagic genome.

Missions

The following are some of the common missions that R.E.A.C.T. regularly undertakes.

Capture & Contain

When a rampaging mutant is discovered, R.E.A.C.T. usually dispatches a team to capture and study it. Although this raises several legal and ethical issues, especially when the mutant was formerly human, R.E.A.C.T. at least treats them humanely and tries to cure, or at least treat, them.

These missions are particularly dangerous and not just because mutants are frequently deranged and violent. There's often intense competition from unethical corporations seeking to conduct medical research, various military or mercenary groups trying to recruit, and even vigilante mobs who want to kill the mutant outright.

Most mutants who retain some semblance of sanity will willingly go with R.E.A.C.T. agents when presented with the alternatives. The problem is that rational mutants are few and far between; almost all are driven into madness by the combination of their transformation and the resulting social ostracism.

Typical Participants

Security tends to assign the greatest number of personnel to capture & contain missions, although there's almost always one or two from the Research division assigned as well to handle any emergency medical issues. If the chase becomes prolonged, or must cover an unusually wide area, someone from Logistics is assigned to facilitate the distribution of equipment and manpower. Only rarely is anyone from Intelligence assigned, and then, only skulks.

Gear Issued

Tasers, tranquilizer guns, GPS-enabled radio headsets with tracking capability, and camouflage clothing are standard issue. If the suspected creature is reported to be especially large or dangerous, the team may also be issued large caliber hunting rifles.



Counter-Espionage

R.E.A.C.T. is occasionally tasked with guarding a facility, prototype device, or important individual. The Intelligence division usually uncovers a plot or there's a credible terrorist threat issued that starts this kind of mission. Most often, the agents are protecting R.E.A.C.T.'s own bases, inventions, or personnel but will sometimes volunteer to assist outside security if the threat is sufficiently grave.

Typical Participants

Intelligence and Security personnel are usually assigned in equal numbers to counter-espionage missions. Prophets identify weak defensive areas and predict likely avenues of attack, while skulks and Security man the front lines. Research staff is typically only assigned if the object or facility being protected is scientific in nature and Logistics staff is only tapped as a last resort.

Gear Issued

Body armor, side-arms, and 2-way radio headsets are standard issue. If the object being protected is radioactive or potentially toxic, the team will receive containment suits and/or gas masks as appropriate.

Crime Fighting

R.E.A.C.T.'s "official" written policy is to leave crime fighting to the police. However, in regions where law-enforcement is rife with corruption or simply overwhelmed, members from Intelligence and Logistics sometimes step in and take action. Typically, word of a crime comes in from R.E.A.C.T.I.O.N. and is passed onto the local police, via the Logistics department. If the police can't or won't act on the information, enterprising Intelligence agents sometimes take it upon themselves to gather evidence themselves and make citizens arrests.

Typical Participants

The Logistics division has the most contact with outside agencies, and is often the *de facto* liaison with local police forces. Intelligence agents tend to do the fact-finding, evidence gathering, and usually making the citizen's arrests although sometimes Security personnel volunteer to accompany them.

Gear Issued

Given that most crime-fighting missions are done "off the books," no equipment is ever issued. Characters that are good with paperwork are usually able to requisition personal gear equipment, however.

Disaster Relief – Delivery

When natural disaster strikes, R.E.A.C.T. is there. Until Research division figures out a way to prevent hurricanes, floods, and tornadoes, it's up to the rest of the organization to try to pick up after them. Even more commonly, R.E.A.C.T. distributes food to victims of famine and medicine to epidemic-stricken areas. While this may seem like tedious work, it's worth noting that many of these regions have devolved into lawlessness and each shipment faces the threat of constant attack from bandits, would-be warlords, or those too impatient or desperate to wait.

Typical Participants

Disaster relief is where Logistics really shines. In cases where banditry is likely, a detail from Security is also assigned to protect relief shipments and personnel. With a large enough event, however, all local members get tapped to help out.

Notable C-E Mission:

The Vancouver facility spent the first half of 2006 on high alert due to suspicions of an impending attack from a terrorist organization. Unfortunately, the external focus of attention sufficiently distracted everyone from the true threat within. Taliban agents had secretly compromised four warehouse workers by kidnapping family members. Over five tons of medical supplies vanished before the ruse was discovered and rescue operations were dispatched.

Notable Crime Fighting Missions:

Due to surveillance footage gathered and posted by the R.E.A.C.T.I.O.N. from 2002 to 2005, 25 Chicago members of the Crips gang were successfully prosecuted for drug possession with the intent to distribute.

Significant Relief

Missions:

- 1999 Izmit, Turkey Earthquake
- 1999 Venezuelan Torrential Storms and Mudslides
- 2001 Gujarat, Indian Earthquake
- 2004 Sumatran Tsunami
- 2005 Hurricane Katrina
- 2008 Afganistan Blizzard
- 2010 Hatian Earthquake
- 2011 Tohoku, Japan Earthquake
- 2012 Philippines, Typhoon Bopha
- 2012 Buenos Aires. Floods
- 2012 Sichuan, China Earthquake

Significant Espionage Mission:

In 2009 2 overzealous Intelligence agents made an ill-advised attempt to infiltrate the Corrobian government, hoping to uncover proof that the tiny state had violated international law. Not only were they unsuccessful but in the process of escaping their would-be captors, they exposed the lone R.E.A.C.T. safe house that had been established in Corrobia.

Gear Issued

For domestic missions, agents are issued stun guns and bullhorns for crowd control. They also receive GPS-enabled, 2-way headsets for internal communications. Those with smart cellular phones have a copy of MC: GU ver 2.4.1 installed. Abroad, they are also given camouflage clothes and in politically unstable regions, pistols and light Kevlar vests.



Espionage

All large institutions engage in espionage in some form or another and R.E.A.C.T. is no exception. It's a sad reality that keeping close tabs on the competition is necessary to maintain viability. However, while corporations, governments, and terrorist groups spy on each other for profit, to steal technology, or simply to maintain their current level of power, R.E.A.C.T. spies on those same groups to *prevent* the theft of technology or to expose corruption.

The key to successful espionage is secrecy and plausible deniability. The number of R.E.A.C.T. agents who attempt espionage missions is very small and the number of personnel who know about the missions isn't that much larger.

Typical Participants

Espionage is the bailiwick of the Intelligence department, especially the Skulks. Occasionally Research will get involved if super high technology surveillance is called for. Less often, Security assists with break-ins or Logistics will help with the planning of a mission, but these are all exceptions rather than the rule.

Gear Issued

The specific gear issued varies depending on the specifics of the mission, but laser microphones, shotgun microphones, and video and audio recording equipment are commonly assigned. X-porthole, fingerprint detectors and glass breakers are often given to skulks, as are porous latex-based disguises if they're going undercover.

Exploration

Vast areas of planet Earth are still largely unexplored. Whether searching for new species of alpine primates, lost Incan cities, sub-aquatic ruins, or new strains of medicinal rainforest plants, R.E.A.C.T. is there. Due to the expense and unlikely rate of payoff, most exploration missions are joint ventures between R.E.A.C.T. and some other organization such as a university, corporation, or more rarely a government. As a result, most expeditions tend to be rife with politics and infighting. Many are actually thinly veiled attempts at espionage; international spies are sometimes sent along undercover as explorers in the hopes that the R.E.A.C.T. participation will help mask their illicit activities.

In between ferreting out undercover operatives, battling nature, and negotiating travel permits, R.E.A.C.T. agents are expected to accomplish some science along the way – not the simplest of tasks.

Typical Participants

Although the Research division seems like the obvious candidate to dominate this type of mission, credit must be split between them and the Logistics division. Logistics most often has the individuals with the necessary regional familiarity and survival skills to smoothly guide expeditions. Typically a member of Research sets the mission goals and the most senior member of Logistics is in charge of the day-to-day practical matters. However, on missions where R.E.A.C.T. has partnered with another agency, neither may actually be in charge.

Missions to politically unstable regions also typically include personnel from Security or skulks from Intelligence along for safety.

Although Logistics/Research are usually the drivers behind exploration missions, at least two were initiated, planned, and executed by (primarily) "Prophets" from the Intelligence division who used a combination of satellite imagery and advanced statistics to locate lost cities around the globe.

Gear Issued

Camouflage clothing, satellite phones, and GPS-enabled radio headsets are standard issue, along with appropriate vehicles such as jeeps or submarines, as necessary. Climbing gear, SCUBA equipment, and survival gear are also issued depending on the region being explored.

Field Testing

Seldom a mission in and of itself, testing a new invention is usually combined with another type of mission, preferably a low-risk one. After all, if you're in a life-threatening situation, a malfunctioning gizmo tends to only make things worse.

Despite the potential benefits of a world-shaking invention, field testing devices is the least popular mission for R.E.A.C.T. agents, mostly because of the mountains of performance documentation and evaluation paperwork outweighs the dubious fun of trying out defective new toys.

Typical Participants

Unless the inventor can coerce, trick, or cajole another division into taking responsibility for field testing, it ends up being undertaken by the Research division. This often leads to friction as the other team members resent having a superfluous "egghead" assigned to tag along.

Gear Issued

Usually the only gear issued to a field testing mission is the item to be tested. However if there's a greater than .05 percent chance of explosion or injury, protective gear such as goggles, helmets, and even body armor are also issued.



Notable Exploration Mission:

R.E.A.C.T. explored the sunken ruins of Yonaguni-Jima in a 1997 joint expedition with U.S. Navy divers. Working from sonographic maps, they identified and explored what many believe to be a temple complex. Several mysterious statues were removed before contact was lost with one of the divers – who was never seen again. All the divers were immediately recalled to the surface. One of the navy divers claims he saw a webbed hand reaching toward him from behind a wall, but later recanted claiming that it must have been a nitrogen narcosis-induced hallucination.

Investigate Phenomena

R.E.A.C.T. takes reports of paranormal events seriously. Even though most investigations result in the phenomena being thoroughly debunked, about one case out of a hundred and twelve turns out to be genuine. Besides uncovering a lot of hoaxers and charlatans, R.E.A.C.T. also works to educate genuine psychics, training them to use their powers responsibly. Failing that, agents often attempt to covertly install sothonic stabilizers in areas the psychic tends to frequent. Naturally, some are uncooperative, antisocial, or just plain psychotic and need to be dealt with more severely. R.E.A.C.T. does not condone murder in any form but some agents seem to have an exceptional talent for putting psychotic psychics in positions where they're likely to have some kind of "accident."

Typical Participants

Any division can initiate an investigation of psychic or para-natural phenomena, although mission planners make a point of trying to include someone from Research. Skulks from the Intelligence division conduct surveillance on the suspected target while prophets generate personality profiles and try to predict how they'll respond.

Given that Logistics personnel tend to have the highest level of social skills, they frequently get tapped to make the first contact with the suspect. Security usually goes along in case introductions don't go well.

Notable Corruption Investigation:

In a tedious and completely unglamorous 17-month investigation, a team of 9 forensic accountants, business advisers and legal experts uncovered a well-hidden pattern of embezzlement and corruption among elected officials in the state of Missouri in 2011. Seven elected individuals resigned, four of whom fled the country before charges could be filed against them. The remaining three have so far been able to delay, postpone, or otherwise string out their courtroom cases through expensive legal maneuvering – but at least they're no longer running the local government.

Gear Issued

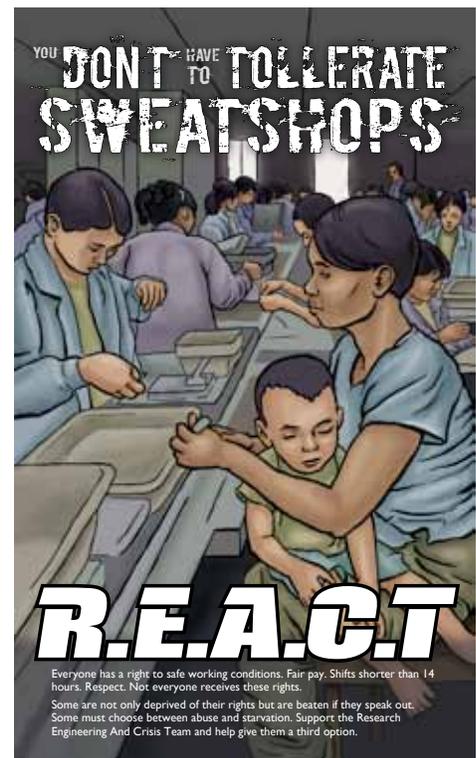
Surveillance equipment such as laser microphones and recording equipment are issued in the early phase of an investigation. Tasers and stun guns are carried by all personnel, as are handcuffs and straight-jackets in case the subject of the investigation proves unwilling or unable to cooperate.

Investigate Corruption

Most corporations and governments don't mistreat their workers, embezzle money, or engage in unfair practices, but there don't have to be many. In many cases, an internal whistle-blower steps up and R.E.A.C.T. just has to protect them until, and during, the inevitable trial(s). Other times, there are only suspicions and R.E.A.C.T. must conduct their own investigation. R.E.A.C.T.'s official policy is never to break any local laws but the majority of agents regularly assigned to this type of mission feel strongly enough that they're willing to risk breaking-and-entering to plant recording devices or "borrow" incriminating documents.

Typical Participants

Corruption investigations are almost exclusively the Intelligence division's domain. Skulks go undercover and the occasional breaking-and-entering job while Prophets delve into the minutiae that are forensic accounting. The other divisions tend to operate in support roles.



Security, for instance, will often accompany a skulk, but remain in reserve in case the mission goes sour and the skulk needs extraction. Logistics often work behind the scenes to provide cover identities and alibis for the skulks while Research frequently partners with the prophets.



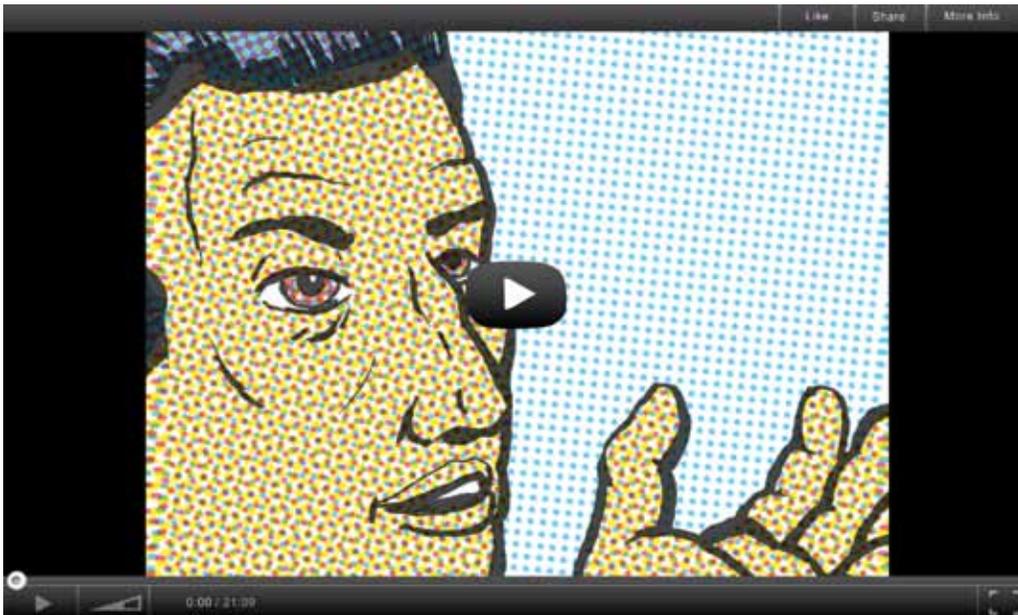
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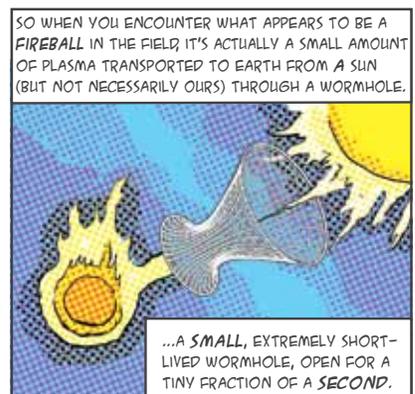
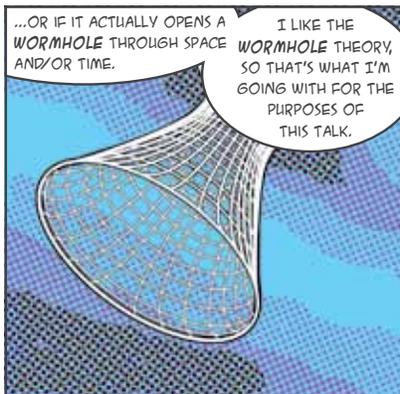
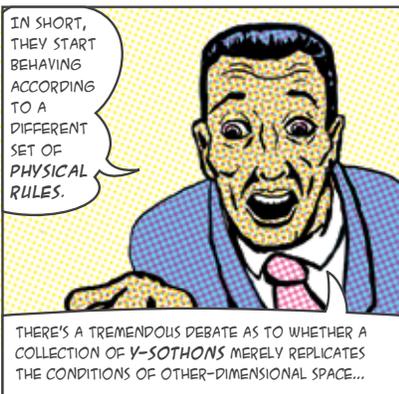
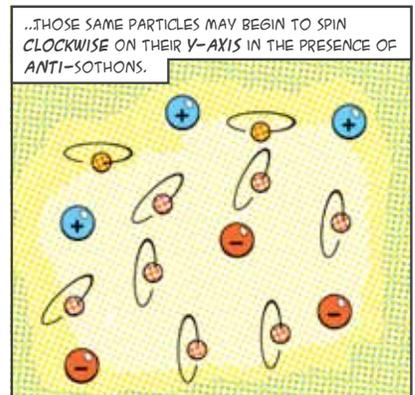
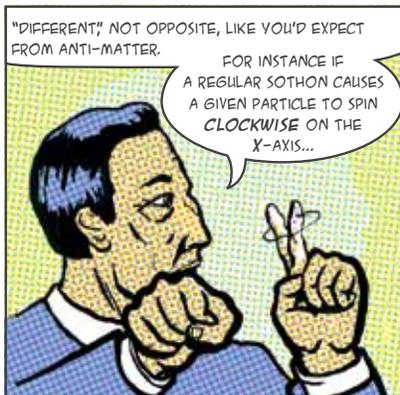
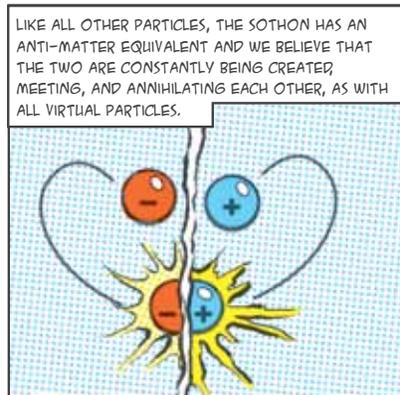
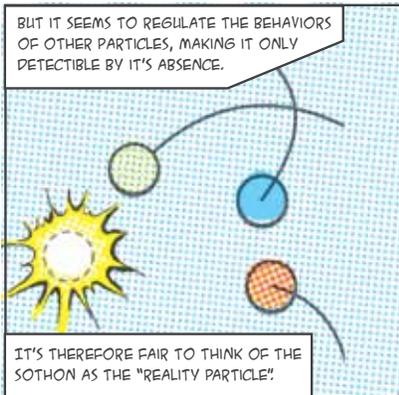
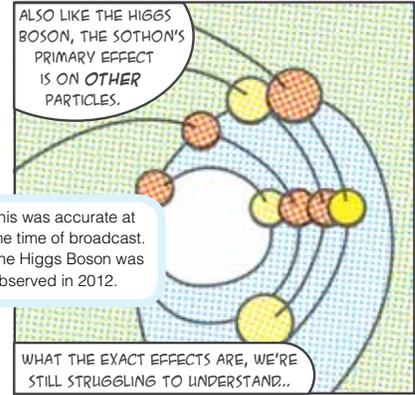
Skulks typically receive fingerprint detectors with which to gather evidence, porous latex disguises, if they're going under cover and glass breakers in case they need to escape from an office building in a hurry.

