

SAVAGE GHOST OPS

A MODERN COVERT OPERATIONS RPG



Project Lucifer



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Thanks to
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Puddle of Mud

Masses are always breeding grounds of psychic epidemics.
Carl Jung



It was the kind of evening that Mickey Spillane would have written about, or Raymond Chandler. The rain was hammering down like bullets, spat out at a ferocious rate. It struck off every surface and bounced up in the air, it scattered into small motes refracted from the belligerent gleam of red and blue lights in a nearby puddle.

“What you got John?” A shabby figure in a beat-up old slightly dirty mac wandered down the alley, lit a cigarette and took a deep lungful of the good stuff. He coughed and adjusted the brim of his hat so the rain drained away from his face.

John Cortez was a beat cop and he looked up at the face of Detective Pembroke and offered a grim smile. “Looks pretty open and shut Rick, jumper, suicide note and that’s it. I’ve looked up on the roof, there’s only one way up and there’s no signs of foul play.”

“Got a name?” Pembroke dug into his pockets and offered Cortez some of his favourite gum, Blueberry Muffin flavour. “Gum?”

“You know I can’t refuse gum,” Cortez took it and popped it into his pocket for later. “Yeah, her ID’s here and all. No signs of robbery, just this note and the wallet. Reason seems solid, blew up at her boss yesterday, stormed out, got fired and smashed up her employer’s ride too.”

“Ouch. That’s rough.”

“Major breakdown, all in one day.”

Cortez handed it to Pembroke and he looked at it through the lens of his rain-soaked glasses, lit by the glow of the cigarette. “Loraine Grey.” He mumbled as he looked down

at the body. "So that's our jumper, landed face down in a puddle too."

"Yeah, it's pretty messy to be honest. I'm just waiting for Cassie to come by with a meat-wagon."

"Lovely word."

"Aint it just."

"I'll leave you to it, unless something untoward comes up -- then give me a call OK?"

"Sure thing, Rick."

Detective Rick Pembroke handed the ID back to Cortez and wandered back down the alley. He paused as his cigarette was doused by a nearby spout of water and muttered. "Just great and I'm all out of matches."

"Light, detective?" A woman's voice, sultry, smooth, like a good whiskey pulled him out of his next thought. He looked in her direction; she was dressed in an elegant dress. Her dark hair was neatly pulled back into a pony tail and she held an umbrella with slim fingers. He noticed she didn't have a wedding ring on.

"Rick," he said with a smile. "Rick Pembroke."

"Madeline," she answered with a nod. "Madeline Cross."

"I was about to get a coffee, I don't suppose you're going that way?"

"Oh lovely," Madeline nodded with a wink. "I was just about to do the same, care to join me?"



Introduction

Observation, very general and wide-spread, has shown that small children are endowed with a special psychic nature. This shows us a new way of imparting education!
Maria Montessori



When I sat down to look at Ghost Ops' spooky and demon-infested setting of Project Lucifer, I had a few things on my mind. I wanted to bring some of that video-game horror I'd experienced when I sat down to play F.E.A.R. (First Encounter Assault Recon) moons ago. It was a game with a tight narrative, horrific moments and some truly twisted ideas for the time.

Jay asked me to bring some of that to this sourcebook.

Of course, this isn't a direct copy of F.E.A.R. on the Ghost Ops system. This is a book about a government project that went horribly wrong, or in some people's eyes, it went horribly right. It's about what happens when people delve too far, look too closely at the abyss and they find that it's not only looking back, but it's coming for them.

What you have here is a toolkit to run adventures and missions in a world where shadowy groups seek to control powers beyond the scope of mortals. Where the devil isn't just some 'horned guy' painted red, with a swishing tail. Lucifer is an entity which has been watching the world for a long time; he's been making notes, taking names, and planning all sorts of fun activities for us.

Also, none of this is real; none of it represents the way I look at the world or the way that Feral Games sees religion and so on. In fact, really, in Project Lucifer – religion is the last thing you need to worry about.

The enemies here are in the shadows, the men and the women who work in the background to enable such projects – and the things they unleash through doors that really should have remained shut. The victims, the people who are lied to on a daily basis by the people in power – soldiers who sign up for improvement programs and missions which land them in more than hot water.

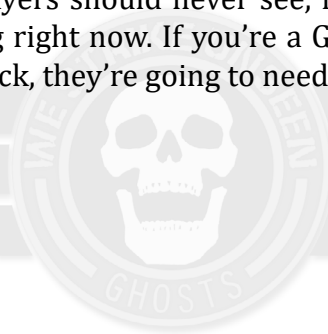
Project Parallel, Project Tartarus, Project Six, and Project Lucifer – all code names for the same thing: power at any cost.

You don't take on the role of one of these soldiers, but your training in spec-ops and other areas is going to come in useful when you have to face them.

Lucifer has plans and you're going to try and stop them.

Also, bear in mind that this book is focused on giving enough information to the GM. There are secrets a-plenty in here that players should never see, if you're a player, I'd stop reading right now. If you're a GM, then tell your players Good luck, they're going to need it.

D.W Pearce





Behind the Mask

Indeed, the best way to think of willpower is not as some shapeless behavioral trait but as a sort of psychic muscle, one that can atrophy or grow stronger depending on how it's used.

Jeffrey Kluger



The Email: One of Many
July 09/09/1997

To: Cooper Walsh

From: Loraine Grey

Subject: Project WTF Lucifer!!!

Hi, you don't know me from Adam. My name's Loraine Grey. I'm reaching out to you because I saw that you'd posted on Paracom's Forum regarding Madeline Cross and her connection to both Project Tartarus and Lucifer. I've some information on this particular subject and I'd be glad to share it with you, just one thing: its freakin' weird.

I've been digging and it's not pretty, for a start, she shouldn't exist. I know that sounds crazy, but honestly – it's a matter of the math. Madeline is the daughter of Annabelle Cross and an unknown father; I can't find any trace of the guy whatsoever. He's like a god damn ghost. She was supposedly born in 1981 on Christmas Day during the first phase of Project Lucifer, you know, that supposed program that was based on Project Parallel.

If that's the case, then the CO of Project Lucifer would be 13 years of age when she took over in 1994. That's impossible, something's wrong there right?

You're damn right it is.

I've been researching this and I've found some things. Every damn nurse, doctor or anyone who was even involved in Madeline's birth doesn't exist. It's not like they were murdered or anything, they just vanished, there's no damn trace of them at all. I tried talking to the hospitals

that they were supposed to work at; no one's even heard of these people at all. I tried calling in some favours from my military contacts, the M.O.D. etc, absolutely nothing at all.

Talk about a stone wall, this is a titanium level bullshit deflector.

I'm worried though, so I need to send you this attachment and hope you'll be able to do something about it. I might just be heaping more shit on your doorstep if I'm honest, but this is one of those crazy random internet email moments where I trust a complete stranger who seems to be trying to uncover some conspiracy.

I hope I'm right.

I've got guys shadowing me; they're proper M.I.B types too. I see their cars, they're watching me. I know that sounds crazy, and you'd probably say: You're not paranoid if they're really out to get you or something like that, but honestly I'm under surveillance. This is why I'm using a secure and encrypted mail from a terminal in a classified location.

This is what I've been able to uncover so far regarding Project Lucifer, it's pretty scary stuff.

I should go now, so take care and I hope that you don't read about me in the local papers soon. Knowing my luck they'll find me face down in a puddle somewhere.

Lorraine.

Project Lucifer: A Short History

Since our first obsession with the paranormal, our first faltering steps as a species to attempt to control powers classified as paranormal, scientists and the military in turn have poked at the human mind. They have attempted to unlock the dormant part of the brain which can do incredible things, perform superhuman, or supernatural feats akin to magic. In 1960 there were experiments that involved remote viewing in Russia, of course the West, not to be outdone activated numerous projects in response — one of those was called Project Parallel and produced a modicum of success, using prisoners who were transferred from death row and subjected to terrible dark experiments they managed to create highly unstable individuals who could hurl objects around a room.

Unfortunately they were all psychotic and many of them had to be terminated. The project was shut down by the lead when a Psi-enhanced soldier ran amok in the installation and turned it into a charnel house.