Science

The world of R.E.A.C.T. is much like the contemporary real world, except for being slightly more scientifically advanced. Medical and technological breakthroughs have resulted in the development of cybernetic implants, fully-functional artificial limbs, and other medical miracles. Likewise, advances in quantum research have resulted in insanely fast and ridiculously tiny super-computers capable of calculating a billion digits of pi a million times per second. Even so, such cutting edge technology remains in the hands of the extremely wealthy and has yet to trickle down to the average citizen or even the moderately affluent. Scientists may have an intricate comprehension of sub-atomic quanta but so very few have access to the particle collides necessary to do much with the knowledge.

R.E.A.C.T. works to combat these sad facts by encouraging research, funding development, and spreading knowledge wherever possible. As an example of their dissemination of advanced knowledge, the following video is a recording of Dr. Meta's TED Talk presentation on R.E.A.C.T.'s latest theories on particle physics and paranormal phenomena:



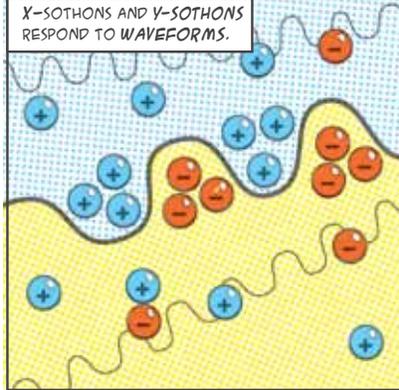


O.K. BUT HOW DO HUMANS CREATE THESE WORMHOLES, YOU ASK?



STAY WITH ME.

X-SOTHONS AND Y-SOTHONS RESPOND TO WAVEFORMS.

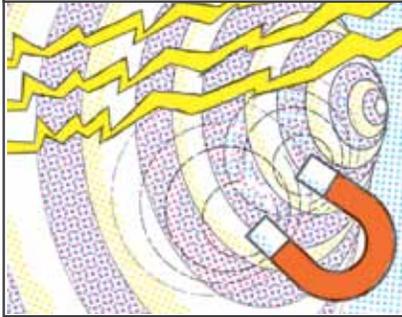


BUT ONLY CERTAIN WAVEFORMS CAUSE THE Y-SOTHONS TO SEPARATE FROM THE X-SOTHONS INSTEAD OF MEETING...

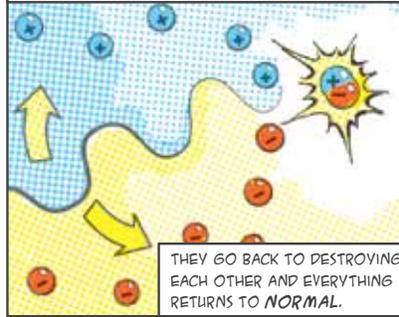


...AND INSTANTLY DESTROYING EACH OTHER.

SONIC, ELECTRICAL, MAGNETIC, LIGHT... THE MEDIUM SEEMS LESS IMPORTANT THAN THE SHAPE OF THE WAVEFORM IN 10-DIMENSIONAL SPACE.



ONCE THE WAVEFORM CEASES, THERE'S NOTHING STOPPING THE NATURAL ATTRACTION BETWEEN POSITIVE SOTHONS AND Y-SOTHONS.



THEY GO BACK TO DESTROYING EACH OTHER AND EVERYTHING RETURNS TO NORMAL.

THESE SPECIFIC WAVEFORMS CAN BE GENERATED BY THE BRAINS OF SO-CALLED PSYCHICS...



...OR SOMETIMES BY THE CHANTING OF CULTISTS, USUALLY BY ACCIDENT.



EVEN THOUGH YOU NEED THE EXACT SAME ACOUSTICS, HARMONICS, ET CETERA TO REPLICATE ANY EFFECT.



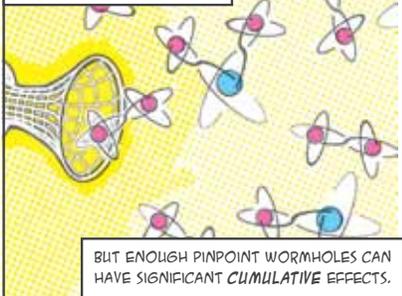
THEY KEEP REPEATING THE SAME INCANTATIONS OVER AND OVER, HOPING THE "MAGIC" WILL RETURN.

THEY'RE ALMOST COMPLETELY WRONG, EXCEPT THAT REGIONS EXPOSED TO HIGH CONCENTRATIONS OF Y-SOTHONS SEEM MORE LIKELY TO SPONTANEOUSLY OPEN SMALL WORMHOLES.



WE THINK THIS MAY BE A FUNCTION OF WAVEFORMS ECHOING THROUGH TIME. WE'RE NOT REALLY SURE.

THESE SPONTANEOUS WORMHOLES ARE USUALLY JUST LARGE ENOUGH, AND LAST LONG ENOUGH, FOR A SINGLE MOLECULE TO PASS THROUGH OR FROM OUR ATMOSPHERE.

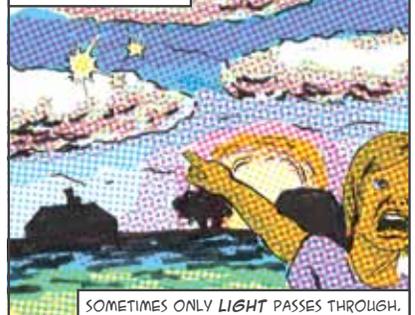


BUT ENOUGH PINPOINT WORMHOLES CAN HAVE SIGNIFICANT CUMULATIVE EFFECTS.

UNEXPLAINED HIGH OR LOW PRESSURE FRONTS OR UNUSUAL CONCENTRATIONS OF RARE ATMOSPHERIC COMPOUNDS ARE COMMON INDICATORS...



...AS ARE SHIFTS IN TEMPERATURE. COLD SPOTS SEEM TO BE MORE COMMON THAN WARM ONES FOR SOME REASON.



SOMETIMES ONLY LIGHT PASSES THROUGH.

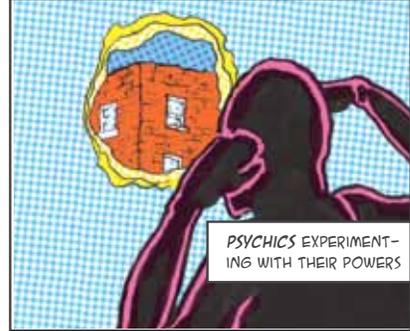
THESE TEMPERATURES AND WEATHER ANOMALIES ARE SOME OF THE FEW INDICATORS FROM WHICH WE CAN INFER CONCENTRATIONS OF V-SOTHONS.



IT SHOULD COME AS NO SURPRISE THAT A GOOD DEAL OF THESE WORMHOLE PHENOMENA ARE MISTAKEN FOR HAUNTINGS, U.F.O.S OR OTHER "PARANATURAL ENCOUNTERS".



SOME INSTANCES MAY BE NATURALLY OCCURRING, BUT MOST ARE THE RESULT OF HUMAN ACTIVITY.



PSYCHICS EXPERIMENTING WITH THEIR POWERS

OR DOOMSDAY CULTS TRYING TO END THE WORLD..



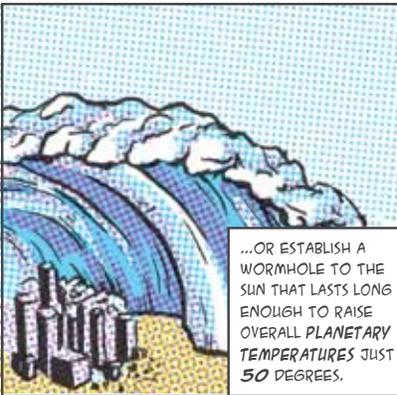
...MOST OF WHOM TEND TO BELIEVE THEY CAN OPEN A WORMHOLE LARGE ENOUGH TO LET THROUGH WHATEVER SPACE GOD-MONSTER THEY WORSHIP SO IT CAN DESTROY THE WORLD



THEY'RE PARTLY RIGHT, BUT THE REAL DANGER ISN'T FROM 7TH DIMENSIONAL MONSTERS...



...IT'S THAT THESE IDIOTS MIGHT ACCIDENTALLY TRANSPORT THE ATMOSPHERE SOMEWHERE INTO OUTER SPACE...



...OR ESTABLISH A WORMHOLE TO THE SUN THAT LASTS LONG ENOUGH TO RAISE OVERALL PLANETARY TEMPERATURES JUST 50 DEGREES.



ADMITTEDLY, THE ODDS OF ANY OF THOSE HAPPENING ARE REALLY, REALLY LOW...

...BUT THEY GO UP A TINY BIT WITH EVERY INSTANCE OF PSYCHIC PHENOMENA.



AND IT ONLY HAS TO HAPPEN ONCE

WHICH IS WHY IT'S SO CRUCIAL THAT WE INVESTIGATE CLAIMS OF SUPERNATURAL ACTIVITY. WE MAY BE ALL THAT STANDS BETWEEN THE HUMAN RACE AND THE END OF LIFE AS WE KNOW IT.



QUESTIONS?

Local Dimensional Instability

One of the principle discoveries stemming from researching the supernatural is that the more often an area is affected by supernatural phenomena, the more likely it is to experience even more supernatural effects. This has the potential of creating a snowball effect until reality as we know it unravels completely. The dimensional instability rating of an area is the measure of how likely this is to happen.

Dimensional instability is rated on a rough scale of 0 to 10, with 0 being a state of complete harmonious accordance with natural laws as currently understood by man, and 10 being complete dissolution of all of space-time into a soup of subatomic particles. Earth becomes inhospitable to life with an instability rating of 8 or higher. In most areas the instability rating is 0 or 1, but is known to be higher the following regions:

Places where psychics regularly use their powers (rating +2)

Mutants' residences or places where large numbers of mutants congregate (rating +1 to +2)

Large cities; the concentration of large numbers of people makes it statistically likely that one or more of them are psychics or mutants (rating +1)

Nuclear reactors, particle accelerators, or other high-energy research facilities (rating +1)

"Haunted" houses and places with a history of supernatural phenomena (rating +1)

The above modifiers are cumulative. The home of a powerful psychic (+2) living in a large city (+1) near a positron super-colliding laboratory (+1) would have a dimensional instability rating of 4.

Effects of Dimensional Instability

The most immediate effect of Instability is that it enhances psychic powers and makes them easier to use.

All characters with psychic powers add the local dimensional instability rating to any concentration checks. Psychic characters also receive a number of bonus power activations equal to the local dimensional instability rating. Bonus activations can be applied to any power and are always used before the psychic's normal daily allotment of power uses. Bonus activations from entering multiple areas with different levels of dimensional instability do not stack. Only the highest dimensional instability rating applies.

Once the dimensional instability rating reaches 2 there's an increasing likelihood that small wormholes will spontaneously open on their own. For reasons not fully understood, these wormholes tend to let light in and/or heat out, creating strange lights and pockets of cold. Generally these effects are sporadic and short lived, but become more common and longer-lasting as the instability levels increase.

In areas with instability ratings of 4 or higher, sensitive electronic devices start to malfunction. Radios and cellular phones tend to have reduced reception and visitors tend to experience other phenomena such as disorientation, hearing strange noises, and the sensation of being touched. It's unclear whether these effects are due to extremely minor alterations in the laws of physics, excessive electromagnetic energy disrupting radio signals and/or human brainwaves, some other unknown effect that induces auditory and tactile hallucinations, or a combination of all of the above. More unusual phenomena have been reported, but the above are the most consistent effects.

Example: Donna Bell can normally use her Poison Conjunction and Far Vision powers 5 times per day each. Worried about attackers she uses her Far Vision power three times to scout ahead and her Poison Conjunction power four times to incapacitate those she finds. She then enters an area with a dimensional instability of 2, giving her 2 activations that can be applied to either power. She applies one to Poison Conjunction to incapacitate another attacker and the second activation to Far Vision to check if she had any backup. Donna is left with one remaining use of Far Vision. To use Poison Conjunction again she will have to either rest for a day or enter an area with a dimensional instability rating of 3 or more.

"It was up neah the head. 'Tween the egg and the rivah. I seen it on the solstice AND the equinox, some kinda lights n' sparkles. I took Ginny down yonder a few time when we was courting. She don't speak of it comfortable. But I tell ya, it happened. No camera-phones like the youngsters today, so I ain't got no pictures of it, but I tell ya, it happened. I tell ya something else, I ain't never told. That university fellow who dis'peared back in '64? He interviewed me same as you. Said he would walk into them sparkles if he ever saw 'em. Mayhaps he did, cause he ain't never been heard from since."

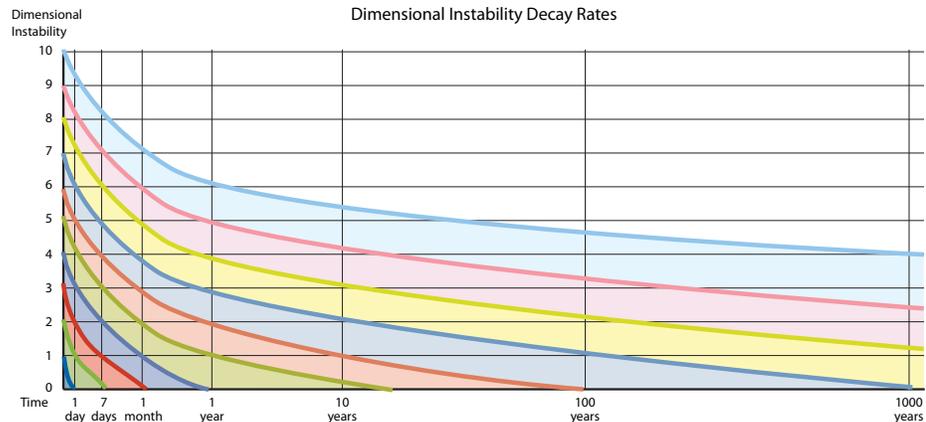
Serpent Mound
Investigation File.
Interview #8,
Erik Ulenhake, farmer
of Peebles, Ohio.

At instability ratings of 6 or higher, things just start getting weird. Most reports are contradictory and unconfirmed since levels this high are rare. Humans experience mild hallucinations almost constantly in such areas, making it difficult to tell what's really happening and what's not. Reports of water sublimating into steam without a heat source, flames spontaneously igniting but not consuming fuel, dry tinder and even gas stoves refusing to light, the sudden and inexplicable absence of friction, and localized increases or decreases in gravity are some of the documented, but understandably unverifiable, effects.

Reducing Dimensional Instability

The good news is that, left alone, an unstable area tends to revert back to normal over time. However, the greater the dimensional instability, the longer it takes for conventional reality to reassert itself. As a rule-of thumb, the first point of instability tends to fade in under a day. The second point goes away in a week. The third takes a month, the fourth a year, the fifth a few decades, the sixth a century, and the seventh a millennium.

The key factor is that the area must be left alone. The mere presence of psychics, mutants, or even large numbers of "normal" humans tends to prolong dimensional instability. How much this does or does not affect the dimensional instability rating is left up to the Game Master – the instability game mechanics are there to enhance the storyline, not to bog play down in endless mathematics.

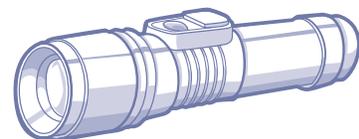


Many places held to be sacred around the world have unusually high instability ratings, implying that at some point in the distant past they were subjected to civilization-endangering levels of instability. Alternately, it may be that some locales experienced only moderate-to-low levels of instability, but that the high traffic of visitors and worshipers have reinforced the instability. Sites of famous "miracles" and places where ancient gods are said to have lived (e.g. Stonehenge, the Pyramids, the Bermuda Triangle) all effectively have permanent instability ratings of at least 2.

Opening Wormholes

The most reliable way to open a wormhole is to find a psychic or mutant with the ability and have them do it. Most have little to no control over where the other end opens, but they're usually consistent with regard to what comes out of this end.

No roll is required. Any "conjunction," "far," or "portal" power automatically opens a wormhole.



Some psychics maintain that they need to hum, gesture, or chant to activate their powers, but it's believed that the wormholes are generated only by the electromagnetic waves produced by their brain. Any extraneous actions are probably just psychological crutches that help the psychic reach the necessary mental state.

Despite this, many non-psychics use repetitive rituals to try to re-create the same conditions wherein they've known wormholes to have opened in the past. Usually this involves some degree of meditation, gesturing, and lots and lots of chanting. These efforts usually result in complete and utter failure, but every so often rituals somehow manage to reproduce the necessary wave-forms and open a wormhole.

A ritual can be successful only in locations with an instability rating of 1 or more.

Performing a ritual requires a DC 30 Knowledge (arcana) skill check. You cannot take 10 or 20 on this roll.

Any number of individuals can use the aid another maneuver to assist by making Knowledge (arcana) checks, which is why so many would-be sorcerers form cults. If the check succeeds, a small wormhole leading to a random location briefly opens in a randomly chosen square. Although any effect is possible, the most common result resembles the Chaos Conjunction power.

The ritualist can only control where the wormhole appears or what will come forth if they roll a natural 20. If the local instability rating is 4 or higher, a natural 19 or 20 will allow such control.

Given the chancy and unpredictable results of trying to "manually" create wormholes, it was almost inevitable that someone would try to build a machine to consistently accomplish the task. Theoretically it is a simple matter of recording any and all wave-forms present at the time a wormhole manifests and playing them back at a later time. In practice, it becomes significantly more complicated than that and even less successful.

Despite employing numerous scanning devices such as MRIs and PET scans to record the brain activity of psychics while they use their powers, no mechanical or electronic device to date has ever successfully opened a wormhole or duplicated a psychic power. The exact reasons for this are unknown, but the most popular theory is that the current level of technology doesn't allow the necessary precision to record *and* replicate human brain wave activity in sufficient detail to affect subatomic particles. Indirectly supporting this theory, the efforts of various researchers around the world *have* produced machines (sometimes by accident) that have affected the dimensional instability rating of their immediate area.

Devices that attempt to replicate psychic powers merely raise the instability rating in their surrounding area by 1 for as long as they are operating. Left running continuously, such a device raises the instability rating of the the surrounding area at the reverse of the rate by which it normally decreases. After 1 full day of operation, it will have raised instability by 1 point, another point after a week, another still after a month, and so on.

Closing Wormholes

When it comes to closing wormholes, machines have the clear advantage. Despite rigorous research and investigation, no psychic has ever demonstrated the ability to close a wormhole that they haven't personally opened in the first place. Most even lack the ability to deliberately close wormholes of their own creation and rely on natural forces to restore the normal rules of space-time once they're done violating them. Although researchers are trying to locate a psychic with the ability to reduce instability, it is not a promising line of inquiry.

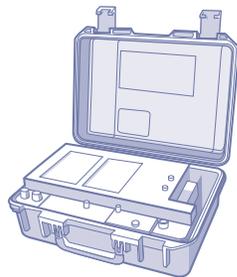
What's a wormhole?

A wormhole is a portal that connects two different points in space and time, usually of considerable distance. Matter and energy can pass from one end of a wormhole and be instantly transported to the other end. For instance, if you were to step into a human-sized wormhole, you would almost instantly be transported somewhere else. To a bystander, the effect would be indistinguishable from teleportation.

Wormholes tend to be highly unstable and short lived, making them more likely to rip you apart molecule by molecule and send only half of your quivering remains across the universe. Wormholes as a means of transportation is only theoretically possible and likely to stay that way.

Instead, the greatest successes have come in the field of electronics. Independent parties have developed various devices that break up the wormhole-causing wave-forms. Each has its own name, usually quite long and composed of words with many syllables, but they're all known collectively as "stabilizers." The simplest versions broadcast multi-frequency static across various energy spectra while more sophisticated versions attempt to cancel out specific wave-forms by broadcasting inverse patterns on the same frequencies. In terms of game mechanics, both methods work equally well on wormholes; the fancy versions tend to disrupt communication signals a lot less often, however. The effective range varies from device to device, depending largely upon the power supply. Most portable models can affect a circle with a radius of about 100 feet. Some form of focusing antenna may increase the range by decreasing the area of effect requiring a more precise knowledge of the location of the wormhole.

Although stabilizers can't actually prevent wormholes or psychic phenomenon, they do make activating psychic abilities more difficult and tend to dramatically reduce the duration of any pre-existing phenomena.



Stabilizers reduce the effective local dimensional instability by 2 while in operation and grant a +2 bonus to all saving throws against psychic powers.

Any sustained effects require a DC 15 Concentration check each round to maintain. (Use the psychic's total level as a bonus to the roll).

Some scientist characters may have developed more potent machines, but they tend to be temperamental prototypes that sporadically malfunction (i.e. are "magic" items or are produced by the Engineer Archetype's Reconfigure ability).

"My current theory is that the unusual density and physical properties of these stones is caused by a massive infusion of sothon particles. Basically, they're "extra real" to put it in layman's terms. They destabilize the surrounding area by attracting Y-sothons, instead of letting them instantly be destroyed by the corresponding positive sothon it was co-created with.

The other possibility is that the surface texture refracts radiation and light into frequencies conducive towards dimensional instability. I've requested authorization to test this theory but people are funny about letting me point 1000 gigawatt lasers at unstable patches of reality."

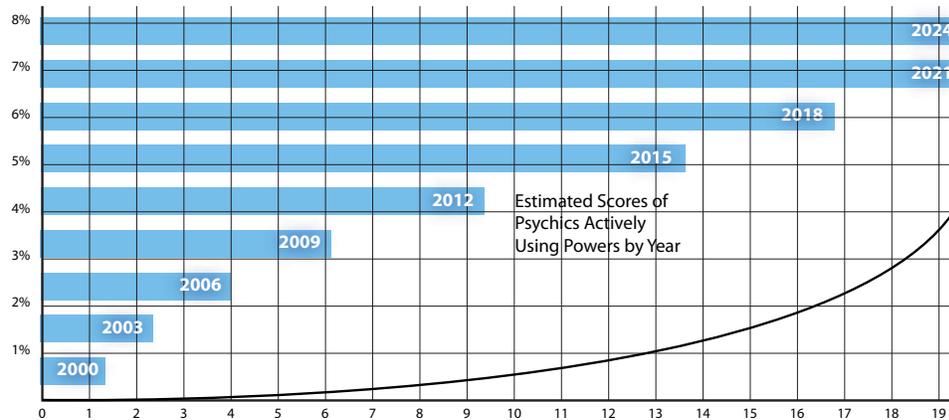
--Lloyd Greer,
R.E.A.C.T.
Intelligence fellow

Black Stones

On very rare occasions a scientist or R.E.A.C.T. agent comes across a so-called "black stone"; a mineral sample with unusual physical properties. Reports vary, even from two observers standing side by side. Some describe the stones as matte black, reflecting no light whatsoever, while others perceive them as being an extremely dark shade of green. Some samples appear to have gold flecks, although chemical tests reveal that the material is completely homogeneous.

Such stones exhibit a variety of other unusual properties. Laser spectrometry reveals that some crystalline property of the stones causes them to refract visible light to an unusual degree; light bouncing off the stones completely scatters in all directions. X-rays and magnetic imaging produces a similar effect, significantly complicating analysis. They may appear inordinately dense without a corresponding increase in weight, meaning the stones are extremely durable, and resist attempts to shatter or cut them with anything other than a diamond-tipped drill. Despite this, approximately half of all recovered samples show signs of having been worked. Many have been somehow been carved into statues of quasi-humanoid monstrous figures and were the centerpiece of various religious cults.



Likelihood of Global
Catastrophic Event

Hundreds of Wormhole Incidents
within a 12 month period

It is believed that the stones' refractive properties can have an effect on the human mind, scrambling the normal brain waves and causing mild sensory distortions. It's probable that under the right conditions, this effect could be magnified to cause truly spectacular hallucinations, but R.E.A.C.T. scientists haven't yet discovered what those conditions are. Regardless, extended contact with the stones can have detrimental effects on sanity; prompting frequent rotation among researchers.

Black stones increase the local instability by one. The range is proportional to the weight of the stone; assume about a 10' radius for every pound. Additionally, individuals with dormant psychic or mutant genes often have those genes activated by contact with black stones.

The current theory dominating research into the black stones is that the stones somehow have (or are generating) an unusually high concentration of sothon particles, making the stones extra "real." This theory accounts for the unusual physical properties of the stones and explains their ability to "trigger" psychics and mutants; the high concentration of sothon particles attracts anti-sothons (or Y-sothons as they're also called), resulting in an increased local instability.

Black stones are of interest to R.E.A.C.T. for several reasons, the foremost being the inherent knowledge to be gained from studying them. Many believe that the stones hold the key to controlling and reversing instability, which would make psychic research safe for mankind. Second, the stones are inherently dangerous. By activating mutant genes, they create threats that R.E.A.C.T. must contend with and their inherent effect on instability increases the odds (however slim) of some accident rendering the planet unlivable. By collecting the stones and surrounding them with sothonic stabilizers, R.E.A.C.T. hopes to neutralize this threat. Finally, the stones hallucinogenic effects lend themselves to being items of worship. Even normal humans without "aberrant" genes can have their minds affected by the stones, leading them to cultivate delusional beliefs about flying crustaceans from outer space and forming dangerous religious cults, many of whom fixate on the end of the world. Neutralizing a doomsday cult doesn't solve the problem if a new one will just form in its place.

"The investigation was going ok, ya'know? Sure I don't like sewers or anything, but I was coping just fine. It was strange, this whole subterranean world. We were down in the deep under of the city when things got weirder. Something-maybe that freaky rock, maybe the mutant with the big head - made all the electronics go haywire. I dunno exactly what the deal was, but it wasn't pretty. I freaked out pretty hard, ya'know?"

-Micah Fornsworth,
Operation Under
Post Assessment
Interview.

Enemies

"Enemies?"

No, we have no direct enemies.

Wars?

No, we do not declare war.

Our only fight is that of humanity; to better ourselves and our society with all our tools & gifts. That is what makes R.E.A.C.T. There are occasional conflicts and the organization does have security & intelligence divisions, but we do not seek out conflict with any specific group, country, or individual.

Yes, we have detractors and critics. We welcome all reasonable critiques and always do our best to respect the regional and national laws of the areas in which we operate. Our mission is not one of war or conflict, it is one of compassionate responsible contributions to make the world a better place."

-Dr. Meta,
CNN Appearance,
2008

R.E.A.C.T. is out to save the world. This frequently brings them into conflict with other groups who have a vested interest in either the status quo or in ending the world. Some of their major opponents are described in brief below.

Centillion.com

The popular search engine and online application development company Centillion.com is more of a friendly rival to R.E.A.C.T. than an actual enemy. In fact, the two organizations have benefited from each other's discoveries; several Centillion applications employ R.E.A.C.T. patents and most R.E.A.C.T. computers are running Centillion's Manikin operating system.

In addition to being the world's foremost search engine, Centillion has released cMail, a free web-based eMail service and Centillion: G.A.E.A. (Geographic Atlas Engine Algorithm), a means of coordinating GPS data with satellite-generated maps, directions to a given location, and just about anything else map-related you could want. Recently, they've expanded into the world of social networking with Centillion² (Centillion Squared).

Where the two groups come into conflict is recruitment. Both are competing for the world's top minds and Centillion's highly successful for-profit business model is a very attractive incentive for young talent looking to pay off their student loans. R.E.A.C.T. has lost more than a few promising candidates to Centillion.

It's possible for your character to have worked at Centillion in the past (or to still be working for Centillion if they aren't directly affiliated with R.E.A.C.T.) and may be able to call upon some of their old co-workers for favors or information from time-to-time.



The C.I.R.C.L.E.

There is considerable debate as to whether the C.I.R.C.L.E. even exists, as well as what it stands for. On the one hand, a world-wide criminal conspiracy powerful enough to have its fingers in every pie, yet subtle enough to avoid detection is implausible at best. On the other hand, R.E.A.C.T. Intelligence analysts are quick to point out, that *something* is diverting approximately 4% of the world's collective gross production from its intended destination and has been for at least the past hundred years. Having detected and confirmed the trend on a macro scale, they're at a loss to say where the money's precisely coming from or where it's going to. Senior analysts have compared it to losing 1 pound of weight and trying to identify exactly which specific fat cells have shrunk in size.



If it exists, the C.I.R.C.L.E. would have to be the world's greatest conspiracy, twice as secretive as the Illuminati, five times more efficient than the Mafia and ten times as pervasive as the Masons ever dreamed of being. It would essentially be a government for criminals, protecting its citizen-members in exchange for collecting "taxes" in the form of a cut from every illicit transaction. Its agents would be everywhere. The majority probably wouldn't even know they were working for the

C.I.R.C.L.E., but would instead think they were part of some other front organization.

In addition to criminal enterprises, such a vast organization would, by necessity, be involved in countless legitimate businesses, if only for money-laundering purposes. If the organization were ever shut down, it could very well take the world economy down with it. It's evil that's "too big to fail."

Corrobia

A tiny mountainous South American country, Corrobia was founded in 1861 as a Banana Republic; nominally independent, but actually run by a puppet government under the control of the Abuelita Fruits corporation. Abuelita Fruits set up token schools and hospitals for their plantation workers but, except for the roads used to ship bananas out of the country, made no real effort to modernize the country or build infrastructure. The plantation workers enjoyed a slightly higher standard of living, but the peasants in outlying villages continued to live as they had for centuries. Abuelita was forced to suppress several uprisings, flying in goons and mercenaries to restore order and ensure that the bananas and coffee kept shipping.



In 1912 rebel forces finally succeeded in wrenching control from the corporation, due in part to World War I's disruption of the shipping lanes. Although the insurgents were well intentioned, they lacked the knowledge and experience necessary to create an effective government and the country soon degenerated into despotism. Corrobia has traded rulers at least 10 times since then. The most recent tyrant is Generalissimo Malvido, a Bolivian ex-patriot who, with the help of his personal guard, seized control of Corrobia by assassinating the self-proclaimed "King" and his ruling council.

Unlike his predecessors, Malvido has won the hearts and minds of his subjects by building roads and infrastructure. He balanced the national budget by "encouraging" farmers to switch from bananas and coffee to coca. Instead of wallowing in luxury from the proceeds, he used them to bring in foreign experts to improve the country and establish a process for laundering the profits from future harvests. Malvido isn't depriving himself of creature comforts, certainly, but neither is he commissioning gold bathtubs or openly flaunting his power.

Although Corrobia is far from utopian, the average citizen has never had it so good. Trade is up, taxes are low, the literacy rate is 77% and climbing, and for the first time anyone can remember, they actually *like* their leader. To the untrained eye, Corrobia is a model of national prosperity and modernization, but rumors abound that Malvido is secretly up to something. Conspiracy theories as to what are many and varied; here are some of the most common:

He's building a secret laboratory to develop more addictive drugs, genetically engineer cocaine, or manufacture biological warfare agents.

He's secretly a cyborg and is perfecting mind-control implants, building an army of robotic super warriors, or developing an artificial intelligence to take control of the entire internet.

He's constructing secret factories to produce long range missiles, tanks, or winged jetpacks for flying storm-troopers.

He's seeking allies to form a coalition of South American nations.

He's planning on annexing his neighbors any day now.

There's no end to the speculation.

Here are the facts, as R.E.A.C.T knows them: he *has* expanded the national army. He's improved the training they receive and modernized their equipment. He publicly derides R.E.A.C.T. as ineffective and asserts that their charity only serves to keep people poor and downtrodden. Instead, he offers up the services of his economic and technological experts; partnering with Malvido will turn your country around, just like Corrobia. So far, there haven't been any takers, but it will only take one to double his power base.

Doomsday Cults

The world of R.E.A.C.T. is rife with fatalism, nihilism, and many other counterproductive -isms. Many individuals lack hope and there's always someone trying to profit from it by offering false hope, reinforcing their despairing worldview, or, in the worst cases, both.

In almost all cases, doomsday cults center around one especially charismatic individual who suffers from religious delusions that the world will end. Most have a specific date and time in mind, but some only know that it's coming "soon." Frequently, the leader will have minor psychic abilities or have been exposed to mutagens of some kind in the past, leading many researchers to ponder why so many people with some degree of extra-sensory perception always seem to suffer from the *same* psychosis.

Regardless of how they acquired their dose of crazy, the leader is never content to prepare for the end alone; they always feel the need to spread their insanity through recruitment. Through persuasion, telepathic mind control, and/or good old fashioned brain washing, their cult begins to grow. Most never go beyond 20 members but membership in the hundreds or thousands isn't unheard of.

Rarely such cults are content to passively wait for the predicted apocalypse, either returning to their normal lives when it fails to materialize or choosing a new date-to-end-all-days and begin preparing for *that*. Others are more... aggressive. Their warped belief



system compels them to prepare for the end of the world by blowing parts of it up, mass poisoning, and general mayhem. Some believe that every thousand deaths pushes back the doomsday clock by a day, week, or year. In their twisted perceptions they are heroes, delaying the end of the world by murdering as many people as they can. Others hold that the world is so corrupt and foul that it deserves to be destroyed, one person at a time, if necessary. Still others think they've made contact with alien beings who will build a paradise on earth -- but only if humanity is first reduced to more manageable numbers. The variations are endless.

Cults become even more dangerous when mutation and psychic abilities are incorporated. If the leader discovers a quasi-reliable way to bring out psychic power or to trigger the expression of mutant genes, they usually make it part of the indoctrination process. If you think it's hard to infiltrate and expose a "normal" cult of brainwashed religious fanatics, imagine the problem posed if the zealots have super-human strength, claws, or can read your thoughts from 20 miles away.

Such cults always revolve around a delusion that they're in contact with some all-powerful extra-dimensional entity and their misguided efforts are intended to "Wake the Eternal Sleeper", "Sate the Infinite Devourer", or "Appease the Chortling Chaos." Whether they mean to or not, their activities usually result in increasing the local instability and weakening the local dimensional fabric. Although the physical effects are minimal, there's always the chance that they could trigger a recursive chain reaction that destroys the planet, shuttles it into another dimension, teleports the atmosphere to a region of space near Proxima Centauri or results in any number of world-breaking catastrophes.

International Drug Cartels

A description of just the major drug trafficking cartels could easily fill an entire book, so we're only touching on some of the basics. Very few cartels have ideological differences with R.E.A.C.T. and would be happy to allow their relief efforts to proceed unimpeded – if they weren't paranoid about discovery. Most cartel members suspect R.E.A.C.T. agents of being federal scouts or working in partnership with the American Drug Enforcement Agency. Usually they respond to R.E.A.C.T. expeditions with violence. While it's theoretically possible to negotiate with the (somewhat) more enlightened leadership, the rank-and-file tend to shoot first and ask questions later.

In some regions the drug cartels are better armed and better organized than the local police forces or governmental agencies and many officers find that it's healthier for them to look the other way. The cartel effectively becomes the law in these places – the law of "might makes right." As such, they typically impose a "delivery tax" on any relief shipment or simply confiscate it outright. They reserve food shipments for themselves and sell any antibiotics or medical supplies at ridiculously inflated prices – often to the very same people to whom it would have been delivered to in the first place.



Sample Cult:

Started by Samson Sosa, an unemployed steelworker, the Church of Our Ascendant Lord is ostensibly an offshoot of Christianity but has extremely twisted interpretations of the standard biblical texts. Specifically, they maintain that Gods presence is strongest in water, citing the miracle of feeding the multitude with only 2 small fish, among others. They believe that the afterlife will be physical rather than spiritual in nature and that after death the soul dwells underwater alongside angels with fin-like wings. Sosa has also conflated the second coming of Christ with the arrival of the anti-Christ, maintaining that whatever 10-horned beast that arises from the sea will be their savior.

Meetings are held twice a week in Sosa's house and the cult numbers about 35 members most of whom are also disaffected factory workers. The cult has been suspected of involvement in at least 3 missing children cases to date but the authorities have yet to build a successful case against them.

Mutants

Mutants are often violent and anti-social. Their physical appearance sets them apart from “normal” humans resulting in social isolation and ostracism. Furthermore, they often suffer from glandular changes that cause them to have increased aggression, bizarre food cravings, and other... urges.

Mutants are often recruited by criminal and terrorist organizations as shock troops, thugs, enforcers, or assassins. Some groups, dissatisfied with their chances of finding naturally occurring mutants, try to create their own with highly variable results and side-effects. Regardless of the method employed – radiation, chemicals, recombinant DNA injections, or viral exposure – the subject rarely ends treatment as sane as they began it.

In some cases, extended families who share a mutant genome and anti-social urges work together to fulfill their inhuman needs. Those who can pass for normal lure prey to remote areas where they can be attacked by their less-human kin. Some are motivated by cannibalistic urges, others simply by the need to kill or torture. These mutant clans are often responsible for urban legends like the old motel where tourists check in but never seem to leave or the hunting lodge where the guests are the ones being hunted.

Mutant families aren't just found in rural regions. Any home in the suburbs could be hiding a grandmother or uncle who's just “not quite right.” Many inner cities also have certain tenements that are swarming with strange folk who have everything delivered and only come out at night.

Psychics

While some individuals with actual psychic powers become productive, contributing members of society, most end up as outsiders and loners lurking on the fringes. Many only have partial control of their powers and can't understand why things tend to catch on fire around them or why they're plagued with visions of alien landscapes or ocean-floor life-forms, if they even understand that's what they're seeing. Some are driven mad by the experience or are convinced that they're crazy by the people they go to for help. Many develop bizarre and elaborate belief systems to explain what's happening to them.

Psychics who try to share their experiences risk being falsely diagnosed with schizophrenia or some other disorder and spending the rest of their lives hopped up on psychoactive medications (which may make their powers go away or may make them even less controllable). On the other hand, the more they try to deny their abilities, the less control they can exert over their powers and the more often unpredictable weirdness happens to disrupt their lives. Regardless of how they respond to their abilities, their overall stress level is several notches higher than that of most people.

Add to this the fundamental fact that their brains don't work the same way that “normal” peoples' do – certain areas of the brain may atrophy and whole new lobes could develop – and it's no wonder that most of them end up maladjusted. Of course, what conventional thought defines as “clinical sociopathy” may simply be the psychic's brain functioning “normally” for their mutant genetics.

Psychics often start cults (see Doomsday Cults above) or are recruited by terrorist groups as living weapons.

Senator Ethan Moore

Highly influential and popular, Senator Moore is a vocal advocate for small government, increased military funding, and banning R.E.A.C.T. from operating within the borders of the United States of America. Despite being highly intelligent, Moore chooses to adopt a public persona of being a loudmouthed hillbilly, fresh from the back of a turnip truck. Although his colorful demeanor occasionally borders on offensive, it nonetheless resonates with voters. The secret to his appeal is his insistence that every issue can be simplified to the point that anyone can understand it – usually reducing things to a state of black and white. Whenever pundits or analysts insist that a given issue is more complex than right or wrong, he dismisses their opinion as “psychobabble jibber jabber” and reminds his audience that the “world’s only as complicated as you decide to make it.”