In 1981, led by Duncan Bright, the Bright Corporation found the old notes of Project Parallel and reactivated the program using cutting-edge science and artefacts rumoured to be pulled from the very depths of Hell itself. No one believed this of course, it was too preposterous for the average mind to comprehend. Duncan knew the truth and Project Lucifer was born that day. The goal, create a special force of men and women who could use psychic and supernatural powers to control the battlefield of the future. Operating from a remote base somewhere in the Atlantic Ocean, Bright's new project was highly successful and soon they began to train soldiers in psychokinesis, telekinesis, mental combat and more.

Duncan had opened a door to a new world, a brave one, and a dangerous one.

Because some doors that are opened can never be closed

When Duncan died in 1994 the new CO of Project Lucifer, Madeline Cross took over and she took the project to new heights. The daughter of a Project Lucifer soldier, she had been born with incredible powers. Madeline began to push Lucifer's research into new directions, taking the company in the early 2000s toward a PMC (Private Military Contractor) and offering her psychic soldiers to the highest bidder.

It is 2024, PMCs are the way forward and the biggest edge in war is the one that could cost the world dearly – the price, every soul of every living being on the planet.

To the Devil a Daughter

You might have gleaned from the email in 1997, something doesn't add up regarding the Project Lucifer CEO. 13 years of age, to take over, to run a corporation and turn it into a successful, deadly, and effective PMC (the Devil's Own) requires something special right? Correct, she's the daughter of Lucifer, or rather she's the earthly form of a demonic entity that crossed-over during one of the experiments that went horribly right (or wrong) back in the day.

Madeline Cross is not who her files (which are mostly redacted) say she is. For a start, there's no mother or father scenario. Those are fabrications by Madeline to act as foils and traps for the unwary, rather than hide herself away completely – she's opened a door for people to find out things about her. Those who are too curious either join her PMC or end up face down in a puddle somewhere, dead as a doornail.

If you go looking into Anabelle Cross, or the ‘missing’ father you’re going to find more labyrinthine smoke and mirrors than you can handle.

Madeline was never born; she arrived fully formed as a human woman, by the will of her dark power. The birth and the entire trauma surrounding it are supposed to create an interesting ‘human’ interest story for the unwary – and enough of a pull for the conspiracy nut-jobs to lap it up. For Madeline, the best way to hide is pretty much in plain sight behind a story that makes the average person roll their eyes and walk away.

The Goals of Project Lucifer

There is a war coming, not between nations and armies, but between devils and demons, supernatural creatures and powerful enemies that have not even shown their hand yet. Madeline’s ‘father’ knows this, and he’s dispatched his ‘daughter’ to the Earth to gather useful cannon fodder for the battles to come. To this end she has created Project Lucifer in the footsteps of the previous unstable projects.

The goals are simple:

- Meld humans and demons to create viable soldiers that can fight against her enemies, and those of her father.
- Unlock demonic portals throughout the world to allow true-blood demons to enter our dimension.
- Further her understanding of the dimensions that lie outside of the demon world, where titanic energies course and even more power waits for her to grasp.
- Master the arcane energies that some folk call black magic; bind it to an arsenal that can be used by hybrid troops against both mundane and supernatural threats.

- Corrupt the powerful so that they might easily join Lucifer's army against the coming foe.
- Overthrow her father and establish a New World Order.

The last bullet point goal is one that's always been on Madeline's mind, it's natural, she's a demon and they are every bit as treacherous as one might expect. She also plays the long game, so any plans in that regard are on hold until she's sure she can counter the other supernatural threats that are coming soon.

The Previous Projects

There were a lot, quite a few that failed, hardly ever got off the ground or were deep-sixed by the men in power due to risks and variables. There were other projects that did not fail, and were sanctioned by those truly in power to ensure that the Earth and country in question remain firmly in charge of every aspect of being – physical and meta-physical.

Russia, China, Britain, and the United States all had various programs on the go during the early 60's and 70's. Many of them were abandoned, and only a few projects saw any kind of success during that time – these are the ones that 'barely' succeeded.

Project Six

A British effort to unlock the power of the mind, created in the early 60's by a group of paranormal obsessed individuals who worked for a secret branch of the Cabinet, right under the Prime Minister's nose. They operated out of a hidden location in Wiltshire and the project's goal was to create remote-viewer operatives who could seek out enemy secrets and gain the upper hand through the use of clandestine means. Every single man and woman



who joined the project, which lasted three years, died of a brain haemorrhage – the project was shut down in the winter of 1963.

The Red Mind

One year after the first trials of Project Six, and the initial blueprints for other projects, Russia decided that it too would enter the supernatural arms race. They jumped into the deep end with a program to recruit unstable individuals, death-row prisoners, and the worst kind of people you could imagine to undergo barbaric and mind-rending experiments. They wanted soldiers who could rip you apart with their minds, bend metal, set people on fire and kill remotely without even stepping foot into the room. What they got was death after death, madness, sickness, murder, and more. The Red Mind was closed down a few years later in 1965 after the general in charge was found with a broken neck at his home one night.

Project Parallel

1962 saw the creation of a US project known as Parallel, one which produced the most success out of all the psychic soldier projects of the time. Parallel's goal was to create soldiers who could deflect bullets, mind-control the enemy, turn invisible, and act like comic super heroes using incredible mind powers. They did the same as Russia, they used people who'd not be missed – death row inmates, people who were already unhinged, and even the homeless. In fact, during the operational period of 1962 to 1980 the project accounted for a vast number of missing homeless people. They got results, but they were mixed, and the project was shut down eventually when the subjects turned out to be psychotic. Emily Grace, one of the most powerful of the psi-soldiers turned the Nevada Desert's installation 061 into a charnel house – the project was terminated and with it all the enhanced

soldiers that still survived. There were lots of ‘accidents’ that year.

Project Tartarus

The cream of the crop, Project Tartarus was so clandestine that no one knew about it outside a select few, who in reality had all the power in the world. Project Tartarus was conceived by a cabal of dangerous men and women, people who understood that wars were not won on the front-lines. These people wanted enforcers to give them all the power, so that they might one day swoop in and put the world itself back on track – not just countries like the U.S., Russia, and China. They were a cabal in every sense of the word, with influential figures from all over the world to make up their numbers.

Military might from the U.S., Venture Capitalists, Businessmen, I.T. specialists – everyone who wanted more. They worked together in secret, beyond the eyes of shadowy government organisations and investigators alike. They constructed a giant research facility in the deep ocean of the Atlantic and delved into secrets that would have driven anyone else mad.

They broke barrier after barrier between the real world and the supernatural. They cracked protective seals that were put in place by ancient powers; they smashed them like a hammer to the top of an egg. They opened doors into other dimensions that seethed with beings far more dangerous, far more devious, and far more cunning than they were.

They walked into Hell.

He saw them.

He watched them.

Duncan Bright



He waited to see what they would do. Lucifer's attention was firmly fixed on Project Tartarus, and they did not disappoint him one iota. The first of many explorations into one of the lower planes followed, and then another, and another, and finally they established an actual HQ on the Shores of the Damned.

Yet still he did nothing. For this was one small step for them, and a larger unknowing one for all existence.

Once a foothold had been established, samples were collected and Tartarus Base sent back regular materials and reports. It was discovered that Hell's rock held latent energies, energy that could be used for weapons and even more.

It also acted as an amplifier for psychic soldier's power.

So Project Tartarus' staff experimented to see what could be done. The results were incredibly good, and soon they had viable psi-enhanced soldiers who could hurl objects around a room with the force of their minds. They were not prone to psychotic episodes.

Champagne was drunk, glasses were tapped against each other, and contracts were signed.

Enter Duncan Bright, of the Bright Corporation, one of the shadiest men alive. 1981 was a good year and it was just the start for a brand new take on warfare. Bright took the notes from Project Parallel and improved on them, by building psi-amps to encase tiny fragments of Hell rock he was able to ensure that the soldiers could use their powers without cost to their psyche.

He renamed the project Lucifer, and the whole cabal stood behind him. Especially when the appointed leader of the cabal died of a heart-attack under mysterious circumstances a few years after Duncan became his second in command.

Duncan Bright had it all.

Until 1994, that's when he died and Project Lucifer was really born.

Madeline Cross

Out of the blue everything changed for the cabal; they suddenly found that their leader, Duncan was dead. A car accident claimed his life, or so they say, he swerved to avoid a big black dog on a lonely mountain road when he was driving to a meeting with a woman he'd fallen in love with. Madeline Cross did not mourn Duncan, he was a means to an end, and he placed her in the right lane for ascension to lead of Project Lucifer as well as the power on the throne of the cabal.

She didn't care for humans, or for their squabbles, she was there to take the reins of a project her father had been monitoring for some time. Only Madeline's focus was to improve on Duncan's design every step of the way.

For that she needed power in the mortal world, for that she needed Project Lucifer's shadowy-cabal to keep on funding her. So she gave them all what they wanted, she took over from Duncan, fabricated a story that she was the daughter of a psychic-soldier and killed anyone who looked at her sideways during her first meeting with the cabal.

Madeline Cross



After the third death, they finally got the idea she was the real deal and after they all gained significant monetary boosts to their many bank accounts, they realised that she was the best person to lead both project and cabal.

So the woman in the stunning red dress became the leader of a project that shook the very foundations of reality.

Madeline is a no-nonsense woman, clever, shrewd, cunning, and manipulative. She comes from the darkest stock of Hell, and her true form blasts the sanity of any mortal who dares to look upon her. She keeps that side of her nature well-hidden, and has only shown it to one man – as he was driving down the road to meet her for dinner.

Appearance wise, she's whatever you want her to be. She can take many forms, and slips between shapes and sizes as it suits her when she's out and about gathering intelligence for her father. Of course, if she's masquerading as Madeline Cross then she's always tall, always leggy, and always dark haired.

She saw the picture in a magazine and liked it enough to steal the person's look lock-stock.

She boasts powers that leave the psychic soldiers under her command looking like children, playing in a world they know nothing about. There's only one here on Earth, at the moment, who commands the true power of the supernatural and it is definitely her.

The Project Today

Since 1994 Project Lucifer has been going from strength to strength, under the watchful eye of Madeline and the monetary support from a roster of people across all walks of famous and infamous life. Madeline keeps a close eye on what goes on, and she's ensured that her people have only breached the areas of Hell that her father wants them to breach. She has changed the Modus Operandi of Project Lucifer several times during her long tenure, and transformed it into a PMC that operates across the world in complete secret – doing the work that other PMCs refuse to do.

Nothing is beyond Cross and her people. No job too small, or too dangerous, let alone moral. Madeline has made a name for herself and her Lucifer soldiers as a no-nonsense 'gets the job done' sort of woman.

Her soldiers are highly trained, equipped with weapons that defy conventional means, and harbour powers that can tear through mundane soldiers like confetti. They enter a theatre of war and death is sure to follow, followed by a thirsty pack of demons ready to Hoover up the souls of the dead and feed them back to their master's hounds in Hell.

But Madeline doesn't mention that part.

Becoming one of the Elite

You need to be trained in military tactics to a high degree, an experienced veteran soldier, or just someone who is really good at killing for money and asking no questions. Once you pass Madeline's tests and a psych-evaluation designed to pick out the really dangerous and twisted individuals you are given a tour of the HQ.

It is there that you learn about the project, about what the soldiers are capable of and what the project expects of you. By this point there's no way to back out, you've seen way too much, and if you don't enlist – you're not leaving the HQ alive.

You get to watch the process that gives you access to the untapped potential of the human mind, but not in the way that you think it does.

You see, the project's 'psychic power' program and procedure are pretty much a lie. There's no way to create an unnatural stable psychic, it always results in the powers of the mind going off the charts, hallucinations, paranoia, and dozens of other complications that shut down the original projects in the first place.

There is NO way.

You are either born able to control these powers or not. True psychic power births are very rare, so rare that there are only six people with that level of power naturally on the planet.

So how does Madeline do it?

Project Lucifer takes advantage of the rock mined from the shores of Hell, which comes with a unique property and power ready to serve the Daughter of Hell in her recruitment scheme. It can create a bond between a human host and a demon, without the nasty side effects of demonic possession and the whole: head spin 360 degrees movie trick, plus the green goo.

All you need to do is insert said rock sliver into the pituitary gland of the brain, and you have a linked host

ready for a demonic side-kick capable of doing all the hard work. Madeline had her techs invent a few extra steps for dramatic reasons, and made it painful, because the pain helps to cement the demons connection to the human host. Demons thrive on pain, they're drawn to it.

You get to see all of this in action, and then you get to go through it yourself – lucky eh?

What follows is a period of a few months as you get used to the new power, you're taught to focus it, control it and wield your new weapon in the service of your new PMC masters. What's really happening is that the connection between you, the demon, and the dark power you now have at your fingertips is made much stronger. The demon learns to anticipate what you want and deliver the result.

It reads your mind and translates that into psychic force.

You reach out with your power to throw some poor sap across a room; the demon does it for you. You heal a fellow soldier that's been gutted by a hell-dog, the demon does it for you. You spy from half way across a city block using remote viewing, yep; the demon does it for you.

What do you get in return, barring the phenomenal power and the house guest?

Well, you stop aging at the rate you normally do. You experience the occasional headache, that's just the demon's connection to your brain as it extends into every part of it. You become quicker, faster, and able to take more punishment. You can see in the dark without the need for fancy goggles.

From this point on you serve the PMC and you go where the mission takes you, no questions asked.

The People in Charge

We've talked about Madeline Cross and the kind of being she is, what she can do, where she came from. But she's not alone; Madeline has amassed a small army of loyal followers both in the Cabal and out of it amongst the members of her PMC: the Devil's Own. These men and women are crucial to the smooth operation of the organisation, and Madeline has come to rely on many of them, she trusts only a few – but no one yet knows exactly what she is.

Rick Pembroke

Ex-Detective Rick Pembroke is a classic example of Madeline's seductive power; she met him when she 'accidentally' wandered across the tragic suicide of Loraine Grey. Madeline gave him a light, and they went for coffee at a local diner. Rick was pretty smitten, and this was back in 1997. He joined up with her later on after he suffered a breakdown, turned to booze, and eventually sobered up in 2001. She brought him onto the project as a security consultant at first, and then eventually she pulled back the curtain to show him the nature of Project Lucifer and her Devil's Own PMC.

Rick was unable to back out, good job for him, or he might have ended up just like poor Loraine, or anyone who crosses Madeline. He was put through the 'process' and became one of Madeline's right hands in the PMC. He gained psychic powers, and he's able to touch a crime scene to get a very disturbing and accurate vision of what happened there. It comes with a price, he experiences every second of the victim's life prior to their demise – and for a few seconds after he gets to experience their afterlife, confusion and all.

Doctor Leia Dawson

Madeline met Leia at a bar in 2000, found the woman to be delightful and discovered that Leia was a brilliant young neurosurgeon as well as a snappy dresser. She listened for several hours as Leia waxed lyrical about her profession and confided in the other woman that she probably had one of the most impressive private medical facilities in the U.S. Leia was caught in Madeline's trap and had to see, the ambitious, dynamic and clever girl from Harlem soon found out that Cross was not telling lies.

What she discovered was the medical facility of her dreams, and between her and Madeline, they devised the very method to synch up demons with humans via the insertion of the Hell rock. Leia oversees all the PMC's medical needs with a crack team of doctors and nurses on standby. She has not yet undergone any kind of procedure, but it's important to note that Leia Dawson is not ordinary by far – she's one of the few latent psychics on the planet who have mastered their power.

A fact that's not gone unnoticed by Madeline during the time they've known each other, professionally and socially. Her demon is not implanted, it is there willingly, and it makes Leia a highly formidable opponent since she 100% believes in Madeline's program.

Commander Becky Flint

Rebecca Flint, one of the first soldiers to come to Madeline's new Devil's Own PMC back when she formed it in the late months of 2000. Becky was a tough nut to crack, had an addiction, broke lots of rules and was eventually thrown out of her regular squad for being too extreme. She saw an advert buried in a particular newspaper and liked what she saw. She enrolled, broke two of her instructor's jaws in training and shot another in the leg during a live

fire exercise when he thought to try and exert his male authority.

Madeline watched her carefully, and saw to it that Becky ended up with a chance to prove herself during a mission deep into a dangerous drug lord's territory. Madeline specifically leaked Intel to the drug lord and ensured the capture of Becky's whole unit. As a test to see what Becky would do, Madeline shape-shifted into one of the Cartel's soldiers and tortured Flint for several days.

The very last torture was to insert a needle-thin sliver of rock into the woman's pituitary gland, which caused incredible pain when done without the proper methods. The drug lord was pleased, the Cartel was pleased. Becky passed out.