What's the problem, Ethan?

Is Senator Moore's hatred genuine or is someone else pulling the strings? We've left the answer purposefully vague to fit the needs of your campaign.

During debates he often appears to be confused by his opponent's statements, as if he doesn't understand what they're saying. He often addresses opponents directly, asking them to clarify points “just so the audience and I can understand what you're sayin'” while subtly maneuvering the issue to be framed in his favor. Still, he is gracious in victory and adopts and “aw shucks” attitude whenever he tricks an opponent into agreeing with him.

Senator Moore claims to oppose R.E.A.C.T. because their presence goes against his reductionist principles. In his own words: “They come in after a disaster and help out. Now that ain't a bad thing, but we already got FEMA to do that. I don't know about you, but every time I seen two fellas try and do the same job at the same time they always end up trippin' over each other and makin' a bigger mess than you had to begin with. Everything them Reaction boys do is done by someone else. They just end up complicatin' matters.”

Despite his growing popularity, he has yet to have much success shaping public opinion. Even his most loyal fans view his opposition to R.E.A.C.T. as a quirk, albeit a somewhat endearing one. However, through backroom dealings and political favor mongering, he manages to deny building permits and access to governmental records and offices whenever possible.

So far, Senator Moore is a small annoyance, but all it will take is R.E.A.C.T. to make a large enough mistake to allow the Senator to use his media-manipulating skills and political connections to destroy them.

Equipment

The image of the undercover agent equipped with a dozen miniaturized gadgets is a common, but impractical one. In almost all cases mass-produced equipment works just as well, is ten times cheaper, and requires less specialized training than a custom-built gizmo. Also, many of the “classic” devices are now obsolete. Who needs a 2-way video transceiver, miniature video camera or real-time GPS tracker when a good smartphone can do all of that and more with the right apps installed and is a lot less conspicuous? Moreover, if you should happen to get caught, a lot of fancy equipment immediately brands you as a spy. That’s why R.E.A.C.T. agents tend to use conventional equipment, vehicles, and weapons instead of spy-tech, super-vehicles and mega-guns. “Normal” gear is a lot easier to replace and a lot easier to get rid of should the need arise.

That said, there are still a few special items that R.E.A.C.T. agents tend to have, either due to usefulness, easy of concealment, or sheer coolness.

Applications

Bonaf-ID

One of Centillion.com’s desktop and smart-phone applications, Bonaf-ID uses sophisticated image-recognition algorithms to identify an individual from their picture. If it finds a match, the application then queries national databases for recent news involving that individual and checks to see if they have a criminal record.

Assume that the application has 5 ranks in all Knowledge skills that may be relevant to identifying the target. It automatically takes 20 on rolls to find information about the target, unless the operating character is in a hurry and interrupts it in mid-search. Apply any penalties to vision due to darkness, fog, *et cetera* to the skill check.

If the subject attempts to alter their appearance, make an opposed Disguise vs. Perception roll. Assume that the app has 0 ranks in Perception. If the subject wins, assign a penalty to Knowledge skill checks equal to the difference between the two rolls.

In any case, Bonaf-ID only works on individuals who are either newsworthy or have criminal records. For the vast majority of subjects it only reports “Identity Unknown at this time.” Bonaf-ID requires an internet connection to function and stops working in areas without cellular coverage.

Bonaf-ID is officially only available to law-enforcement personnel and Centillion employees. However, someone uploaded a cracked copy to R.E.A.C.T. servers. The cracked version contains a “bug” that adds “..and you’re a pervert for asking” to the end of each screen’s text display.

Cost: \$350

Eye Rekon

Eye Rekon is a computer and smart-phone app that analyzes video and counts the number of times a subject blinks per second. After establishing a baseline it can then determine whether or not an individual is telling the truth (as they believe it) or not with a high degree of accuracy. Eye Rekon can be used on video as it’s being captured but the subject may begin to wonder why you’re always pointing your phone at them.



Eye Rekon grants a +4 equipment bonus to Sense Motive skill checks.



R.E.A.C.T. replacement cybernetic eyes are capable of running Eye Rekon, but it becomes difficult to upload the frequent patches and upgrades.

Cost: \$275

Master Contractor: General Use 2.0

Both a smartphone and desktop application, Master Contractor analyzes photographs for possible building materials and tries to project everything that could be constructed using the tools at hand. Once the software has identified everything it can, it prompts the user to enter identification for unknown materials (offering a dropdown list if it has been able to narrow the selection significantly). It usually takes about a minute to process the data, during which an animated construction worker with a mullet appears on screen stroking his chin and examining each item in the photo.

Once the software has finished with analysis, it creates a list of all the various projects that might be constructed with the tools and material at hand and provides step-by-step instructions on how to build them. Paper-clip robots, model cars powered by spoiled milk, and potato batteries strong enough to power a radio are just some of the possibilities. Thousands of kids without a science-fair entry download Master Contractor the night before judging. Most end up passing Science class.



Version 2.0 is the public version and contains safeguards to prevent people from creating anything more dangerous than a stink-bomb. In fact, if someone tries to use Master Contractor to look up the formula for explosives, how to cook methamphetamine, or other dangerous combinations, it not only gives zero results but flags that user's account to be monitored for future criminal activity.

A slightly more advanced version, without the hazardous material lock-down, is available to R.E.A.C.T. Fellows and select Irregulars only. With MC: GU ver 2.4.1, anything is possible.



Treat this as if the application has 5 ranks in all Craft skills. It can use the Aid Another action to help a character with the appropriate Craft skill. Alternately, if the character is unskilled (or is just less skilled than the machine), they can just use the program's roll; If the character has no ranks in the appropriate Craft skill, MC: GU has a -1 penalty and the project takes 3 times as long as usual to complete.

Cost: \$250 (MC: GU ver. 2.0)

Cost: \$500 (MC: GU ver. 2.4.1)

Devices

Advanced Body Armor

Constructed from an expensive and experimental form of synthetic spider-silk, advanced body armor offers the same coverage as tactical response armor, but is far lighter and more flexible.

Defense: +10

Fortification: +35%

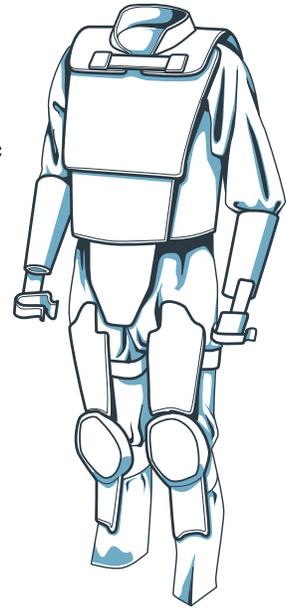
Maximum Dexterity Bonus: +2

Skill Penalty: -3

Speed: 25

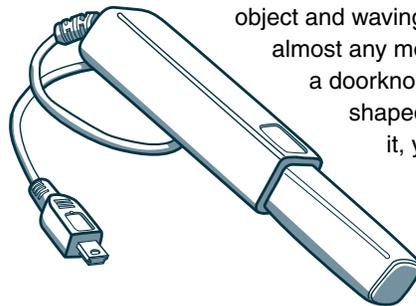
Weight: 10 lbs.

Cost: \$5000



Fingerprint Detector

A hand-held device similar to hand held document scanners, the fingerprint detector emits a narrow beam of ultraviolet light that scans nearby surfaces. By holding the wand 6" or so from an



object and waving it around, you can pick up and record fingerprints from almost any mostly-flat surface or commonly encountered shape such as a doorknob. The software only really gets confused by irregular shaped surfaces. With the short mini-USB cable that comes with it, you can plug the detector into your phone and get identification on a given fingerprint in under a minute.

Alternately, if you're not in a hurry (or don't trust an unshielded cellular network), the Detector has enough capacity to store the equivalent of 2 small houses worth of data before needing a new memory stick.

No roll is necessary to identify fingerprints. The GM decides if there are or are not fingerprints to be discovered. The device grants a +2 equipment bonus to the Collect Evidence and Analyze Clue (when used to extract extra information) abilities.

Cost: \$500

Weight: 1 lb.

Glass Breaker

Resembling a laser microphone with a parabolic dish attached, the glass breaker shatters any crystalline substance it's pointed at almost instantaneously. The dish broadcasts waves of sub sonic sound causing glass it's pointed at to vibrate. The laser measures the frequency of vibration and adjusts the broadcast pitch until it matches the resonant frequency of that particular type of crystal. This typically causes glass to shake itself into pieces in seconds.

While in operation, the glass breaker inflicts 2d4 points of damage per round crystalline substances, bypassing any damage reduction or object hardness. It is especially effective against glass and inflicts +2 damage against glass.

The laser has an effective range of 30 feet. Generally speaking, no to-hit roll should be required unless the player or the target is moving.

A typical battery pack holds enough of a charge for 6 rounds of use before needing to be recharged or replaced.

"Ethical? I don't see why not. The patients are aware that the sessions are recorded. They sign all the necessary forms.

It's not 100% accurate, which is why I only look at the data when I review the recordings. After 12 years I pretty much know when a patient is lying. Eye Rekon just helps me confirm that. It's better for the patient. The faster we can get past their defenses, they faster I can help them."

-Dr. Lilian Finch,
psychiatrist

It would be possible to construct a larger, vehicle-mounted version capable of shattering all the glass in an office building, but such a device would be more useful to terrorists than heroes.

Weight: 2 lbs.

Cost: \$1300

Pocket EMP

“Pocket” is stretching it a bit because the actual device is about the same size as an 800 page hardback novel, but this is still a remarkably small EMP generator. Once activated, it emits an electromagnetic pulse powerful enough to fuse circuitry, overload processors, and generally render anything electronic within 60 feet inoperable – including itself, making this a single-use item.

Treat this as an area effect attack that only affects electronic devices. Anything electronic within 30' of ground zero must make a DC 20 Fortitude saving throw or have its circuitry fused into uselessness. Items between 31' and 60' must make a DC 15 saving throw. Military-issued equipment and cybernetic implants receive a +4 bonus to their saving throw. Electronic devices specifically built with “hardening” or “tempest shielding” or items on the other side of a Faraday cage from the EMP are immune.

You don't need to roll for every affected device, just special equipment with dramatic importance. Unless a character needs to use it right away, assume that any electronic item is broken and must be replaced.

Cyberware affected by an EMP can be repaired, although it usually requires surgery to get at the fried circuit boards to replace them. In most cases, the implants become dead weight; in the case of replacement hearts or lungs, of course, this is a lethal effect.

Weight: 5 lbs.

Cost: Mediocre (+4)

Porous Latex

Porous latex is a new formula of water permeable liquid latex that allows for superior disguises and masks. Sweat passes through the porous latex to bead on the other side, making the mask appear more realistic and natural. It also helps the disguised user stay more cool and comfortable.

When used in conjunction with a disguise kit, porous latex grants a +5 equipment bonus to Disguise skill checks.

Weight: .5 lbs.

Cost: \$500



Sothonic Stabilizers

These machines reduce the local instability while in operation. “Portable” only in the sense that they aren't bolted to the floor, the typical stabilizer stands over 4 feet tall and has a base approximately 2 feet in diameter. Each weighs about 60 pounds and must be connected to an external power supply (although they can easily be jury rigged to run off a car battery for 8 hours each).

"The sonic inducer is a fine piece of equipment, make no doubt about that. However, it has limited application in the field, namely because the effect is unpredictable. Most suspects are already at least a little nervous when dealing with an officer and you can never know in advance how they'll respond when you jack that all the way up to 11. They might flee, they might freeze, they might go berserk.

Where it would come in handy is in the interrogation room but it's against Bureau policy. Ethics or some such although it's actually legal. I checked."

Officer Sheila Burkowicz, Federal Bureau of Investigation

Stabilizers reduce the effective local dimensional instability rating by 2 while in operation and give a +2 bonus on all saving throws against psychic powers.

Any sustained effects require a DC 15 concentration check each round to maintain. (Psychics use their overall class level as a bonus to the roll.)

All effects extend out to a radius of 100 feet. There are no additional effects from overlapping multiple stabilizer fields.

Weight: 60 lbs.

Cost \$10,000

Sonic Inducer

Essentially just a small speaker with an on-off switch, this pocket-sized device emits powerful bursts of sound both below and above the human range of hearing in a 30' radius cone. The subsonic noises trigger a primal fear response while the ultrasonic frequencies disrupt equilibrium. The combined effect has been described as "listening to nails on a chalkboard, except you don't actually hear anything and it doesn't stop".

Short-term exposure to the sonic inducer gives the user a +5 bonus on Intimidation skill checks made against the inducers targets. Long-term exposure (such as sleeping in a room with one running) requires a DC 12 Willpower saving throw each hour or acquire the Frightened condition.

Normal animals can actually hear the sounds and automatically attempt to flee the affected area. Supernatural or mutant animals will also tend to flee, but can resist (as above) if they have a reason to do so.

Weight: .5 lbs.

Cost \$2000

X-Porthole

Not to be confused with windows on a ship, X-Porthole is a 6" view screen designed to see through walls. It can accurately locate multiple moving targets' positions behind a wall to within half a foot. It can also calculate the dimensions of the room and identify non-moving obstacles such as furniture although it has trouble distinguishing between counter tops and couches. It only detects that an object fills up space.

X-Porthole allows the user to make vision-based Perception checks through walls. Every 30' of open space imposes a cumulative -2 range penalty as does additional 6" of solid matter. It's relatively easy to see what's on the other side of a wall but significantly harder to see through an entire building.



The view is in black and white only and the user cannot make out details, only the position and approximate shape of objects. Users can easily tell humans and coat racks apart but would have extreme difficulty in identifying a specific human out of a group of individuals with similar heights.

Although sensitive to X-rays and ambient radiation, X-Porthole gets most of its data by blasting the area with a form of high-frequency ultrasound, making it undetectable by radar detectors or most other forms of surveillance countermeasures.

Weight: 3 lbs.

Cost \$15,000

Standard Gear Issued by Role

The following gear is either standard issue to all agents of a given division or so readily accessible by them, that it may as well be issued personally.

Intelligence Division

Prophets tend to have:

Forensics/Evidence gathering kits

State of the Art Laptop with all the number crunching software you could ask for

Smart-phone

Bonaf-ID application

Eye Rekon application

Skulks tend to have:

Bolt Cutters

Camouflage (or black) fatigues

Concealable Microphones

Electrical tool kit

Fake ID

Lock picks

Night vision goggles

Multi-tool

Smart-phone

Bonaf-ID application

Master Contractor application ver 2.4.1

GPS, mapping, & blue-print reading applications

Logistics Division

First-Aid kit

Multi-tool

Smart-phone or Satellite phone

Master Contractor application ver 2.4.1

State of the Art Laptop with inventory control software and a database of various regional laws

Research Division

Access to a chemical, medical, or physics laboratory

Chemical/Radioactive containment suits

Electronic or Mechanical tool kit

Forensics/Evidence gathering kit

State of the Art Laptop with a database of recent scientific and medical discoveries

Security Division

Camouflage Fatigues

Flashlights

Handcuffs

Encrypted Radio headsets

Security Uniform

Sonic Inducers

Stun gun, Taser, & holsters

Tap detector

This item grants a +2 bonus to Knowledge (behavioral science), Knowledge (physical sciences), and Knowledge (technology) skill checks if the character spends an additional full round action to work out the math in advance.

This item grants a +2 bonus to Knowledge (bureaucracy), Knowledge (local), and Knowledge (technology) rolls pertaining to computers if the character spends a full round in advance researching the topic.

This item grants a +2 bonus to Knowledge (earth & life sciences), Knowledge (physical sciences), and Knowledge (technology) skill checks if the character spends a full round in advance researching the topic.

"What happened to your arm?" she asked me one night in the Gentleman Loser, the three of us drinking at a small table in a corner.

Hang-gliding," I said, "accident."

Hang-gliding over a wheatfield," said Bobby, "place called Kiev. Our Jack's just hanging there in the dark, under a Nightwing parafoil, with fifty kilos of radar jammed between his legs, and some Russian asshole accidentally burns his arm off with a laser."

Burning Chrome,
William Gibson

Cybernetic Implants

R.E.A.C.T. cybernetic implants are designed for therapeutic uses, to restore rather than to enhance abilities. Accordingly, R.E.A.C.T. literature and personnel always refer to individuals with cybernetics as "patients," individuals with a medical condition that requires treatment. Patient health, safety, and quality of life, are the only goals R.E.A.C.T. researchers strive for when designing cybernetic limbs, implants, and replacement organs. If a feature has even a tiny chance of harming a patient, R.E.A.C.T. leaves it out. As a result, R.E.A.C.T. produces the safest and highest quality cybernetics on the planet.

Most R.E.A.C.T. cybernetic implants do give a slight boost to a character's abilities but this is generally a side effect of their mechanical nature rather than an intentional result.

Other organizations tend to be less scrupulous, talented, or both. Some refer to their patients as "subjects," "clients," "implantees" or even "customers." This is not to say that every non-R.E.A.C.T. clinic is unethical; some doctors simply assess risk differently. If a given implant has a .5 percent chance of causing neurological damage, R.E.A.C.T. pulls the plug to prevent even a single person from being harmed. Other clinics might choose to focus on the other 199 individuals that are helped by the device rather than the 1 who'd be harmed. They reason that as long as the patient is aware of any potential dangers, their informed consent resolves any possible ethical considerations.

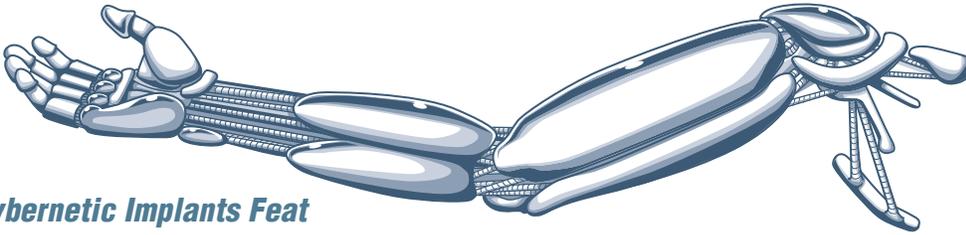
On the other end of the spectrum lie underground clinics that will install risky and dangerous implants. They'll also add questionable "upgrades" to existing implants, as long as the price is right. These devices are able to increase the cyborg's abilities to superhuman levels, but almost all come with significant risks and/or long-term damage; inexplicably there's never any shortage of individuals willing to pay any price to become more than human.

Gaining Implants

Most characters will not have cybernetic implants. The requisite surgery, side effects, and expense (especially the expense) are major deterrents. No ordinary characters should have cybernetics; only significant characters with levels in Modern Hero merit implants and then only if they've suffered some horrific injury. No ethical doctor would willingly sever a healthy limb and replace it with machinery, thus limiting cybernetic implants to victims of trauma, victims of unethical medical experiments, or those sufficiently insane and powerful to compel a doctor to do the work. That said, this is your campaign and if you decide to roll the clock ahead a few years and make cybernetic implants more prevalent, we recommend letting

player characters start with a fixed number of points (3 is a good number) to spend on cybernetics. Alternately, you could allow them to install a number of cybernetic points equal to the greater of their Wisdom or Constitution modifiers.





Cybernetic Implants Feat

This feat may be taken multiple times. Each instance allows a character to take up to 8 points of cybernetic implants. The player can take a single, powerful implant or mix and match a variety of minor devices. Any unspent points can be saved until the character can take the feat again or spent when the character next advances a level.