Madeline slipped away and became a prisoner to watch the rest of the scene unfold.

What Becky did to those men cemented her place as a Commander in the Devil's Own from that day forward. No one survived, and the hell she unleashed pleased Madeline and word even reached the ears of her dark father.

The demon bound to Becky gives her a longer life-span and she's still with Madeline to this day.

Operational Locations

Project Lucifer has bases across the globe, from small barracks style ops buildings and safe-houses, to larger training facilities and portal hubs which link directly to the breach-heads in Hell. These are just a few of the more impressive/important key locations that are on the map so to speak.

Abyss One

Situated far below in the Atlantic Ocean's Puerto Rico's Trench: Abyss One lies a whopping 8,646 meters (28,374 feet) underwater. This titanic sea base is the primary operational facility of Project Lucifer and serves as the operational HQ of the Devil's Own PMC. Using materials that have been derived from the unique minerals and metals found in Hell, this facility is state of the art and one of Madeline's best kept secrets. Access is provided by a fleet of specially designed submersibles and it is here that every aspect of Project Lucifer is overseen. Hub One, the gigantic portal to Hell lies at the centre of a network of confusing and dangerous tunnels patrolled by some of Madeline's more impressive guards.

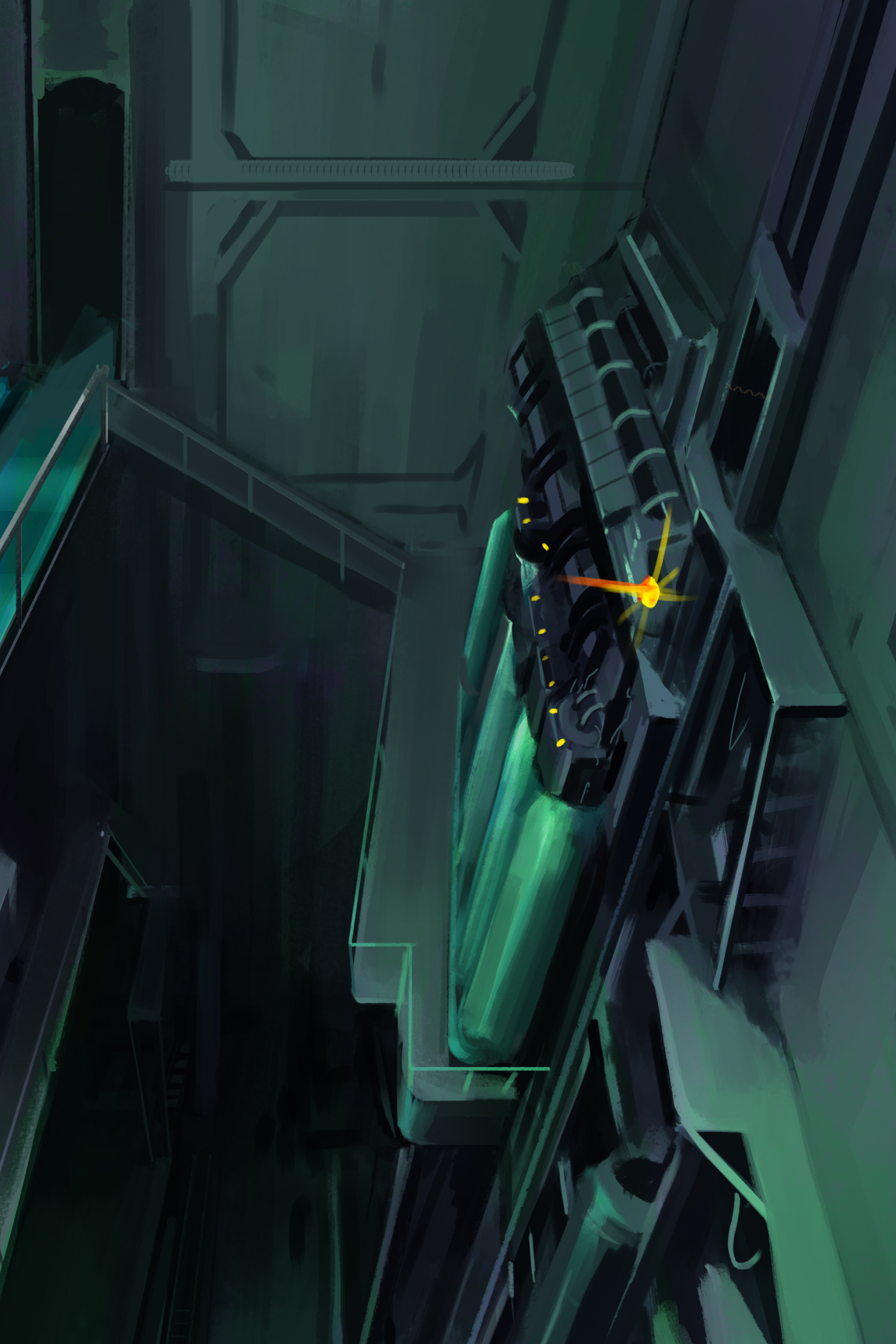
The Ring

Another important training facility linked to the Devil's Own PMC. The Ring is the primary above-surface hub for all PMC activity in the region of Guatemala. Madeline has ensured that her PMC has an incredible reach, and can move from one location to another in a short amount of time. The secret, places like the Ring. Each major ops base is connected to Breach-Head One in the lower planes of Hell and in turn connected by portal tech to the Ring. Madeline can dispatch her troops across the world by using Hell as a cross-over point. It's dangerous, yes, but she knows the safest routes past the wild things in the lower planes.

The Cradle

Hidden under Cradle Hill near Salisbury Plain in Wiltshire England is a facility known as the Cradle. This is Madeline's prime UK base for Project Lucifer research, using ley-lines found in the area and amplifying the natural (supernatural) energies of the British Isles. It has a small garrison for Devil's Own PMC operations, but the prime





function of this base is to push the envelope of what is possible when melding demon power with human hosts. Doctor Dawson spends her time here, when she's not at the prime site Abyss One.

Mesa Chamber

The final important location for Project Lucifer, and the battery for the whole network of inter-dimensional Hell portals that Madeline operates, is the site known as Mesa Chamber. Situated inside a large mesa found somewhere in the Nevada Desert. This is partially a joke on Madeline's part since she knows the stories of Area 51 and always believed in hiding something important right under the noses of people who don't believe in the supernatural. Mesa Chamber contains the portal stabilisation tech that feeds the complex web of energy that the Devil's Own PMC relies upon to stay one step ahead of the others. It's where you can find Becky Flint most days unless she's off on a mission.



The Supernatural

I think, psychics, there are some people that really are psychic, and it doesn't make sense, but why should it make sense?

Elizabeth Reaser



Up till now your Ghost Ops squads have likely faced off against terrorists, drug lords, gangs trying to take over villages in Bolivia and more mundane threats. They've probably heard all the stories about ghosts, goblins, things that go bump in the night right. They've probably laughed?

Now this is where you get to freak them out a lot, especially if you play it right. The supernatural isn't here for kicks; it's not a trick of the light, or a sudden cold spot that pops up right before a silly-looking dude in a clown mask yells: Happy Halloween.

No, it's here to send a cold shiver down the spine of even the most decorated military officer, the most battle-hardened soldier. The supernatural doesn't play around.

This chapter is mostly focused upon the various dimensions that your squad may well find themselves, when dealing with supernatural forces, or stumbling through a door left behind by a reckless dabbler. On how the supernatural looks and feels in a Project Lucifer game.

Slow Build Phenomenon

The slow build is the best when introducing these aspects to your players; bring them into the world of Project Lucifer as slowly as you can. Fear works well when it's applied with a psychological series of tricks and encounters. Throw too much whizz-bang freaky at your players and they're likely going to regard the whole thing as silly.

Turn the mundane into a weapon. Many entities in Project Lucifer play the trick card; they like to toy with their prey – corrupting both mind and body before they're done. So draw on this when you present a supernatural encounter

to the group. A series of simple mundane things on their own are easy to laugh off, to ignore as just 'technical' issues with equipment for example.

Radios can go wrong; they can play static, odd voices, strange garbled communications.

Lights can fail and then come back on.

Mundane things can be moved to create a sudden moment of surprise. Build the suspense slowly and remember that things are pushing onto the walls of reality here, and reality as much as it gets broken, loves to push back.