Characters who manage to exceed their allotted value of cybernetic points suffer from chronic side effects such as tremors, twitches, disorientation, partial seizures, and even minor hallucinations that act as a constant distraction. Such an overloaded character cannot spend or gain Action Points and gains a negative level for every 7 points of implants they have over their limit (round up). Any negative levels disappear once the character acquires the requisite number of cybernetic points, takes an equal amount of cybernetic defects or the offending cybernetics are removed.

Example: Jim Stock is nearly cut in half by a laser and receives a cybernetic replacement arm and leg – 10 points of cybernetics. Because he lacks the Cybernetic Implants Feat, he suffers 2 negative levels. He can eliminate these negative levels by advancing enough levels to take the Cybernetic Implants Feat twice, by accepting 10 points of side-effects (such as hallucinations [x2] and seizures) or a combination of the two (such as 1 instance of the Cybernetic Implants Feat and chronic pain sensation).



Agony Gate, Black Market

7 points

In 2010, Fredrick Heinz, a volunteer fireman, burn victim, and recipient of the R.E.A.C.T. Pain Interceptor disappeared from his hospital bed. His body has never been found. Eight months later, the first of many criminals (a known assassin with ties to the Tongs) turned up with an over-clocked and reverse-engineered version of the R.E.A.C.T. Pain Interceptor. Interpol estimates that cyborgs with this implant number now number in the hundreds worldwide.

Cheaply produced and often ineptly implanted, the “Agony Gate” has earned its name many times over. Shortly after being implanted, the Agony Gate goes to work completely eliminating pain signals of all kind – until it doesn’t. Either due to neurological damage, botched surgery, or manufacturing defect, approximately 34% of these devices start malfunctioning between six months and a year after insertion and periodically induce agonizing seizures instead of blocking pain.

"I was on the verge of losing my feet. My circulation was so bad that something was getting infected every couple of weeks. I just wasn't producing any insulin at all.

I wasn't a good candidate for surgery but I found a cut-rate doctor to do the work. Left an ugly-ass scar. You don't even know. But it worked. I get all the insulin I need, and just the insulin I need, whenever I need it. Turned my whole life around. The fact that I walked in through the front door should be testimony enough."

– Nakia Fury,
Auto-Injector
recipient and former
diabetic

The character is completely immune to pain and gains Damage Reduction 3/-. The Damage Reduction increases to 10 against non-lethal damage. Additionally, they gain a +2 bonus to Fortitude and Willpower saving throws and can remain active until they reach -10 hit points.

No longer aware of their physical limitations, the character can push themselves past their usual limits of performance, to the point of injury and beyond. Roll 1d6 each time the character uses this ability. Add the result to the character's next skill check or to-hit roll and the character suffers half that amount (round up) in damage.

Game Masters are encouraged to keep track of the character's hit points for them and require them to succeed on a DC 15 Perception check to determine what their hit point total is.



Auto-Injector, various manufacturers

3 points

Originally designed to maintain a healthy level of insulin in a diabetic's bloodstream, the auto-Injector is a sub-cutaneous pump implanted near one of the brachial or femoral arteries. A small port in the character's dermis allows access to replace batteries and also accepts cartridges of concentrated medicine which the injector either slowly releases into the bloodstream or, in response to specific neurochemical triggers, injects into the bloodstream in a controlled burst. Each implant includes a chemical monitor to regulate the rate of dispensation and shut off the flow of medicine to prevent overdosing; there is no known way to override the monitor.

A character can have up to 4 different auto-injectors installed, each loaded with a different drug.

The exact effect depends on the drugs being employed. A good rule of thumb is that most drugs will only have half the usual effect, but last four times as long due to careful rationing. Auto-injectors are usually configured to taper off the dosage as it approaches the end of a cartridge, meaning that side-effects and withdrawal symptoms are minimal for occasional users. Remaining under the influence for more than a few days will usually provoke the standard withdrawal effects.

Low-level stimulants duplicate the Endurance feat (or double the effects if the character already has the feat) and grant a +2 chemical bonus to Constitution checks.

More potent stimulants give DR 5/lethal damage but make the character overconfident, edgy, and irritable. Prolonged use inevitably results in paranoia.

Mild opiates give the character +3d6 temporary hit points that remain until the dosage runs out.

Powerful narcotics give the character +3d10 temporary hit points and the equivalent of the Die Hard feat, but impose a -2 to Dexterity and Dexterity-based skill checks.



Rogue military forces use auto-injectors as performance enhancers, dispensing just enough stimulants to keep soldiers awake and alert for weeks at a time – or to dispense pain-eliminating narcotics. Wealthy debauchees have auto-injectors implanted to stay permanently high without overdosing (at least until they become resistant to all the effects or find a combination of drugs that is inherently deadly).

Cybergills, Global Bio-medical Industries

5 points

Despite the misleading advertising, GBI Cybergills do not let you breathe water as easily as air. At best, they make it difficult to drown and are an effective alternative to lung transplantation or replacement in some cases.

The “gills” themselves consist of thin membranous strips attached to the skin on either side of the neck (typically as low and far back as possible for cosmetic reasons). Right-side gills filter oxygen (and only oxygen) from the air and shunt it straight into the carotid artery, while gills on the left extract and release carbon dioxide. Cybergills are capable of extracting oxygen from water, but not quickly or efficiently enough to meet an individual’s respiratory needs.

On their own, GBI Cybergills can only introduce into the blood stream about 40% of the oxygen necessary for life, which is why they’re most often used to supplement damaged but functioning lungs. On the other hand, when implanted into an individual who already has a healthy respiratory system, cybergills have proven to be a powerful performance enhancer making them a common black market item.

In a healthy individual, cybergills grant a +2 bonus to Fortitude saving throws, as well as Climb, Jump, Survival, and Swim checks. Additionally, the character can hold their breath for a number of rounds equal to 2 times their Constitution. The character may lose consciousness due to drowning, but the gills supply enough oxygen to prevent hit point loss below zero. The character still suffocates normally in the absence of oxygen.

Global Bio-medical Industries Cybernetic Chassis

10 points

Only a somewhat over-hyped product, the GBI chassis is often the only way for individuals with severe pelvic damage to walk again. Since the Cyber-Chassis includes full replacement of the hip bones, it allows for heavier materials and stronger motors to be used in the legs, creating a truly indefatigable cyborg.

The GBI Cybernetic Chassis increases Armor Class by +3, adds +4 to overall Strength, increases the character’s carrying capacity by 50% and doubles the amount of weight they can drag or push. The legs are somewhat clunky and slow to maneuver, but once they get going, are capable of nearly vehicular speeds. Reduce the character’s base speed by 10’. However, when running in a straight line, they have a movement multiplier of x16 (or x20 if they have the Run Feat) instead of x4.

The character can run for a number of hours equal to their Constitution bonus (minimum 30 minutes) before needing to check for fatigue.

Additionally, the legs incorporate an internal gyroscopic balance-assist feature that grants a +5 bonus on Acrobatics skill checks to jump or soften a fall.

“Gills? Gills!?! I’m a man not a fish, aren’t I? Believe you me, I’ve heard all the jokes... said most of ‘em meself. Still, the doc said me lung capacity was down to 40%, didn’t they? Fumes from the factory, they said. I don’t fancy kippin’ in an iron lung or luggin’ around a tank of oxygen me whole life so it was gills or gasp.

Not much to look at, I’ll own but they get the job done. Gives me something to chat up the birds with, doesn’t it? And I’m as wicked on the football field as ever. Maybe a sight better.”

-Norman Davies, machinist

Speed Example:

Most humans will have a base speed of 20’ (30’-10’) but can run $16 \times 20' = 320' \sim 16$ m.p.h. in a straight line as a full-round action (or $400' \sim 20$ mph if they have the Run feat).

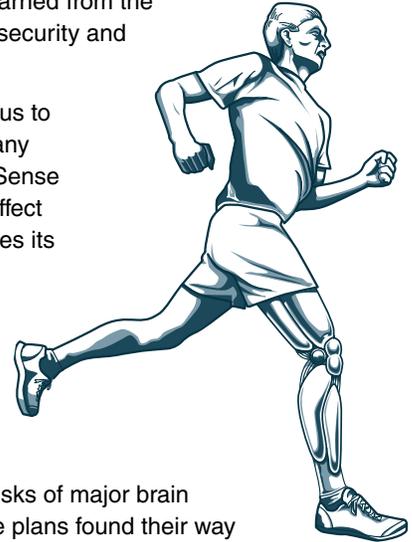
Deep Brain Stimulator R.E.A.C.T.

6 points

Designed to aid severely depressed patients who haven't responded to conventional treatment, the Deep Brain Stimulator functions similarly to the Pain Interceptor, but the applied voltage induces the release of mood-elevating neurotransmitters instead of blocking pain. The character becomes cheerful and optimistic and has difficulty being suspicious.

Because of the high probability of abuse and having learned from the Agony Gate debacle, R.E.A.C.T. has stepped up clinic security and included anti-tampering features to the design.

A mood-elevating brain implant gives a general +2 bonus to all Willpower saves and a +4 on saves against fear or any other negative emotions, but imposes a -2 penalty on Sense Motive skill checks. Additionally, any power, ability, or effect that gives the character a morale-based bonus increases its duration by 50% (minimum of +1 round).



"I signed up for the clinical trial of the Deep Brain Stimulator because I'd already tried everything else. I was desperate for change. Paxil, Celexa, Wellbutrin -with and without Abiify- Remeron, Symbax... all useless. Therapy, exercise, religion, meditation, diet, - none of them helped. I was down to cybernetics and electric shocks. I am so thankful to have passed the screening and get accepted. The DBS has been a miracle. It is like I have a life again.

-Roger Kaspari,
Recipient #4.

Memory Booster, Black Market

4 points

Originally designed as a treatment for Alzheimer's disease, the memory booster proved to be unreliable and provided only minimal gains that didn't justify the risks of major brain surgery. Production of the device was canceled, but the plans found their way onto the internet and modified versions soon appeared on the black market claiming to be general intelligence enhancers.

Primarily implanted in individuals stupid enough to believe a machine can make them instant geniuses, the memory booster does have a profound effect on the subject's cognitive abilities -usually not for the better. Psychosis, delusions, and hallucinations are common side-effects, but for 62% of subjects it also produces a modest increase in memory and cognitive processing.

The character receives a +2 bonus to all Knowledge skill checks and initiative.



Pain Interceptor, R.E.A.C.T.

5 points

Officially designed for patients with chronic pain or to be temporarily inserted into severe burn victims, the R.E.A.C.T. Pain Interceptor is a small device implanted at the base of the skull or alongside one of the first few vertebrae. The device periodically sends out electrical pulses that over-stimulate the brain's pain receptors, effectively stunning them and resulting in significantly reduced pain sensations.

Pain Interceptor implants provide Damage Reduction 5/lethal damage. Additionally, they grant a +2 bonus to Fortitude and Will saving throws.



R.E.A.C.T. Replacement Eyes

3 points

Generally only issued in pairs to reverse blindness, R.E.A.C.T. Replacement eyes consist of small motorized digital cameras mounted in the character's eye sockets. Although they look normal from far away, anyone within speaking distance of someone with replacement eyes can tell that they're artificial.

Basic cybernetic eye replacement gives a +2 bonus to Notice skill checks at distances up to 60'. However, the current state of visual pre-processors has trouble interpreting particles; double all penalties for rain, fog, snow, smoke, or similar vision obstruction.



R.E.A.C.T. replacement eyes are programmed to filter out glare, sudden flares, and flashes of light down to manageable levels. The character cannot be blinded, stunned, or dazed by light-based effects, however, prolonged exposure to intense, coherent light may overload the implants.

Replacement Heart, R.E.A.C.T.

3 points

R.E.A.C.T. replacement hearts use layered "memory metals" to simulate the expansion and contraction of heart muscle. The end result is nearly indistinguishable from a healthy heartbeat, even to trained listeners, but is easily detected by x-rays or metal detectors. R.E.A.C.T. replacement hearts give a permanent +2 cybernetic bonus to Constitution.

Replacement Heart, Turbine

3 points

This implant takes a radically different approach to heart replacement, substituting a perpetually turning turbine for the traditional pump-like organ. Instead of the ebb and flow of a pulse, blood is pulled through the veins at a uniform pace.

Turbine Hearts grant a +3 cybernetic bonus to Constitution. All rolls to resist fatigue (see the Endurance Feat for examples) also receive a +2 cybernetic bonus. However, because the character effectively lacks a pulse, any Heal checks made on the character receive a -1 penalty.

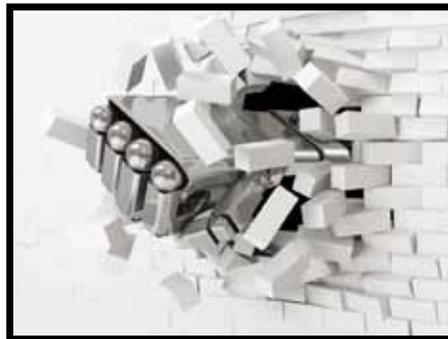
Although highly efficient, the turbine isn't a perpetual motion machine and a new battery must be surgically implanted every 5 years.

Replacement Arm, Piston Global Bio-medical Industries

6 points each

Unlike R.E.A.C.T. limbs, the GBI piston arm makes no effort to appear "normal" with its gleaming metal finish and audibly whirring motors. Significantly cheaper, the GBI piston arm is popular world-wide due to its low cost and the ease with which it can be customized for specific tasks.

The piston arm has an effective strength of 16, which does not affect the character's carrying capacity. Average the effective strength of the arm with the character's actual strength to



In conjunction with DARPA and Wounded Warrior project, GBI announces the donation of 100 arms for veterans who have lost limbs in service to their country. This program will help enhance DARPA's RE-NET project.

The Defense Advanced Research Projects Agency, a U.S. governmental agency.

"DARPA's Reliable Neural-Interface Technology (RE-NET) program researched the long-term viability of brain interfaces and continues research to develop high-performance, reliable peripheral interfaces. These new peripheral interfaces use signals from nerves or muscles to both control prosthetics and to provide direct sensory feedback. Ongoing clinical trials present compelling examples of both interface types."

<http://www.darpa.mil/NewsEvents/Releases/2013/05/30.aspx>

determine their lifting capacity and bonus to skill checks (round up). If the character has both limbs replaced, add each limb's strength and average the sum, i.e. $(16 + 16 + \text{Strength}) / 3$ (round up). For attacks and damage use the strength bonus of whichever limb they're attacking with.

Each piston arm increases Armor Class by +1, but the lack of tactile input imposes a -2 penalty to Dexterity-based skill rolls.

The piston arm is so named because it can be customized to specialize in a single, violent motion such as punching, swinging a bat, or throwing. At the time of implant the character may choose one such attack, which receives a +1 bonus to hit the first time it's used against a given target. (Unfortunately, the piston-attack is predictable and tends to become less surprising over time.) Melee attacks inflict 2d6 +3 points of lethal damage. If throwing is chosen, increase the range of any thrown weapons by 50%.

Replacement Arm, Tactile, Global Bio-medical Industries

4 points each

GBI's answer to the lack of tactile sensation inherent in many cybernetic limbs, the tactile arm gives the patient the full range of sensory input and then some. Given the arm's capacity for incredibly precise movements, an individual with a GBI Tactile Arm is capable of successfully performing neurosurgery, at least if you believe the hype.

The Tactile Arm increases Dexterity by +2 and has an effective strength of 12, but does not affect the character's carrying capacity. Average the effective strength of the arm with the character's actual strength to determine their lifting capacity and bonus to skill checks. If the character has both limbs replaced, add each limb's Strength and average the sum, i.e. $[12 + 12 + \text{Strength}] / 3$. Use the strength bonus of whichever arm the character is attacking with for attack and damage bonuses. The Tactile Arm is less durable than other cybernetic arms and does not increase damage.

The long-term effects of the GBI Tactile Arm are unknown, but 42% of patients develop minor tremors, twitches, or nervous tics within 12 months of having the prosthetic limb implanted. Further study is needed to determine if these side-effects will stay minor or if they have the potential to escalate into seizures, permanent palsy, or psychosis.

Replacement Limb, R.E.A.C.T.

5 points each

The most publicly visible cybernetic device, R.E.A.C.T. prosthetic limbs restore full mobility and range of motion to the patient's limbs. R.E.A.C.T. doctors and technicians do everything they can to replicate the original limb as perfectly as possible, matching skin tone, freckles, and even replicating scars as well as they can. They often succeed to a remarkable degree. R.E.A.C.T. Replacement limbs are only detectable by the lack of cost-prohibitive hair and slightly unusual texture of the fake skin.

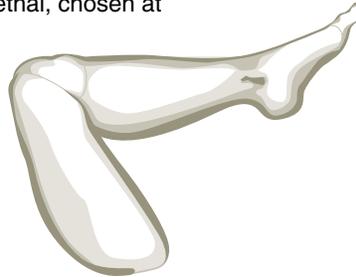


Although R.E.A.C.T. does everything they can to replicate the original limb in every way, metal is intrinsically stronger than flesh and some degree of enhancement is inevitable.

For the sake of simplicity, assume that each replacement limb increases overall Armor Class by +1 each. Each pair of limbs gives a cumulative +1 bonus to Strength and Constitution. Punches or kicks made with cybernetic limbs do 1d4 points of damage (plus any Strength modifier). The damage can be lethal or non-lethal, chosen at the time of the attack.

However, the lack of tactile feedback in cybernetic arms imposes a -2 penalty on Dexterity-based skill rolls for the first arm replaced and -3 if both arms are replaced.

Punches or kicks made with cybernetic limbs do 1d4 points of damage (plus any Strength modifier). The damage can be lethal or non-lethal, chosen at the time of the attack.



"He's as good as new. It's like a miracle. John went back to work a week ago and says nobody can tell the difference. The new arm's a little clumsy sometimes and you can't get his attention by tapping that shoulder but... Oh, it's so good to have the old Johnny back. His depression is gone. He laughs again. It's like the accident never happened."

– Fiona Bow, wife of R.E.A.C.T. replacement arm recipient, John Bow

Replacement Limb Strength Upgrade, GBI Cybernetic

1 point each

This upgrade can be taken multiple times and can only be applied to GBI limbs.

Each upgrade increases Strength in an arm by +4 (to a maximum of 24). Upgrading the Cyber-Chassis increases overall Strength by +2 (to a maximum of double the character's original strength or 24, whichever is less).

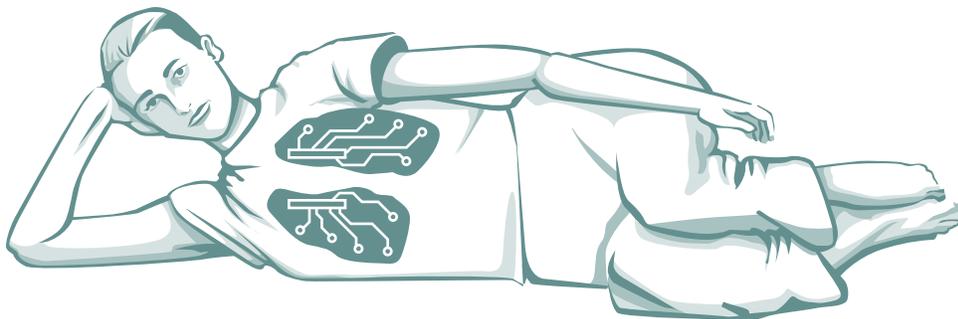


Replacement Lung(s), R.E.A.C.T.