Entities don't find manipulating our dimension easy at all, it's hard, it's taxing, and it ticks them off the more they fail. This is why the phenomenon builds from parlour tricks to downright murderous 'everything flying everywhere' rages with a Project Lucifer brand poltergeist.

Think of a snowball rolling down a hill, by the time you're done, you want a full blown avalanche that your players get slammed by.

Dimensional Intersections

Before we talk about the dimensions that the squad can discover in Project Lucifer, it's best to talk about the tears in reality, the rips in time space, and the bleeds that cut from one dimension to another. These are known as Dimensional Intersections and they manifest in the physical world in different ways. They can make a great set piece if you use some of the larger ones, and the smaller ones can add that spooky edge to a regular Ghost Ops run.

Flickers

These minor rips across reality aren't stable at all; they can't draw you in, or be crossed. They can cause various special effects to manifest in a small area though. Usually they appear as a strange distortion where things flicker and replay, sort of like an old-time film where it wasn't quite caught on the film reel and it flickered in and out. Flickers are not stable, they rarely last more than a few seconds.

Rips

A step up from a Flicker, this is where things are going to get somewhat dangerous for anyone in the vicinity of one of these phenomenon. Minor entities can sneak through, and cause harm; energies from another plane can whip from one dimension to another and damage anything that gets in the way. Rips can last for a minute or two before they collapse.

Tears

Tears are larger; they can admit several entities through and they can remain open for up to half an hour. Once open they cause damage to things in the area depending on where they originate from. A tear that opens to the fourth plane of Hell is likely to heat things up rapidly, cause grenades to explode on belts and generally burn anything that hasn't got factor 100 sunblock on.

Gashes

Gashes are a step up from a tear, and they allow two-way travel from the original dimension to this one. They stay open for hours at a time, and bring with them a host of dangers. They can emit poisonous gases from their home plane, as well as letting all sorts of entities and energies through. A gash that opens in an old abandoned mine, which links to a plane of damned spirits is one example of a gash.



Wounds

You've heard the stories of big holes in reality, cuts that tear across one dimension to the next and stay open until someone applies some kind of magical energy to shut them down. If not, well, these are Wounds. Wounds are big enough to let parts of the other dimension through, to meld with the location they open in, and to cause incredible damage to the fabric of reality where they intersect. Wounds can let some truly nasty creatures, energies, and spirits through and they usually transform the target area into a similar environment to that of the plane of origin. Wounds also allow two-way travel.

Rifts

This is the big one, the one that Madeline Cross knows all about. She's a veritable master at keeping these things open using her Rift Tech via Project Lucifer. A rift is a magic or science made hole between two dimensions that allow two-way travel and can be sized to the user specifications via spells or tech. Madeline's Hell Rifts open to the lower planes of her father's home and the most famous of her rifts leads directly to a HQ in Hell affectionately known as Breach-Head One. Rifts stay open for as long as the creator desires and can be shut down quickly. Opening them requires immense power and at least 30cm size cube of Hell rock as a focus.

A Tour Guide to Hell and Other Places

The multi-verse is a vast place, it's huge, and beyond the scope of any book to detail the infinite planes and possibilities that exist outside of what we like to call reality. So, here's just a few places in Hell and beyond to get you started when your Ghost Ops squad finally makes the trip across one of the Hell Rift portals.

Breach-Head One

Breach-Head One is a military compound in the middle of one of the lower planes of Hell known as Father's Shore. It houses the portal that links back to Madeline's rift network on Earth, and has a sizeable platoon of her most ruthless psychic soldiers to project it. Not to mention several demonic guardians, and at least a group of 'Dogs of Hell' who are bipedal monsters which resemble the tales of werewolves.

The Screaming Shore

Higher up than Father's Shore, where Breach-Head One sits is the Screaming Shore, which juts up on the edge of Father's Shore and is an intersection of psychic energy. It was created from the damned souls that Lucifer casts out of Hell, where they pool in a massive river and swirl down to the lower planes to nourish the dark beings that dwell there. It's given the distinct name due to the horrible howls of agony from the tortured souls in the water. Don't fall in.

Infernal City

When many folk think of Hell, they probably think of towers of fire, wicked pointed walls, and brimstone right? Not Lucifer's Hell, he has been so impressed by human endeavour that he's modelled his own Infernal City after some of ours. Complete with horrendous pollution, traffic jams, high crime rates, and giant towering skyscrapers as far as the eye can see. Of course, he sits at the centre of it all in his massive building – grinning like the jackal he is.

The Black River

Throughout all of creation in every dimension and every single plane, the Black River winds on and on. Some have said it is a river of souls, taking the dead to their final

resting place. Many believe that it might be the famous river upon which a certain Ferryman plies his trade. It does indeed touch every corner of every dimension, and you can use it to travel vast distances, as long as you don't touch the water – to do so invites catastrophic loss of memory.

Purgatory

A place where spirits dwell, ones with unfinished business, or ones who cannot simply pass on to their reward or to their punishment. Here is a plane of endless halls, rather akin to that of a waiting room at a train station, or a large lounge at an airport. A ghostly reflection of reality built upon the still lingering memories of millions of souls still trapped with nowhere to go. Ah, but should the living enter here, then there is a rush as hundreds flock to a potential host which can be used to hitch a ride back to the world they left behind.

The Brass Gates

These giant gates are massive: bigger than a mile high, and stand on the edge of an endless plane of wind and ash. They sit in the middle of a huge wall which runs as far as the eye can see, are completely featureless and have no discernible markings upon them. They hold back a nameless and destructive force behind them. Of late, the gates are showing sign of decay and from behind them is heard the sound of a war horn calling something to battle.

Jagged Fields

This dimension sits at an odd angle to the rest of creation, just at the intersection of Hell and Purgatory. It is the field that the dead need to cross to reach the junction that leads them to salvation, or damnation. The plane is made up of thousands of tiny sharp jagged grey rocks, all under an

oppressive grey sky tinged with thin threads of lightning. Electrical interference is maxed out here, and any tech that relies on radio waves can pick up the whispers of the dead. Psychics need to ensure their minds are shielded and protected at all costs when in the Jagged Fields. Nightmare thoughts can become reality.

Psychic Soldiers

Up until now we've only talked about the people and places of Project Lucifer, but nothing has really been said about the kind of powers that the Devil's Own PMC can throw at a group of Ghost Ops. As of this moment, Ghost Ops cannot gain psychic powers due to the unique way that Madeline creates psychic soldiers.

Ranks of the Devil's Own

There are three main ranks within the Devil's Own PMC and each one wields a different set of powers, with the most powerful able to do devastating things with their abilities.

The Stats for the individual Ranks now utilise the Savage Worlds Adventure Edition Rules, but can be easily converted to the Deluxe Edition if need be.

Fodder

Fodder might not be a particularly nice way of putting it, but the Fodder rank of the Devil's Own is just getting started. They might not have the training and the power of their peers, but they have some spark that keeps them on the payroll. They usually only come with one kind of power, and their demon is adept at using it.

Race: Human/Demon Hybrid

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d6, Battle d6, Common Knowledge d6, Fighting d8, Focus d6, Notice d6, Shooting d8, Stealth d6, survival d6

Pace: 6 [d6]; **Parry:** 6; **Power Points:** 15; **Toughness:** 9 [4]

Hindrances: Outsider [Major], Ruthless [Major]

Edges: Arcane Background: [Gifted], Marksman, Soldier

Gear: Armor [Kevlar Vest w/Inserts +4], Combat Survival Knife [Str+d4, +1 Survival rolls], Comm Link , x2 Frag Grenades [5/10/20, 3d6, MBT], Desert Eagle [15/30/60, 2d8, AP: 2, RoF: 1, Shots: 7, +2 Ammo Clips]

Choose one of the following Rifles

- Barrett [.50] [50/100/200, 2d10, AP: 4, RoF: 1, Shots 10, +3 Ammo Clips, Laser Sight, Scope]
- SAW [5.56mm] [30/60/120, 2d8, AP: 2, RoF: 4, Shots: 200, +1 Ammo Belt, Bipod]
- Steyr AUG [5.56mm] [24/48/96, 2d8, AP: 2, RoF: 3. 3RB, +3 Ammo Clips, Laser Sight, Scope]

Power: smite

Special Abilities:

- Bloodthirsty: Never takes prisoners unless ordered to. Doesn't leave wounded.
- Dark Soul: Due to the bonding with the Hell Rock and a servant of Hell, gain Arcane Background: [Gifted].
- Loyal: [Maddie Cross & The Devil's Own PMC]
- Mean: Fodder and the rest of the Devil's Own members are not nice "people". -1 to all Persuasion rolls.
- Physical Superiority: Increased Attributes [Agility and Strength] +1 die type.



Soldier

Once Madeline's Fodder proves themselves as loyal and effective, they graduate to the rank of Soldier, one of the PMCs fighters. These warriors are tough, capable, and willing to do what it takes. Many of them dream of being hand-picked to join the coveted ranks of Legion Commando and serve under Becky Flint. They have been bonded to their demon for a while, and they have developed at least three powers they can use to deal with threats.

Race: Demon/Human Hybrid

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Battle d6, Common Knowledge d6, Fighting d8, Focus d8, Notice d6, Shooting d8, Stealth d6, Survival d6

Pace: 6 [d6]; **Parry:** 6; **Power Points:** 15; **Toughness:** 10 [4];

Hindrances: Outsider [Major], Ruthless [Major]

Edges: Arcane Background: [gifted], Marksman, New Power, Soldier

Gear: Armor [Kevlar Vest w/Inserts +4], Combat Survival Knife [Str+d4, +1 Survival rolls], Comm Link , x2 Frag Grenades [5/10/20, 3d6, MBT], Desert Eagle [15/30/60, 2d8, AP: 2, RoF: 1, Shots: 7, +2 Ammo Clips]

Choose one of the following Rifles

- Barrett [.50] [50/100/200, 2d10, AP: 4, RoF: 1, Shots 10, +3 Ammo Clips, Laser Sight, Scope]
- SAW [5.56mm] [30/60/120, 2d8, AP: 2, RoF: 4, Shots: 200, +1 Ammo Belt, Bipod]
- Steyr AUG [5.56mm] [24/48/96, 2d8, AP: 2, RoF: 3. 3RB, +3 Ammo Clips, Laser Sight, Scope]

Power: boost trait, smite, telekinesis

Special Abilities:

- **Bloodthirsty:** Never takes prisoners unless ordered to. Doesn't leave wounded.
- **Dark Soul:** Due to the bonding with the Hell Rock and a servant of Hell, gain Arcane Background: [Gifted].
- **Loyal:** [Maddie Cross & The Devil's Own PMC]
- **Mean:** Fodder and the rest of the Devil's Own members are not nice "people". -1 to all Persuasion rolls.
- **Physical Superiority:** Increased Attributes [Agility and Strength] +1 die type.

Legion Commando

One of the most capable soldiers that the Ghost Ops could face: Madeline's hand-picked Devil's Own Legion Commandos. These soldiers are well trained, highly effective, and ruthless. They are fiercely loyal to Madeline and the program. They have amassed a variety of combat tactics in their long tenure with the Devil's Own, and their demon is one of the elite as well. The bond between human and demon is so strong, that they take on some of the characteristics of their demonic passenger. They have a variety of powers to use against the unwary and wary alike.

Race: Human/Demon Hybrid

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Battle d6, Common Knowledge d6, Fighting d10, Focus d8, Notice d6, Repair d6, Shooting d8, Stealth d6, Survival d6

Pace: 6 [d6]; **Parry:** 7; **Power Points:** 15; **Toughness:** 12 [4]

Hindrances: Bloodthirsty, Outsider [Major], Ruthless [Major], Vow [Major]

Edges: Arcane Background: [Gifted], Marksman, New Power x2, Soldier

Gear: Armor [Kevlar Vest w/Inserts +4], *Combat Knife [Shadow Slayer, Str+1d6], Comm Link, x2 Frag Grenades [5/10/20, 3d6, MBT], Desert Eagle [15/30/60, 2d8, AP: 2, RoF: 1, Shots: 7, +2 Ammo Clips]

*Shadow Slayer Combat Knife [Magical, Str+d4, +1/+3 Power Points and gain AP: 2 maximum AP: 6]

Choose one of the following Rifles

- Barrett [.50] [50/100/200, 2d10, AP: 4, RoF: 1, Shots 10, +3 Ammo Clips, Laser Sight, Scope]
- SAW [5.56mm] [30/60/120, 2d8, AP: 2, RoF: 4, Shots: 200, +1 Ammo Belt, Bipod]
- Steyr AUG [5.56mm] [24/48/96, 2d8, AP: 2, RoF: 3. 3RB, +3 Ammo Clips, Laser Sight, Scope]

Power: armor, boost trait, deflect, smite, telekinesis

Special Abilities:

- Bloodthirsty: Never takes prisoners unless ordered to. Doesn't leave wounded.
- Dark Soul: Due to the bonding with the Hell Rock and a servant of Hell, gain Arcane Background: [Gifted].
- Demonic Appearance: The Commando's skin takes on a thick, scale like appearance with a deep, dark red color. The scales are strong, almost like armor and add to the Commando's Toughness.
- Loyal: [Maddie Cross & The Devil's Own PMC]
- Mean: Fodder and the rest of the Devil's Own members are not nice "people". -1 to all Persuasion rolls.
- Physical Superiority: Increased Attributes [Agility and Strength] +1 die type.
- Servitude: In exchange for the power gifted to them by Madeline and their demonic partner,

Commandos have sword a vow to Madeline. Legion Commandos start with the Vow [Major] Hindrance.

New Powers

There are many powers that can tap into the supernatural, such as magic, but this section is purely focussed on the powers that are used by Madeline's elite soldiers and grunts alike. It's not an exhaustive list, and there's certainly room for expansion.

These abilities use the rules and effects of powers found in either the Savage Worlds Adventure Edition or the Super Powers Companion, though these abilities are neither "super powers" nor "magical". These powers operate the same but with a psionic trapping. Using these abilities in your games is entirely optional and up to the players and GM whether or not to use them.

Cloud the Mind

The demon reaches out to an unprepared and undefended mortal mind, it uses its power to confuse and disorientate the target, making them forget something is there right before their eyes. The more powerful demons can actually affect more than one person, and rumours talk of a demon so powerful it could affect a whole city block's worth of people to obfuscate a building from view, or hide part of a city.

Effect: See the power – Confusion – Savage Worlds Adventure Edition

Demonic Transference

Demonic Transference is one of the more interesting powers available to the Project Lucifer soldiers, the ability for the demon to transfer some of its essence into the weapon that the soldier is using at the time. Guns, knives, anything can be imbued with the power of the infernal and this can boost the damage of the weapon, allow it to spit fire, or charge the rounds with negative energy to harm spectral or otherwise ethereal creatures.

Effect: See the power – Possession – Super Companion

Heightened Senses

The demon imbues the soldier with a pre-cognitive sixth sense, allowing them a few seconds extra reaction time when encountering situations inside and outside combat. For example: If someone shoots at them, they can twist to the side since they've already seen the shot a few seconds earlier. Or outside combat, they could avoid a reckless driver who cuts across their vehicle when in a car chase or just driving around the city.

Effect: See the power – Danger Sense – Savage Worlds Adventure Edition

Hell Scream

The demon lets out a titanic roar which is charged with infernal energy, the roar can break bones, shatter glass, bend metal, and crumble brick and concrete. It also scares the living daylight out of mortals who hear it. The soldier is immune and any Project Lucifer soldier is also immune to the fear effect of the Hell Scream.

Effect: See the power – Blast, Change range to Cone Template – Savage Worlds Adventure Edition



Hex Glitch

The soldier can cause serious malfunctions to any tech within a certain radius, radios fail, communications jam, computers glitch and everything – including mechanical tech just outright fails. This is the psychic spanner in the works, and the spirit-glitch in the system.

Effect: See the power – Malfunction – Super Companion

Infernal Eye

The demon focuses the power of hell through the eyes of the soldier, projecting a beam of hellfire from the eyes as a weapon. The beam is hot enough to cut through metal and incinerate flesh; it can char bone in seconds. As a result, the soldier always sees visions of Hell in the real world regardless.

Effect: See the power – Bolt – Savage Worlds Adventure Edition

Levitation

The demon allows the soldier to levitate, rise up and move very slowly in any direction. This isn't flight, and the speed is nothing impressive. It is however useful to arrest a fall, allow a soldier to bypass dangerous areas or terrain that would impede them, and of course intimidate anyone who has never seen this kind of thing before.