1 point/lung

Organic lungs rely on having a large surface area permeated with arteries to transfer oxygen from the air to the blood. R.E.A.C.T. lungs duplicate this with an inorganic fractal lattice structure into which veins and arteries grow over time. After an extensive recovery period (which can last months and requires the use of breathing machines during this time), 87% of patients experience a full recovery. The remaining 13% recover enough to resume a relatively normal life, but are unable to engage in athletics. (Players are assumed to be in the 87% majority).

Each replacement lung gives the character a cumulative +2 bonus to all saving throws against airborne poisons or toxins, suffocation, fatigue, and all rolls to hold their breath.



Defective Cybernetics

Defective Cybernetics are optional; it is up to the Game Master to decide if they want to incorporate them into their campaign or not.

While they allow for a greater variety of cybernetics and make certain character concepts possible, they can also add a degree of complexity and complications that some groups may prefer to do without.

The field of cybernetics is still in its infancy and many implants and devices haven't been completely perfected or are still experimental. Most cybernetics designed to augment human performance to superhuman levels haven't been extensively tested for effectiveness or safety. Add to that the type of doctor who typically does black market surgery probably didn't graduate at the head of their class (more likely got thrown out) and it's a wonder that the stuff works at all. Even when it does, there's every chance that the surgeon perforated an organ, nicked a nerve cluster, or damaged the character in some way.

The following defects and side-effects are available for characters with GBI or Black Market cybernetics. Each is worth negative points, which can be used to buy more cybernetics. Some defects are reversible and can be repaired or removed the next time the character acquires more points to buy them off. Others effects (such as nerve damage) are permanent.

Tremors

-3 points

Reversible

An unshielded processor, loose wire, or poor neurological connection provides constant stimulation to the ulnar and median nerves resulting in shaky, unsteady hands.

Whenever the character is hit by an electrical attack (regardless of whether the attack does damage or not) there's a 50% chance their hands begins to shake uncontrollably. Sudden adrenaline spikes, such as being surprised, the start of combat, or receiving emotionally traumatic news can also trigger the shakes.

The tremors impose a -2 penalty on all rolls that require manual dexterity, including ranged to-hit rolls. Actions involving gross motor control (such as dodging or Acrobatics skill checks) are unaffected. The effect lasts as long as the character remains stressed.

Sedatives or Painkillers can eliminate or prevent the tremors, but impose penalties of their own.



Chronic Pain Sensation

-2 points

Reversible

The character hurts. All over. All the time.

The pain isn't particularly debilitating, about as intense as a weak headache, but it is constant and unremitting, making the character irritable, impatient, and impossible to be around for very long. Most develop hair trigger tempers and in at least one documented case, psychotic rage.

Characters with this condition are jumpy and anger quickly, giving them a +1 bonus to Initiative. However, their concentration breaks easily and they suffer a -2 penalty to any action that takes longer than a standard action to complete. Concentration checks suffer a -4 penalty.



Vertigo

-5 points

Reversible

The software intended to regulate neurological feedback from the character's cybernetic device overcompensates and disrupts their sense of equilibrium. As a result the character suffers from crippling bouts of dizziness wherein everything seems to be spinning.

Whenever the character experiences any of the following, they have an attack of vertigo:

Ability damage, sedation, intoxication, drug use, poisoning, electrical shock, or being reduced to one quarter of their total hit points or less.

An attack of vertigo requires that the character make a DC 15 Acrobatics skill check each round or fall prone. Increase the DC by +1 for every 5 feet of movement the character attempts during the round. Halve the effective range increment of any ranged weapon the character uses while experiencing an attack of vertigo. The attack ends when the character has made 3 successful checks.



Patient #6, Male age 24 with replaced leg, exhibited signs of intermittent catatonia due to overload of neural-interface. At this time it is unclear if the issue is hardware or biological. No other patients have exhibited symptoms. Of note is Patient #6 preprosthetic bio impedance, which is significantly lower than standard. This case has been forwarded to ISEBI for review and comment.

-Dr. Hans Schinlinger research notes.

Catalepsy

-5 points

Reversible

The character's brain has difficulty processing the artificial stimulation it gets from cybernetic implants, so it periodically shuts down and plunges the body into a temporary comatose state until it can get caught up.

Any time the player rolls a natural 1 on any die roll (up to 3 times per gaming session), including damage rolls, the character suffers a partial seizure and must succeed on a DC 20 Fortitude save or be Dazed for 1 round.

The International Society for Electrical Bioimpedance
<http://www.isebi.org/>

Loose Wires

-4 points

Reversible

Tinkering with the character's cybernetics has caused them to function erratically.

Roll 2d6 each time the character tries to use their cybernetic devices (During combat only roll once during the first round) and compare with the following:

2 Epic Fail! The cybernetic implants stop functioning. In the case of a cybernetic limb, the character is effectively paralyzed. If the character has an artificial heart, they go into immediate cardiac arrest and drop to 1 hit point.

3-4 Silent Failure The devices fail, but only partially. The character can act normally, but gains no bonuses from their cybernetics for 1d6 rounds.

5-10 Functions Normally

11-12 Overclocked! The cybernetic devices briefly function with additional efficiency; double any numerical benefits or bonuses from cybernetics for 2d4 rounds.. Penalties are unaffected.

All effects persist for the duration of the encounter, after which they start working again.



Psychosis

-6 points

Irreversible

The character's mind is particularly unsuited to directly interfacing with electronic devices and gradually implodes under the pressure.

The character suffers 1d3 points of Wisdom damage each day their implanted devices remain active. When the character reaches zero Wisdom they do not die, but instead develop a phobia or delusional belief and their wisdom resets back to its original score.

After a certain point the character will become so insane that playing them will become impractical, if not impossible. For this reason, this side-effect is not recommended for player characters.

Hallucinations

-3 points

Reversible*

From time to time the character experiences minor hallucinatory effects like seeing motion in their peripheral vision, unexplained halos around certain people and objects or "tracers". Alternately, they could experience auditory hallucinations as buzzing noises, high-pitched tones, or ringing noises.

The character suffers a cumulative -2 penalty to Notice skill checks.

* This defect may be taken multiple times but only one instance is reversible (i.e. the second one causes irreparable brain damage)

Seizures

-4 points

Irreversible

Rapid shifts between light and dark and flashing lights trigger seizures in the character. Flickering light bulbs, sputtering neon signs, and the lights on fire trucks, ambulances, and police cars are all potential triggers. (Characters are welcome to choose a different set of triggers with the GM's approval).

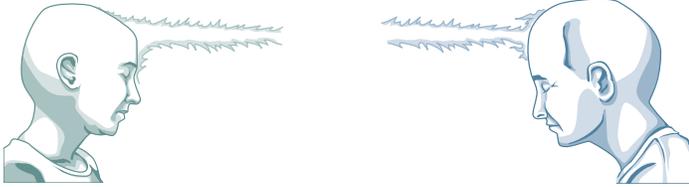
At the start of a seizure, the character must make a DC 20 Will save. Success means they are dazed for 1 round. Failure imparts the Paralyzed condition as the character falls to the ground for 1d6 rounds, during which, their muscles contract randomly. After the seizure is over, the character is Fatigued.

Since the seizures are caused by malfunctioning cybernetics, anti-seizure medications and treatments are ineffective until the device is removed. Even if the character's defective cybernetic implants are replaced, they will still suffer seizures, but medication and treatment will then be able to help them manage their condition.



Psychic Abilities

The character's brain has mutated to be capable of manipulating extra-dimensional energies in various ways.



Psychic Feat

This feat may be selected multiple times. Each time, the character may choose two new psychic powers from the list below. Except where noted otherwise, the character may use each power a number of times per day equal to 3 + their Intelligence, Wisdom, or Charisma bonus, whichever is highest.

Instead of taking a power, a character can instead take up to 4 points of advantageous physical mutations. The character may also gain additional mutation points by taking detrimental mutations. Alternately, they may gain an additional psychic power by taking 4 points worth of detrimental mutations.

Except as noted otherwise in the description, all psychic powers require a standard action to activate.

Chaos Conjunction

Duration: Instant

Range: 30' radius within 120' of character

The character is capable of temporarily suppressing the natural laws of the universe, inverting gravity, eliminating friction, and generally causing physics to go Topsy-turvy for a brief instant in time.

Every character and unattended object must make a DC 15 Reflex save or be thrown 2d6 x 5 feet in a random direction and take 1d6 points of damage. Damage type should be determined by the GM based on circumstances and environment – walls, floors and library stacks do bludgeoning damage while drawers of cutlery do piercing or slashing damage. Thrown characters are assumed to be knocked prone.

Conjured Conflagration

Prerequisite: Inflammatory Conjunction

Duration: Instant

Range: 100 feet

As Inflammatory Conjunction, except that the character summons opens a portal 20' in diameter causing anything within the area of effect to be briefly exposed to searing hot flames.



"It's not exactly a secret. Everyone who works the ward knows not to rile up Estevez in room five. Don't know why. Don't know how. But I do know that whenever Estevez gets mad every other psycho in the ward just starts goin' crazy, berserk-like. Every time. It's terrible to see. More terrible to have to calm those psychos down. I gotta say, it ain't easy to keep calm in a riot like that. Otherwise calm and patient people have just lost it. Saw a nurse clock one of the patients in the face. Knocked him straight to the ground. Hadda be twice her size.

Anyway, if Estevez wants an extra pudding cup, Estevez gets an extra pudding cup. It's just easier all around."

--Donald Washington, psychiatric orderly

The fireball inflicts 3d6 points of damage + the character's Wisdom modifier on everything within the area of effect. If the character succeeds on a DC 15 Charisma check, they can extend the area out to a 30' radius, reduce it down to a 10' radius, or alter the damage to either 2d6 or 4d6. Changing both the area and the damage requires a DC 20 Charisma check.

Emote

Duration: Concentration

Range: 60' or 30' radius

The character can broadcast their mood and emotional state to everyone within a 30' radius or they can narrow their focus to a single individual within 60' of them. The character cannot create false emotion, they can only project what they are actually feeling. This power may take two forms:

Wide-Area Broadcast

The character sends out a wide, but weak signal; targets are aware of the projected feelings but may easily dismiss them. The projected emotion is merely a crude form of communication with no game mechanical effect.

Single Target

By narrowing focus to a single individual, the character can potentially overwhelm that person and force them to feel the same emotions as the psychic. This effect can instill up to a -2 morale-based penalty or a +2 morale-based bonus to saving throws and skill checks. Alternately, if the character is under the influence of another emotional effect (such as Inspiration, Greater Inspiration, or even a successful Intimidate check) they may share that condition, with all benefits and penalties, with the target.

Targets may resist this effect by making a Will save with a DC equal to 15 + the character's Charisma modifier.

If the character has Mutant Urges or Mutant Compulsions (see the [Mutants chapter p. 98](#)) and fail their resistance roll, they can use Emote to share their cravings with another.

Using this power does not increase the local instability rating even though a high instability provides the usual benefits.

Emote, Greater

Prerequisite: Emote

Duration: Concentration

Range: 30' radius

As Emote, except all targets within range are affected by the concentrated effect.

Using this power does not increase the local instability rating even though a high instability provides the usual benefits.

Far Portal

Prerequisite: Far Vision

This power functions as Far Vision, except that the character can expand the opening of the wormhole to about the size of a fist on their side. The hole in space is diffuse enough that only light can pass through it, but now other viewers (and cameras) can look through as well.



Far Vision

Duration: Concentration

The character has the ability to warp space to create tiny pinholes connecting two different points in space and time. The opening is only large enough for gasses and light to pass through. Sound can also be transmitted but comes out so garbled and distorted that it is always unintelligible.

Assuming there's adequate light at the other end of the wormhole (or the character has enhanced vision abilities) they can look through and monitor the other side. The connection runs both ways, but unless someone on the other side happens to look at just the right spot, the wormhole is undetectable through normal senses. However, if the character is in a well-lit area and the wormhole opens into a much darker area, enough light leaks through to the other side to be visible as a faint glow. Additionally, if the wormhole ends are at radically different elevations or at different temperatures it will create a small draft, noticeable within 2-3 feet of the wormhole.

Each time the character activates this power, make an Intelligence check and add the character's level. The DC depends on how specifically the character wants to control where the wormhole opens.

DC 10 Anywhere on the same planet as the character

DC 12 Same planet over 1000 miles away

DC 15 Within 1000 miles of the character

DC 18 Within 100 miles of the character

DC 20 Within 10 miles of the character

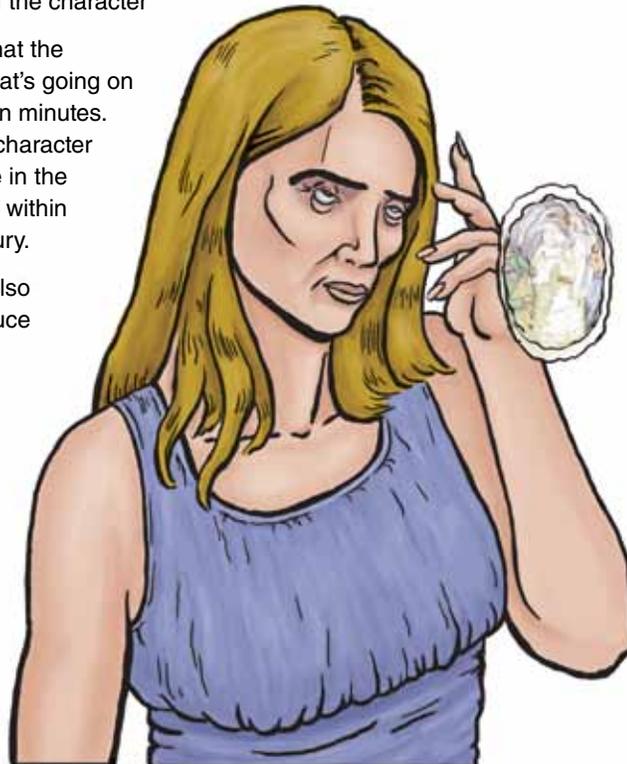
DC 25 Within 1 mile of the character

DC 30 Within 100 yards of the character

The above numbers assume that the character just wants to see what's going on in the present plus or minus ten minutes. Increase the DC by +10 if the character wants to look at a specific time in the past or future within 1 year, +5 within 10 years, and +2 within a century.

Focus and vantage point are also factors. The character can reduce or increase the DC by up to 5 points by taking an equivalent penalty or bonus to Spot rolls made while looking through the wormhole.

Failure means that the wormhole opens up somewhere in outer space, on the ocean floor, or somewhere too far in the distant past or future to be relevant.



"The doctors all said I was hallucinating but I knew it was something else. The visions just seemed so real. It was usually just rolling orange clouds, a storm made up of some kind of vapor other than water. At first it was just odd but I gradually came to sense that there was... something... in the smoke. Something menacing.

I was already on anti-psychotic medicine for my 'schizophrenia' so I never told anyone about the presence I was sensing. I just became more and more depressed.

Then I saw the pictures. Photos of Jupiter from some space probe printed in an old magazine. It looked just like the visions! I quit taking those pills and found a new doctor, one that worked with R.E.A.C.T. It was her idea to try to have a vision on purpose rather than waiting for them to come naturally. It was completely counter-intuitive but it worked. Within a month I quit seeing the orange storms and feeling that evil presence."

— Francine Meechum, paralegal and psychic

Inflammatory Conjunction

Duration: Instant

Range: 60 feet

The character is capable of opening up temporary rifts in time and space anywhere within 60 feet of their person. For better or worse, they have no control over where the other end of the rift opens. For reasons no-one has been able to even theorize effectively, these rifts always lead to either the surface of a star or another dimension with a dramatically higher energy potential than our own. To the casual observer, the end result looks very much like a ball of fire appearing from nowhere.



The fireball inflicts 3d6 points of damage + the character's Wisdom modifier. Targeting it is a ranged touch attack. Flammable materials such as cloth, paper, and thin wood ignite if the flame touches them. Characters can extinguish burning items as a full-round action.

Poison Conjunction

Duration: Instant

Range: 60'

The character is capable of opening a 6-8" wide wormhole to another planet or dimension. The other side has a toxic atmosphere and greater atmospheric pressure than sea level Earth so the character effectively calls a puff of toxic gasses into existence.

The character must make a ranged touch attack to open the wormhole near someone's face. The poison gas has a save DC of 17, must be inhaled and has a frequency of once per round for 6 rounds. The effect is 1 point of Strength damage until 2 cumulative saves are made or the duration expires.

The gas usually dissipates almost immediately unless confined in a small, enclosed space with poor ventilation, in which case everyone present must save against the poison with a +2 bonus.



Poison Conjunction, Greater

Range: 10' radius up to 60' away

As Poison Conjunction, except the portal opens over a 10' wide area, causing a cloud of poisonous atmosphere and caustic droplets to burst forth and rapidly expand to fill a 20' diameter sphere.

The cloud usually takes 1d4 rounds to dissipate unless it's exceptionally windy, in which case it endures for only 1 round. Anyone passing through the cloud is affected. Holding one's breath gives a +3 bonus to the saving throw, but cannot completely protect the character as the gases also burn eyes, mucus membranes, and skin.

Mind Reading

This is the equivalent of the Detect Thoughts spell. The saving throw to resist having one's mind read is $10 +$ the character's Wisdom modifier $+ \frac{1}{2}$ the character's total levels.

Using this power does not increase the local dimensional instability even though a high instability provides the usual benefits.



Sothon Sight

Duration: Concentration

Range: Line of Sight



The character is able to perceive the relative presence or absence of Sothon and Y-Sothon particles and thereby sense other characters, the ambient level of supernatural activity, the relative stability of local space-time, and the presence of any local tears, warps, or rifts in space-time, including usage of Far Vision and Far Portal.

Except for the duration and range listed above, this is identical to the Detect Magic cantrip. Most characters have a moderately strong aura although especially powerful ones may have a strong aura. Mutants typically have faint auras and black stones range from strong to overwhelming depending on size.

Unlike other character powers, this power may be used an unlimited number of times per day.

Using this power does not affect the local dimensional instability.



Teleconcept

Prerequisite: Emote

Duration: Concentration

Range: 60' or 30' radius

As with Emote, except that the character is not limited to their current emotional state, they can also broadcast abstract concepts. The concept must be something that can be summed up in 1 or 2 words and each concept broadcast counts as a separate use of this power.

As with Emote, except that the single target must make a Will saving throw with a DC of $15 +$ the character's Charisma modifier or be momentarily overwhelmed by the strength of the character's intruding thought. If overwhelmed, the character has extreme difficulty thinking about other subjects and can only take a single standard or move action per round for the duration of the effect unless engaged in activities compatible with the concept in question.

The target can avoid the effects of this power by taking actions that are compatible with the concept in question.

Example: A character overwhelmed by the concept of "swimsuit model" would be too preoccupied to fight effectively or to safely drive to the grocery store, but would have no difficulty in drawing a picture of a swimsuit model or driving to the beach.

Repeated long-term use of this ability on the same subject can create phobias, fetishes, and/or obsessions.

Using this power does not significantly increase the local instability rating even though a high instability provides the usual benefits.