Effect: See the power – Telekinises – Savage Worlds Adventure Edition

Psychometry

Just by touching something, anything, the soldier can gain a sense about it. They can pull secrets from an object, work out who last touched it, and more importantly they can tell you what the object 'saw' in the last few hours or days since it was last handled. The flow of information can be jarring, and some soldiers have screamed for days after seeing a truly traumatic experience attached to an object.

Effect: See the power – Object Read – Savage Worlds Adventure Edition

Pyrokinesis

With the help of the demon, the soldier can raise or quench any source of fire in the local area. From as small as a match, to as big as a towering inferno, the demon can use its connection to fire to ensure that the blaze is in control of the soldier at all times.

Effect: See the power – Elemental Control [Fire] – Savage Worlds Adventure Edition

Subjugation

Weaker minds can be subjugated to a demon's will, with this power. The demon takes control of the weaker minded target, forces them to do things against their will. Usually things like: opening locked doors, shooting a fellow guard, or breaching a contained area to allow the squad through. Depending on the action requested, the target can try and resist the effect. Opening locked doors and inputting passwords are harder to resist, than doing something against their nature.

Effect: See the power – Puppet – Savage Worlds Adventure Edition

Telekinesis

The soldier can throw things around with the help of their demon; the demon can pick up big objects and throw them like they were feather-light in weight. The stronger the bond, the more powerful the demon gets and the bigger the object it can throw. There's a reason that duck rhymes with truck.

Effect: See the power – Telekinesis – Savage Worlds Adventure Edition

Teleportation

The demon opens a quick portal to Hell, drags the soldier with them, and then opens another portal back to the real world. The distances in Hell don't equate to real world distance, so it's possible to move feet in Hell and travel miles in the real world. Mostly this power is used to cover short distances and surprise enemies in combat.

Effect: See the power – Teleport – Savage Worlds Adventure Edition

Beyond the Material

The first contact with the psychic threats and phenomena that the Operators will experience will be in the physical world, dealing with the issues and problems that these enhanced and demon infested tangos bring. But, the threat runs much deeper than that and it's in the infernal realms that the real problems exist and for that ICO is very ill prepared.

We will be investigating the infernal realms and those secret societies and private military groups that have rose to combat it in a future supplement, allowing the players to experience and play as a different special operations group, one trained and equipped to fight demons and the supernatural on their own terms.

Project Lucifer Expanded will have new rules, new backgrounds and packages and can be used as an addon to the Savage Ghost Ops RPG, giving the players 4 new special military organisations to be part of, that can work with or against the ICO. The Expanded rules will also come with new gear, Edges and Hindrances as well as new locations and threats.

Project Lucifer Expanded will be released late 2019.





**BrightCross
Corp**

Corporations have neither bodies to be punished, nor
souls to be condemned, they therefore do as they like.
Edward Thurlow



The public face of Madeline Cross and Project Lucifer is the BrightCross Corporation, a legitimate and well-known pharmaceutical manufacturer whose products can be found in Doctor's offices, pharmacies and supermarkets worldwide. With offices in the UK, France, Johannesburg, Sydney and Canada.

First Contact for the operatives will be BrightCross whether they discover the links to diamond mining in the Nigeria, or illegal testing on unwilling subjects, the mercenary actions of their security forces or people begin to die from a new drug that has been released BrightCross is the hub of it all, though it is very well hidden in reams of paperwork, air break computer systems or secret server farms linked via VPNs and encrypted lines.

BrightCross will be a good place to send in Agents from the ICI to question and investigate before sending Operatives to storm the place, also a two operative infiltration team to hack the systems or find hidden files will be a good way to find out what is really going on. But executives and security are very loyal, and the average office worker is a little scared or maybe totally ignorant to what is really going on, so grabbing random BrightCross employees off the street may not be the way forward.

So, this is BrightCross the start of it all and the first step to hell, tread warily as all is not what it first appears to be.

BrightCross Operator

BrightCross operators are recruited in a similar way to ICO operators. Most BrightCross operators (BC OP) seem to have had dishonorable discharges or criminal records, leading to a low moral value. The BC OP we have questioned and analysed have exhibited psychopathic and sociopathic tendencies.

They are highly trained and well equipped, which is to be expected. They seem to operate globally in most cases without the knowledge or consent of the host country.

Race: Human

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Battle d6, Common Knowledge d6, Driving d6, Fighting d8, Notice d6, Shooting d8, Stealth d6, Survival d6

Pace: 6 [d6]; **Parry:** 6; **Toughness:** 9 [4]

Hindrances: Outsider [Major], Ruthless [Major]

Edges: Alertness, Marksman, Soldier

Gear: Armor [Kevlar Vest w/Inserts +4], Combat Survival Knife [Str+d4, +1 Survival rolls], Comm Link , x2 Frag Grenades [5/10/20, 3d6, MBT], Desert Eagle [15/30/60, 2d8, AP: 2, RoF: 1, Shots: 7, +2 Ammo Clips]

Choose one of the following Rifles

- Barrett [.50] [50/100/200, 2d10, AP: 4, RoF: 1, Shots 10, +3 Ammo Clips, Laser Sight, Scope]
- SAW [5.56mm] [30/60/120, 2d8, AP: 2, RoF: 4, Shots: 200, +1 Ammo Belt, Bipod]
- Steyr AUG [5.56mm] [24/48/96, 2d8, AP: 2, RoF: 3. 3RB, +3 Ammo Clips, Laser Sight, Scope]



BrightCross Floor Plan

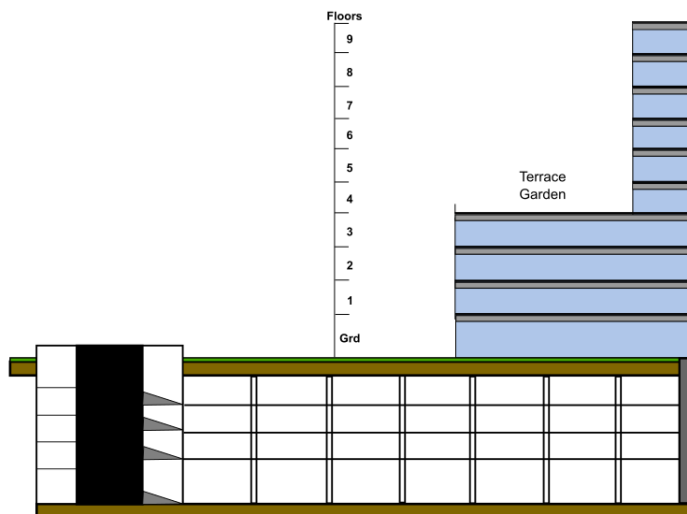
The following is a detailed look at the BrightCross Corp building in whatever country you would like to place it. This can be used to run missions within the building be they raids, infiltrations, investigations or whatever your Operatives and Agents decide to do.

What you will Find

Each Corporate office will have the following:

Security – BrightCross Security are heavily armed and look more like a mercenary unit then a standard security guard, they justify this by babbling about, the drug labs and employee safety blah blah. Most floors are patrolled at night with at least 2 security in the main foyer. The security team working any one night will equal around 25 members.

CCTV – The offices have top of the range security cameras with both night vision and infra-red modes all run on internal servers



Alarms – The building is equipped with motion sensors and laser grids on some floors, also the obvious fire alarms etc.

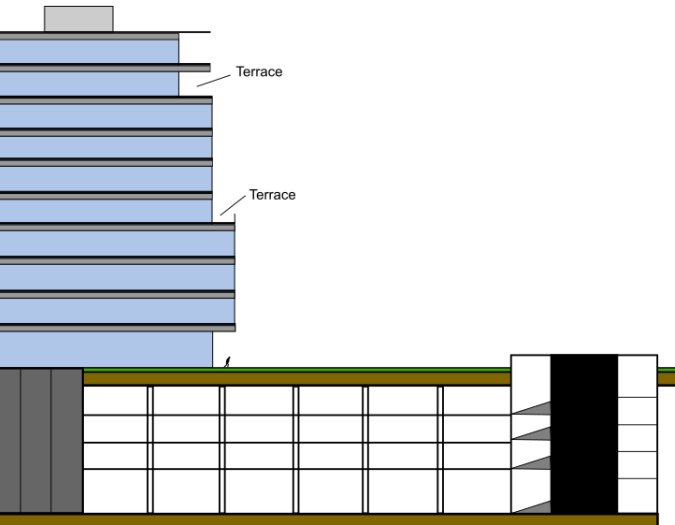
Elevators – Elevators travel to most floors without security access, secure floors need a passcode or retinal scan before becoming accessible.