Teleconcept, Greater

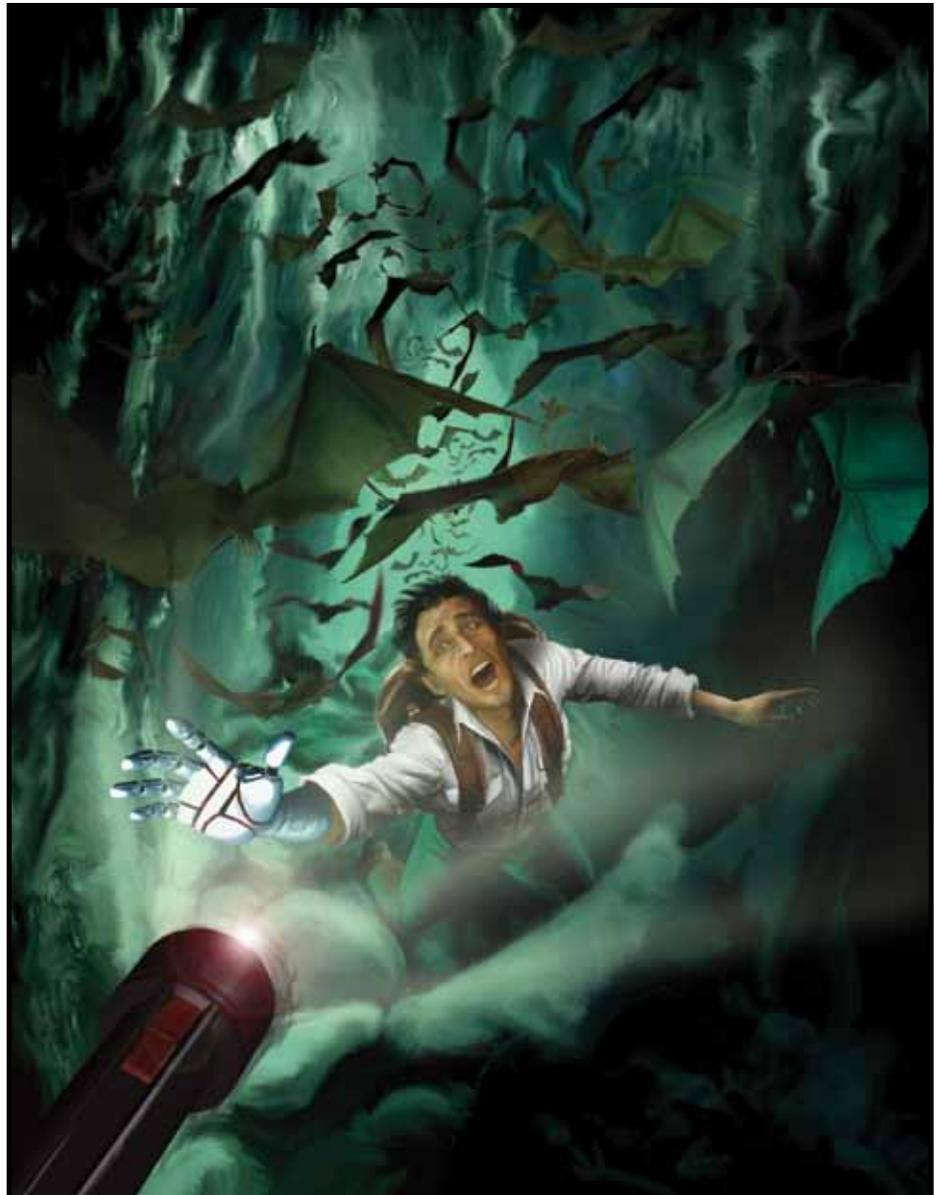
Prerequisite: Emote, Greater Emote, Teleconcept

Duration: Concentration

Range: 30' radius

As Teleconcept, except all targets within range are affected by the concentrated effect.

Using this power does not increase the local instability rating even though a high instability provides the usual benefits.



Mutations

Contemporary scientists estimate that only about 92% of the human genome is actually human in origin. The remaining 8% came from viruses, bacteria and other organisms via gene transference. They suspect that this additional D.N.A. may be the source of many diseases and is a driving force of evolution

In the world of R.E.A.C.T. certain individuals have an even greater percentage of non-human D.N.A. These individuals are (somewhat inaccurately) known as “mutants”. Most mutants are merely carriers, living their entire lives with no indication whatsoever of their inhuman genes. Because these genes lie dormant, they are easily dismissed as introns or “junk D.N.A.” and escape the notice of most geneticists.

Still, every so often the non-human genes will begin to express, most often after exposure to Y-Sothons, be they from black stones, psychics, wormholes, or some other, unknown source. Which genes happen to express appears to be random. About two thirds of mutants are as likely to develop unrelated or contradictory features (such as gills and climbing claws) as they are to develop mutations along a consistent theme. The other third tend to exhibit similar, even identical, traits as other mutants. So far, scientists have identified what they believe to be two separate non-human genomes, called the Anthropophagic and Piscean genomes.

The characteristic trait of anthropophagic mutants is a craving to consume human flesh. The source of this craving is unknown as nutritional studies of captured mutants show that their cannibalism is unrelated to dietary need. Physically, they tend to exhibit primitive, atavistic traits such as animal-like legs, sharp carnivorous teeth, and snouts. Some retain their human intellect, while others devolve into savage, animalistic behavior.

Piscean mutants on the other hand, are slightly more diverse in the ways their mutations initially manifest, but most traits work to adapt the mutant for a sub-aquatic existence. Many experience what they refer to as “the call of the sea,” a persistent longing to be near or in the ocean.

The origin of these genomes remains mysterious. Geneticists debate whether they arose through genetic engineering, spontaneous mutation or cross-breeding with non-human entities. Unfortunately, none of these theories stand up under scrutiny. The sheer volume of people across all ethnic groups and geographic regions that carry these genes seems to refute the genetic engineering hypothesis – unless you also accept the conjecture about massive conspiracies or alien intervention. The fact that unrelated individuals can spontaneously express the same pattern of related traits refutes the mutation hypothesis. And the cross-breeding hypothesis is refuted by the lack of non-human specimens and the improbability of two separate species being able to produce viable offspring.

Mutation Feats

All mutation feats have an exclusivity prerequisite. A character can only take one mutation feat, although they can choose it multiple times.

Each of the following feats gives the character a number of mutation points to spend on Advantageous Mutations (see below). Unspent points can be saved, but may only be spent when the character advances a level or takes another Mutation Feat.

Except where noted otherwise, all mutation bonuses and penalties stack with each other.

Normal: Characters either do not have mutations or any advantageous mutations are balanced out by an equivalent value of detrimental mutations.

"There's always been something a little 'off' about those Whartons. I mean, they all look alike, but most families do. It's like they don't ever seem to blink enough when you talk to them. They all have wide-spaced googly eyes too so it's easier to notice. I heard they called ol' Justin Wharton "Frog Boy" when he was in school. Word is that he was an ugly kid and old age sure hasn't done him any favors. Once I heard that the whole clan was cursed. They start out normal enough but get uglier as they age. My brother took ol' Betsy Wharton to the prom and was proud to do it. I haven't seen her lately but if she turned out like the rest of her kin she ain't much to look at now.

There's all kind of rumors that the Whartons only marry their cousins. I don't know if I believe this or not. I do know that most people around here marry folks from around here but every married Wharton found their wife or husband from somewhere else. There's other rumors too. About what they get up to at night but... I calculate that's just folks being cruel to oddballs."

– Franklin Monbatten,
gas station
attendant

Random Mutation Feat

Each time this feat is taken, the character receives 7 mutation points which can be spent to purchase any Advantageous Mutations (see below) as long as they meet any prerequisites. They may receive up to an additional 4 mutation points by taking an equal amount of Detrimental Mutations.

Anthropophagic Mutation Feat

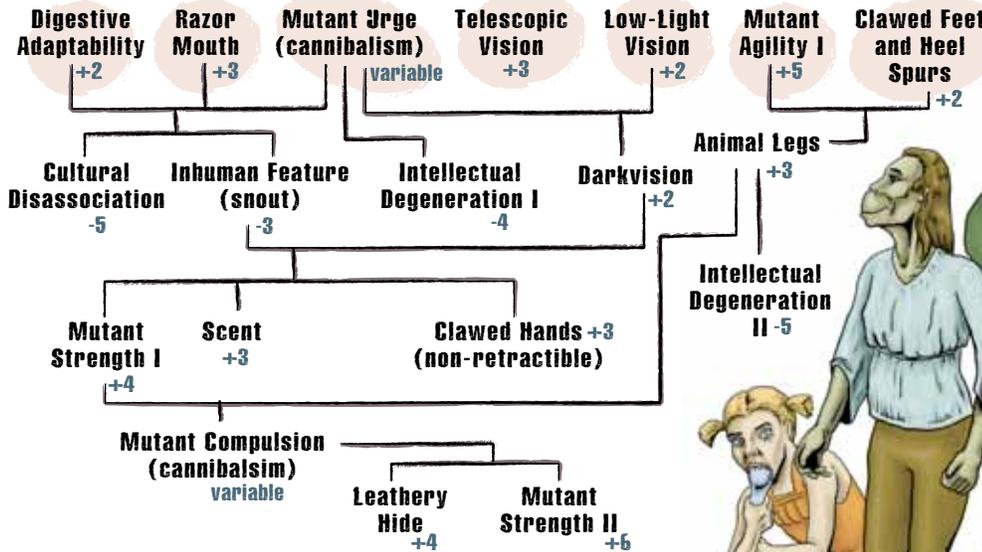
Each time this feat is taken, the character receives 10 mutation points which may only be spent on mutations from the Anthropophagic Mutation Tree in the order they appear. Detrimental Mutations in the tree provide the character with additional mutation points equal to their value.

Piscean Mutation Feat

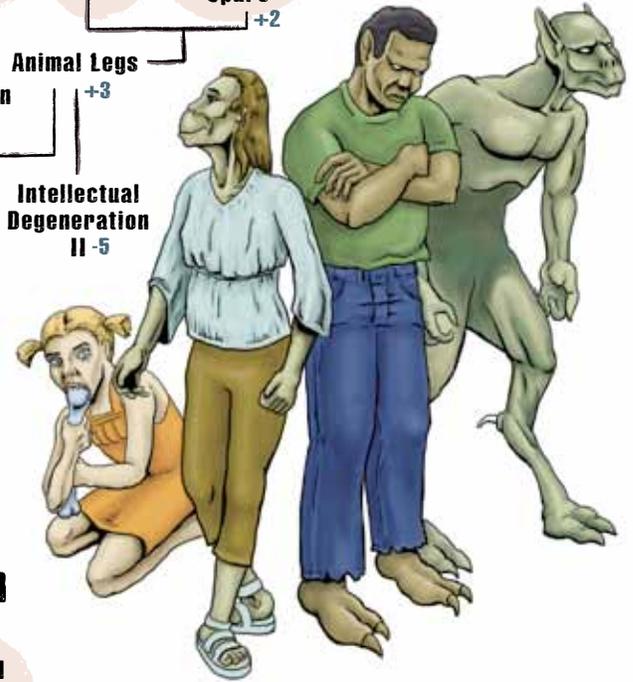
Each time this feat is taken, the character receives 11 mutation points which may only be spent on mutations from the Piscean Mutation Tree in the order they appear. Detrimental Mutations in the tree provide the character with additional mutation points equal to their value.



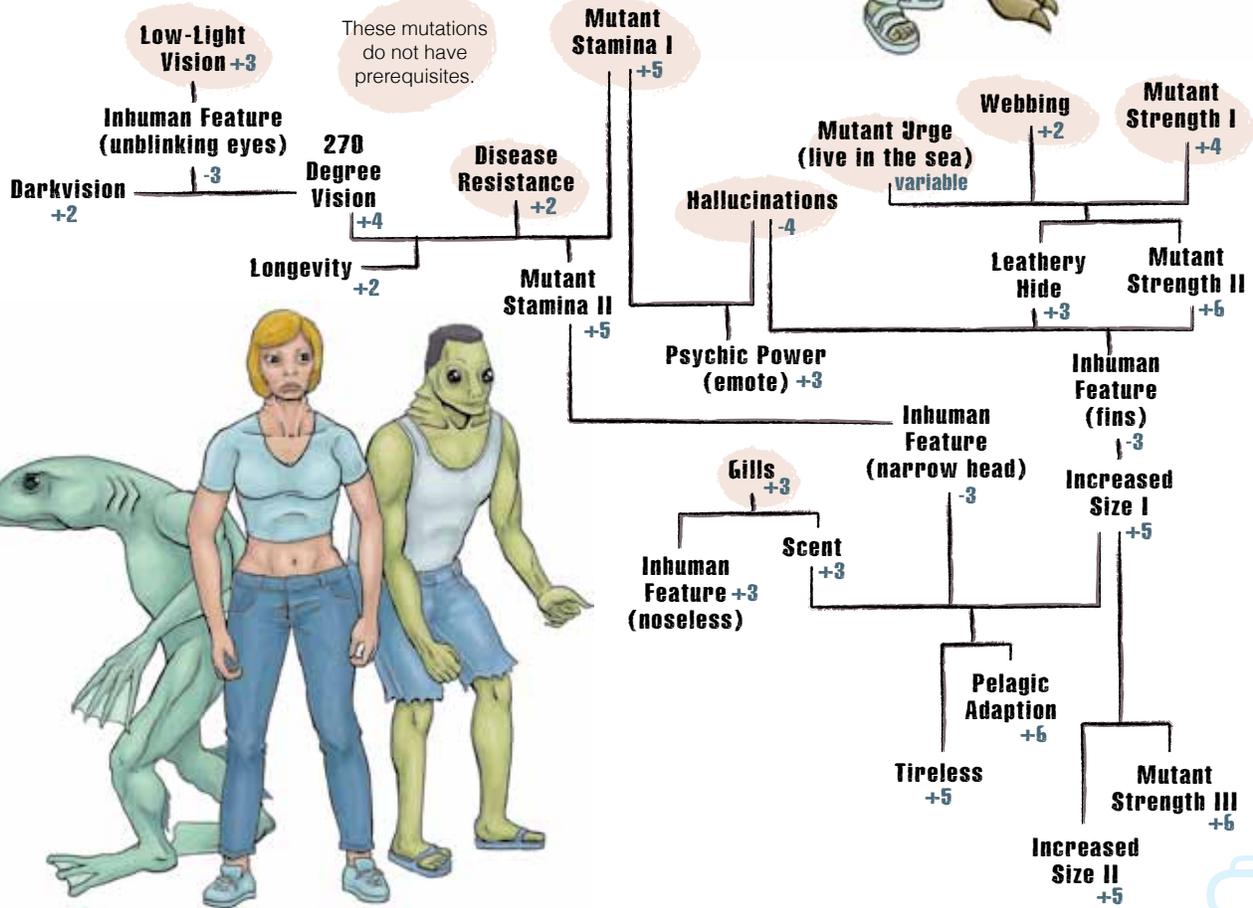
Anthropophagus Mutation Progression



These mutations do not have prerequisites.



Piscean Mutation Progression



These mutations do not have prerequisites.



Advantageous Mutations

270 Degree Vision

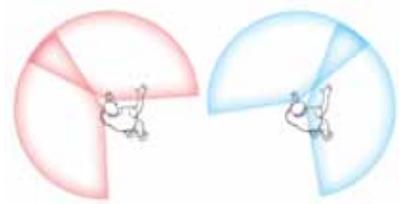
4 points

Prerequisite: Character cannot have taken Telescopic Vision.

The character's skull deforms and the eyes migrate more to the side of their head giving them a wider field of vision. The eyes typically become protuberant as well and in rare cases grow out on stalks.

The character cannot be flanked and gains a +4 bonus on Perception checks to avoid surprise.

The character can still technically be ambushed from directly behind, but only in a limited number of non-combat situations where they're staying relatively still and not moving their head around very much (for example, watching a movie at the theater). During combat, it's assumed that the character is moving around enough to at least glimpse someone immediately behind them in their peripheral vision.



Additional Limbs

3 points

This mutation may be taken multiple times. Each time, the character grows another set of limbs, which seldom, if ever, terminate in hands. Pincers, clawed hooks, insect-like pads or tentacles are common.

Natural mutants tend to be born with vestigial versions of their additional limbs that grow larger and functional with age (if they aren't amputated by doctors first). Induced mutant limbs start out as a tumorous swelling that grows larger and larger over 6-12 months until the fully functional limbs erupt in a shower of pus.

Additional limbs do not provide the character additional attacks per round and are considered the characters off hand (unless they're ambidextrous). They do allow the character to take other actions while grappling (or being grappled) and can be used to parry incoming attacks. Whenever the character fights defensively or takes the total defense option in melee, increase their AC by an additional +2. This bonus stacks with the +2 bonus from having 5 ranks in Acrobatics. (A character with 5 ranks in Acrobatics and additional limbs who fights defensively receives a +6 bonus to their AC.)

Some limbs may provide up to a +4 stability bonus to avoid being tripped or bull rushed, if they can be used to anchor the character in place.

Suckered tentacles grant a +2 on disarm or grab attempts and can hold melee weapons (but not fire guns).

Pincers are capable of grasping, but not manipulating objects and can deliver a 1d4 + ½ Strength mod attack.

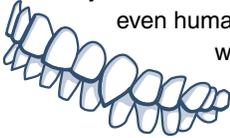
Clawed hooks can deliver a 1d6+Strength modifier slashing attack and add +2 to Climb checks.

Insect limbs can deliver a 1d4+Strength modifier slam attack and add +2 to Climb checks.

Additional Mouths

2 points

This mutation may be taken multiple times. Each time, double the number of mouths the character has. The mouths can manifest anywhere on the character's body. If the character also has the Razor Mouth mutation, it applies to the new mouths as well. The new mouths may be human-like, animalistic, or lamprey-like and are capable of making noise, potentially even human speech, although not very loudly unless they're connected to the windpipe through some means. As a natural mutation the mouths develop slowly, starting out the size of a mole or wart. As an induced mutation, they tend to first appear as a suppurating wound that develops teeth over the course of a week.



Mouths are capable of biting for 1d3 points of damage each.

Whenever the character grapples (even as a defender), they may make a free bite attack using their base attack bonus +1 for each additional mouth (maximum +5) they have. This is in addition to any attacks they get naturally.

Animal Legs

3 points

The character's calves shorten and their feet elongate until they can walk only on the balls of their toes like a dog. Rarely, the legs will take on a bird or dinosaur-like appearance. In any case, the legs are particularly adept at leaping. The character can generally hide their animal-like legs beneath loose fitting pants, but must have custom made shoes to pass for normal.

Natural mutants are generally born with their abnormal legs. Induced mutations happen in spurts where the bones will partially reshape over the course of a painful week and then heal over the next month or so, only to repeat the process 4-7 more times until the mutation fully expresses.

Increase the character's base land movement speed by 5'. They gain a +10 racial bonus on Acrobatic skill checks to jump. They can make kick attacks that have a -1 penalty to hit, but a +1 bonus to damage.

Clawed Feet, Heel Spurs

2 points

As clawed hands, except the claw(s) are usually not retractable and appear on the toes instead of fingers. In some cases, toes will fuse together to create hoof-like or bird-like foot. A common co-mutation is sharp bony protuberance that grows out of the heel (heel spurs). For 2 mutation points a character may have clawed feet, heel spurs, or both. If they choose both, conventional footwear will no longer fit (treat this as an Inhuman Feature worth 0 points).

Striking with clawed feet inflicts 1d4 points of damage and grants a +2 bonus to Climb skill checks; either assumes the character is barefoot.

Striking with heel spurs inflicts 1d6 points of damage, regardless of footwear, but suffers a -1 penalty to hit due to awkward placement.

Clawed Hands

3 points

The character's fingernails thicken and harden, effectively becoming claws. Some are semi-retractable, allowing the character to pass for normal unless their hands are



"The suspect was just standing there in the dark shuffling from side to side. Didn't flinch, didn't respond when McKlusky shined a flashlight in his face. He seemed harmless enough but psychos are unpredictable so I decided to get the cuffs on him before something could set him off.

McKlusky drew his weapon to cover me while I approached. I got the first cuff on with no problem but when I reached for the suspect's other arm, he grabbed my wrist with his free hand and bit me with his hand. I don't know how but I felt teeth tear through my flesh. Tear, not cut like a knife would. I don't care what McKlusky wrote in his report the suspect did not have a knife. A knife wouldn't leave a circular wound. Wouldn't leave a jagged edge like teeth neither.

McKlusky discharged his weapon and the suspect fled. I gave pursuit but was unable to maintain line of sight on the suspect due to the darkness and he escaped.

– Officer Sara Parker



closely examined. In other cases, the entire fingertip hardens and fuses with the nail to form bony spikes. In extreme cases, the fingers elongate and the last two joints fuse to create virtual scythes.

Semi-retractable claws inflict 1d4 points of damage and grant a +2 bonus to Climb checks.

Larger, permanently extended claws inflict 1d6 points of damage, but impose a -2 penalty on tasks that require precise manual dexterity (such as most Craft or Disable Device skill checks). The character can still fire unmodified guns, but cannot quick draw them unless the trigger guard is removed.

Scythe hands do 1d8 points of damage, but the character is unable to effectively use any but the simplest of tools and weapons. All actions (skills or weapon attacks) that require manual dexterity suffer a -5 penalty.

Darkvision

2 points

Prerequisite: Low-Light Vision

The character's becomes able to see in total darkness; either due to developing some kind of radar-sense, or their eyes becoming more sensitive to forms of radiation other than the visible spectrum of light.

This ability is identical to the standard Darkvision trait.

Digestive Adaptability

2 points

The character's stomach, digestive tract, and even intestinal bacteria alter to enable them to eat... unusual things. Rotten carrion, garbage, and even bone become as nourishing as a balanced meal. In extreme cases the character is capable of digesting even wood and plastic. Whether or not the character finds these substances appetizing is seemingly random, but a common co-mutation is known to cause many character characters to have high uncontrollable cravings for normally indigestible or harmful substances.



Since the character can live on garbage, roadkill and/or tree leaves, they can always take 10 or 20 on Survival skill checks to find food, even while under duress. They never suffer from food poisoning and have a +5 racial bonus to resist ingested toxins or poisons of any kind.

Disease Resistance

2 points

The character's immune system either becomes super-efficient or their body chemistry becomes incompatible with terrestrial diseases.

The character gains a +4 racial bonus on all saving throws against disease.

Gills

3 points

The character grows gill slits and can breathe underwater. Gills typically appear on both sides of the neck, but in some cases manifest on the ribcage leading directly to the lungs. The character's ability to breathe air remains unaffected.

The character gains the ability to breathe underwater and cannot drown. Additionally, they receive a +2 racial bonus on all Swim checks.

Increased Size I

5 points

The character becomes dramatically larger, gaining 6-12 inches in height and up to 200 pounds in weight. The extra mass can manifest as muscle, fat, or tumorous lumps and doesn't necessarily distribute evenly about the body. Asymmetry and skeletal malformations are common.

If the mutation is natural, the character has a growth spurt late into puberty and continues to grow throughout adulthood, although the growth rate tends to taper off throughout their late 20s. If the mutation was induced, it happens much more rapidly. There's an initial burst wherein the character gains about 30 pounds over the first few days, and then grows to their full size over the next 4-5 months.

The character receives a +2 racial bonus to either Strength or Constitution and a +2 size bonus to grappling tests, but suffers a -2 size penalty to Stealth checks.

Increased Size II

5 points

Prerequisite: Increased Size I

As with Increased Size I, except the character grows at an even more accelerated rate and they grow to between 8 and 10 feet tall and weigh up to 1000 pounds. Deformities are even more common and the character passes for human only with extreme difficulty.

The character becomes a size L individual with the full set of bonuses and penalties as well as +2 to both Strength *and* Constitution. This supersedes any modifiers from Increased Size I.

"We test for drugs and gender, why not institute genetic testing for the Olympics? It's well established that individuals with the type-2 variant of gene EG-14 have heightened swimming ability. The combination of narrow shoulders and bowed ribcage in the more extreme expressions make the subject more aerodynamic under water. This is clearly an unfair genetic advantage. Unless it's conclusively proven that EG-14 is human in origin we should screen for it.

– Dr. Mariah Templeton



"Virtually every culture has some sort of myth or legend about giant man-like creatures. Norse Jotuns, the Biblical Nephilim, Greek Cyclopes, Celtic Fomori, and Paiute Si-Te-Cah are all examples of larger than normal races. And this doesn't even take into account all the legends of giant apes, Bigfoot, and Yetis. It is highly likely that that there is a gene or gene cluster that causes a stable form of gigantism... and that it's been with us for a long, long time."

– Dr. Thomas Ng,
professor of
anthropology

Increased Size III

5 points

Prerequisite: Increased Size I, Increased Size II, Mutant Strength I

As with Increased Size II, except the character grows even faster, to between 12 and 15 feet tall and up to 3500 pounds. At this size and level of deformity, passing for "normal" is pretty much impossible.

In addition to the benefits from Increased Size II, the character gains another +2 to Strength and Constitution. Their size bonus to grapple increases to +6 and their Stealth penalty likewise changes to -6.

Leathery Hide

4 points

The character's skin grows thick and tough, doubling or tripling in thickness. Although it's possible that the change can be passed off as sudden weight gain, it's more likely that the skin also changes texture, becoming exceptionally coarse, scaly, or completely smooth. It's also common for the epidermis to become either oily to the point of being greasy or so dry that it flakes off in large scales.

As a natural mutation, Leathery Hide develops gradually and can generally be passed off as a skin condition. Induced mutations tend to manifest over the course of 2-4 weeks and tend to have more severe side effects.

The character gains a permanent +2 bonus to their natural Armor Class.

Longevity

2+ points

The character's aging begins to slow dramatically and decreases still further over time. Initially, they begin to age only 1 year for every 2 that passes, but for every 20 years of calendar time the rate halves again, allowing for a phenomenally long lifespan. (So after 100 years have passed, the character will have only aged 19 years, 4 months and 15 days.)

Assume that the character has only recently begun to express this mutation. If creating a character who already has decades of experience, each mutation point spent after the first two gives them 2000, 1500, or 1000 experience points depending on whether your campaign is using the slow, medium, or fast advancement progression.

Low-Light Vision

2 points

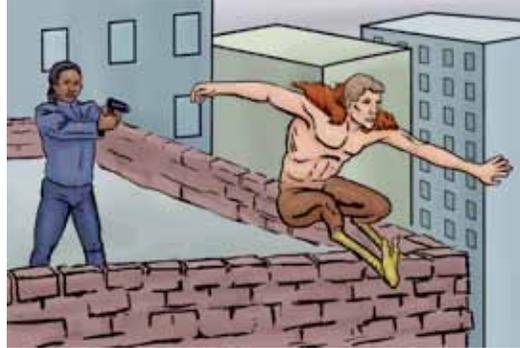
The character becomes able to see in with even the dimmest light. The light from a crescent moon is as bright to them as that of the noonday sun. The character's pupils tend to enlarge eclipsing the iris.

This ability is identical to the Low-Light vision special quality.

Mutant Agility I

5 points

The character becomes inhumanly nimble and capable of great feats of athleticism. They tend to make sudden, predatory movements that unnerve those who see them in action. Although there's nothing definitively inhuman about them, most observers tend to find something peculiar about them.



The character gains a permanent +2 racial bonus to Dexterity.

Mutant Agility II

6 points

Prerequisite: Mutant Agility I, Seasoned rank

The character gains an additional permanent +2 Dexterity bonus and a +2 racial bonus to Acrobatics skill checks.

Mutant Agility III

6 points

Prerequisite: Mutant Agility I, Mutant Agility II

The character gains an additional permanent +2 bonus to Dexterity and an additional +2 racial bonus to Acrobatics skill checks.

Mutant Stamina I

5 points

The character develops phenomenal health and vitality. This may manifest as an increase in restless energy and hyperactivity or the character's bones may grow heavy and unbreakable, making their movements slow and labored.

The character gains a permanent +2 racial bonus to Constitution as well as rolls resisting poisons, toxins, fatigue, or diseases of any kind.

Mutant Stamina II

5 points

The character's vitality continues to increase. There are few external indicators of this mutation, although the character may develop duplicate or new, strange internal organs.

The character gains a permanent +2 racial bonus to Constitution.

Mutant Stamina III

6 points

Prerequisite: Veteran rank

The character continues to experience phenomenal vitality and durability. At this point, they begin to develop obviously unusual traits, ranging from an iridescent or radioactive glow to rough scaly skin, to hypertrophied bones.

The character gains a permanent +2 racial bonus to Constitution.

Mutant Strength I

4 points

The character puts on 20 pounds of muscle, with or without a corresponding increase in size or bulk. Although overall strength is increased, not every muscle group develops equally. The character might develop unusually powerful shoulders, calves, or neck muscles while other areas remain relatively under-developed.

The character gains a permanent +2 racial bonus to Strength.

6 points

Prerequisite: Mutant Strength I, Seasoned rank

As Mutant Strength I, except more so and the character tends gain in bulk, rather than lean muscle. The extra girth is noticeable, but not necessarily inhuman. Muscle development happens in specialized, task-oriented clusters (such as the muscle groups involved in swimming, climbing, or brachiating). Minor alterations in bone shape are possible as is the appearance of entirely new muscles.

The character gains an additional permanent +2 racial bonus to Strength. Additionally, they receive a +2 racial bonus to a single Strength-based skill.

Mutant Strength III

6 points

Prerequisite: Mutant Strength I, Mutant Strength II, at least one detrimental Mutation

As Mutant Strength II, but more so, and muscle development is more specialized and uneven. It's not uncommon for some bones to change dimensions to accommodate the new necessary leverage. The character's gait tends to change as their limbs become obviously distorted. Extra-long arms give the character an ape-like appearance. An explosion of rib bone development gives the character a barrel-shaped torso. Occasionally two or more fingers will fuse together. In dim light and in loose clothing, most mutants with stage 3 strength enhancement still appear human, albeit unusual specimens.

The character's Strength attribute and skill bonus (chosen upon taking Mutant Strength II) increases by another +2.

Mutant Strength IV

7 points

Prerequisite: Mutant Strength I, Mutant Strength II, Mutant Strength III, at least two detrimental Mutations

As Mutant Strength III, except the character's body has been sculpted into something obviously inhuman.

~~Previously, this mutation increased Strength by +4. It now increases Strength by +1 level, even if this would raise it above Superb (8). Their melee attacks automatically inflict an extra level of damage (for a total of +2 levels) if not avoided completely.~~

Pelagic Adaption

6 points

Prerequisite: Gills, Webbing, Darkvision

The character's body adapts to survive the great pressure on the ocean floor and transition between normal sea level air pressure and multiple atmospheres of pressure. The character becomes immune to nitrogen narcosis (a.k.a. "the bends") and suffers no penalties for being under water. On land, the character's movements are halting and jerky as if accustomed to more resistance than mere air, but underwater they dance with eerie grace. Induced or natural, this mutation tends to express gradually, developing faster the more time the character spends in the water.

As a side effect of Pelagic Adaption, the character gains a +2 increase to Constitution, +2 to Fortitude saving throws, +1 natural Armor Class, Cold Resistance 5, and their swim speed increases to match their land speed.

Psychic Power

6 points

The character's brain has mutated to give them a single psychic ability. Choose one from the Psychic Powers list.

Razor Mouth

3 points

Whether due to sharp, shark-like teeth, extended canines, or protruding tusks, the mutant develops a lethal bite attack. Except in the case of tusks, nothing is externally inhuman about the character, although lisps and other speech impediments are common, since the new mouth isn't necessarily optimized for human speech.

As a natural mutation, the razor mouth usually develops when the mutant loses their baby teeth. With induced mutation, the new dentition replaces the existing set of teeth over a 3-month period.

The character gains a bite attack capable of doing damage equal to 1d6 + half their Strength modifier. Unless the character develops tusks or has an exceptionally long neck due to some other mutation, they must first grapple a foe before being able to deliver a bite attack.

Previous editions listed the cost of Psychic Powers for a mutant as 8 points. If your character was built using that figure, you receive a 2 mutation-point refund. You should confer with your GM before spending them.

Scent

3 points

The character develops an inhumanly powerful sense of smell, equivalent to a bloodhound or bear.

This is the same as the scent ability.

Telescopic Vision

2 points

Prerequisite: Character cannot have taken 270 degree vision.

The character can see exceptionally far, either from exceptional optical sensitivity or a minor psychic ability to warp space.

Halve all penalties due to range.

Tireless

5 points

Prerequisites: Mutant Stamina I, Mutant Stamina II, Disease Resistance, Constitution 16+, Endurance Feat

The character is completely immune to mundane effects which would cause them to become fatigued or exhausted and can exert themselves indefinitely. They receive a +4 racial bonus on all saving throws against magical effects which cause fatigue or exhaustion. The character is entitled to a saving throw even if the effect normally does not allow one.

Visual Acuity

3 points

The character's sight grows exceptionally sharp and accurate. Eye color and shape usually change to unusual hues and forms, but nothing that can't be concealed beneath a pair of sunglasses.

The character gains a +3 racial bonus to vision-based Perception skill checks.

Webbing

2 points

The character grows webbing between their fingers and toes, which also elongate and tend to splay, making them phenomenal swimmers. Characters with this mutation also tend to develop spiny fins on the back of their calves and elbows.

The character gains a +4 racial bonus to Swim checks and is always able to take 10 on Swim skill checks, even while distracted or threatened.

Detrimental Mutations

Cognitive Degeneration I

-4 points

The character's mental capacity begins to diminish, either due to reduced blood flow to the brain, atrophy of the gray matter, or possibly, their frequent proximity to alternate laws of physics permanently disrupting their cerebral electrochemical balance. In any case, the character becomes markedly less intelligent.

Reduce Intelligence, Wisdom and Charisma by -1 each.

Cognitive Degeneration II

Prerequisite: Cognitive Degeneration I

-7 points

The character's mental capacity begins to diminish, either due to reduced blood flow to the brain, atrophy of the gray matter, or possibly, their frequent proximity to alternate laws of physics has permanently disrupted their cerebral electrochemical balance. In any case, the character becomes markedly less intelligent.

Reduce Intelligence, Wisdom, and Charisma by an additional -2 each.

Cultural Disassociation

-5 points

The character's psychology becomes increasingly alien and they begin to adopt an inhuman set of values and outlook. As a result, they begin to have difficulty understanding conventional human motivations and goals. This could be because the character now views humans only as prey or because they've adopted an alien culture and/or values.

The character suffers a -2 penalty on the following skill checks: Appraise, Diplomacy, Knowledge (behavioral sciences), Knowledge (Popular Culture), Knowledge (Streetwise), Perform (actor, stand-up or orate).

Inhuman Features

-3 points

This mutation represents a mutation that is primarily cosmetic and impedes the character's ability to pass for human. Examples include: facial deformities, unusual skin or hair color, unusual body hair, and abnormally long limbs. The inhuman feature cannot be easily concealed and should be obvious to anyone interacting directly with the character, but can possibly be explained away as a birth defect or the result of a tragic accident. This mutation can be taken multiple times, each time representing a new feature. Each feature imposes a cumulative -1 penalty to Charisma based skills (except for Intimidate) once it's discovered (maximum -5). Non-mutant animals can



always sense something “off” about the character, so the penalty always applies to Handle Animal skill checks. On the other hand, the character gets a +1 bonus to Intimidate skill checks for every 2 Inhuman Features noticed (maximum +5).

Intellectual Degeneration I

-4 points

The character begins to have minor gaps in their memory, difficulty concentrating, or difficulty learning new skills and knowledge. While the character’s overall intelligence isn’t affected, their mutations make it challenging for them to apply their intellect to formerly familiar tasks. The impediment could be due to an overwhelming preoccupation (such as bloodlust), out-of-control emotions (such as persistent bouts of rage), intrusive thoughts, hallucinations, or altered brain chemistry.

The character suffers a -2 penalty to all Intelligence-based skills.

Intellectual Degeneration II

-5 points

Prerequisite: Intellectual Degeneration I

In addition to the effects of Intellectual Degeneration I, the character suffers a -2 penalty to all Wisdom-based skill checks except for Perception.

Mutant Compulsion

Prerequisite: Mutant Urges

Cost: (as Mutant Urges x2)

The mutant’s urges become constant and nigh-irresistible. Instead of needing to fight their urges when confronted by a “trigger,” they are now compelled to seek out the subject of their obsession.

As with Mutant Urges, except that the character must make a Will saving throw each day to resist their compulsion (in addition to whenever they are confronted by appropriate circumstances). Failure means they can’t concentrate on any task not directly related to their compulsion and they suffer a -2 penalty to skill checks until submit to their urge.

Although the character can stave off the compulsion for a time with willpower and determination, the compulsion is more than just an addiction or pathological psychological trait. It is a biological imperative as powerful as the instinct to eat or breathe.

Mutant Urges

See below for point value

The character periodically experiences a specific inhuman urge chosen when they first receive this mutation. Possibilities include cannibalism, avoiding well-lit areas, seeking darkness, building a cocoon or nest out of newspapers, or bizarre reproductive acts.

The urge is easily suppressed, at least at first, but grows stronger over time. Whenever the character is presented with an opportunity to act on their urge, they must make a resistance roll to avoid acting on their urge. For example, a cannibalistic urge doesn’t manifest every

time the character sees a human, only when they see or smell blood. An urge to cocoon doesn't affect the character whenever they read a magazine, but would strike when they pass a newspaper stand, open a recycling bin, or enter a storeroom full of craft materials.

Choose a DC for the Urge. Each time the character is presented with an opportunity to act on their urge, they must make a Willpower saving throw. If they fail, they must act on the urge as soon as possible, but may take steps to conceal their activities.

The GM should apply appropriate modifiers to the DC. For example, -2 for minor instances of the trigger like paper cuts, shining flashlights, or the previously mentioned recycling bin. Extreme triggers like piles of corpses, halogen stadium lights, or a closet full of craft paper may deserve a +2.

If the character ever rolls a natural 1 on their Willpower save, treat it as if they had *succeeded*, but permanently increase the DC by +2 each time this happens.

This mutation is worth -1 points minus an additional point for every 3 points above 10 the DC is. (i.e. DC 13 is worth -2 points, DC 16 is worth -3 points, *et cetera*.) Each time the urge DC increases by 3 points due to rolling natural 1's the character receives an additional mutation point to spend.

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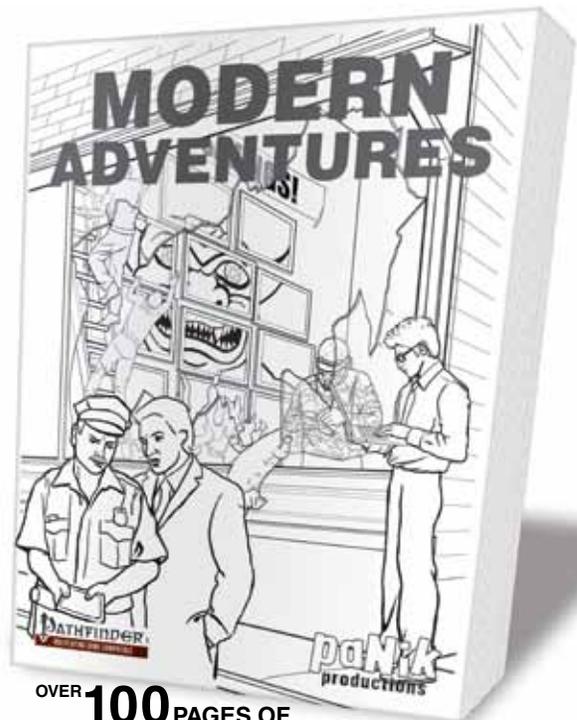
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