Secure Doors – All doors on main floors need security passes swiped, on more secure floor's retinal scans or/and passcodes are needed.

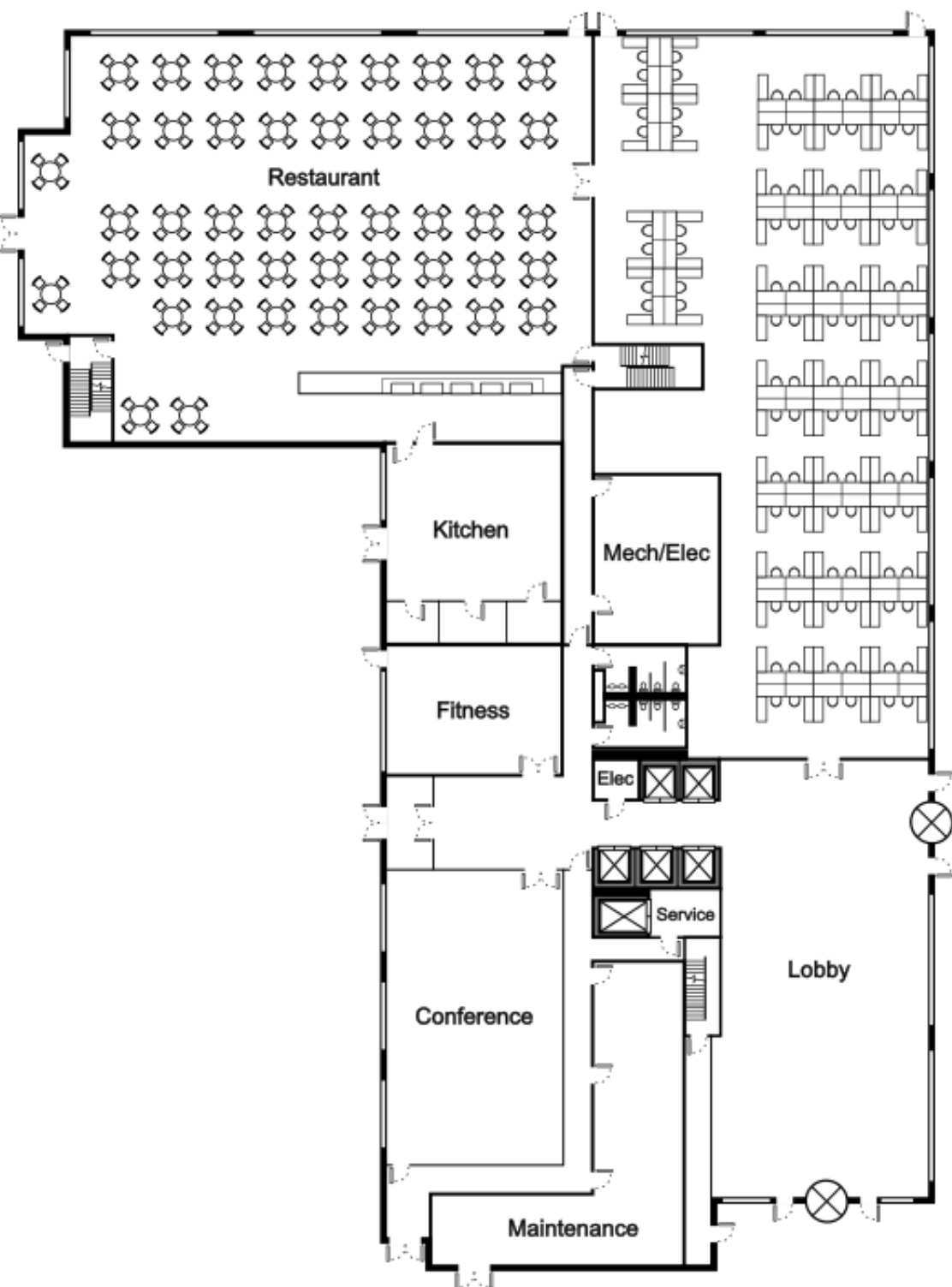
Air Conditioning – All floors have air conditioning linked to the roof.

Monitor Station – Security station for monitoring the security cameras.

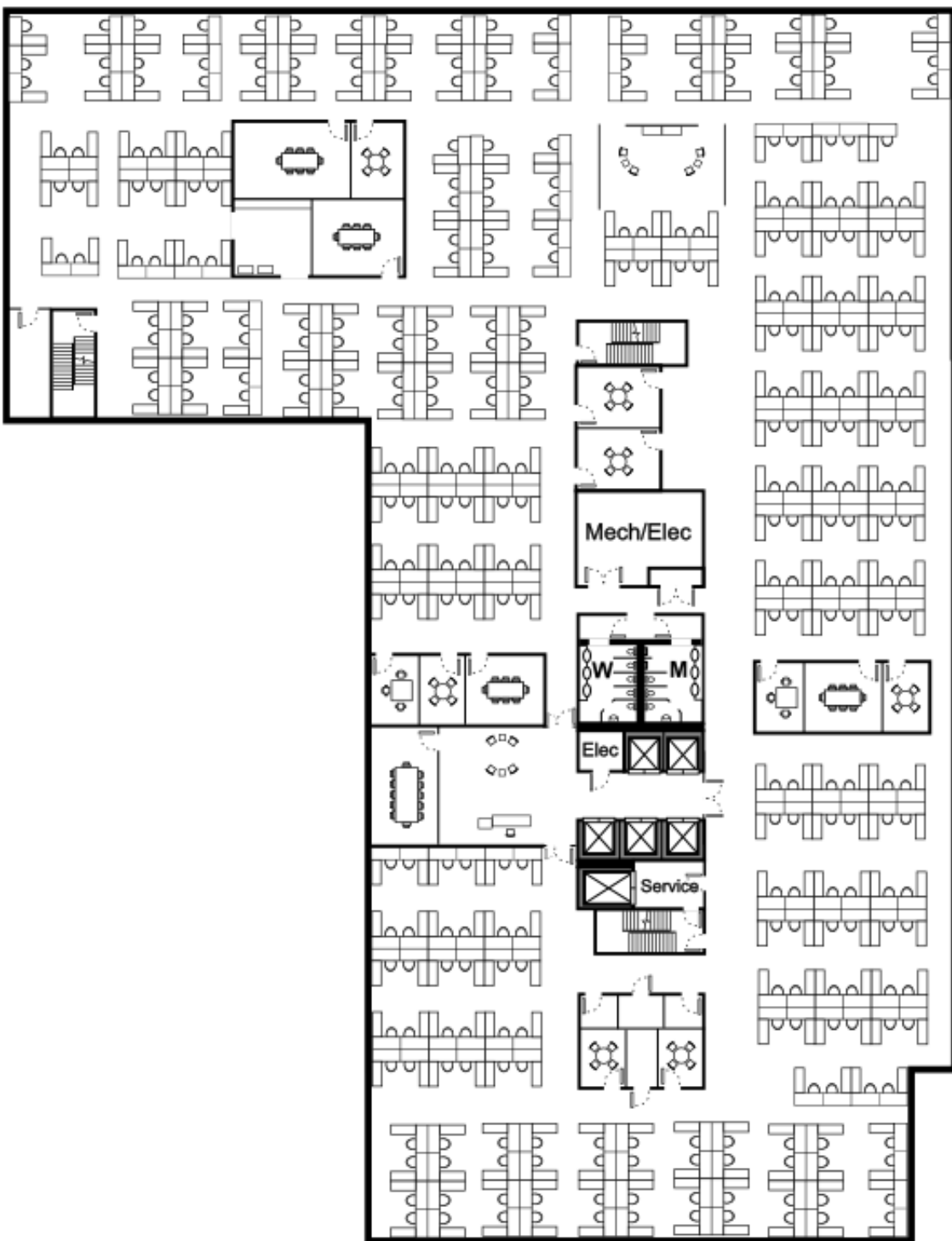
Police Link – The Main Foyer and various locations within the building will have a direct link to the local Police, these are rarely used as BrightCross prefer to deal with their own problems.



Ground Floor



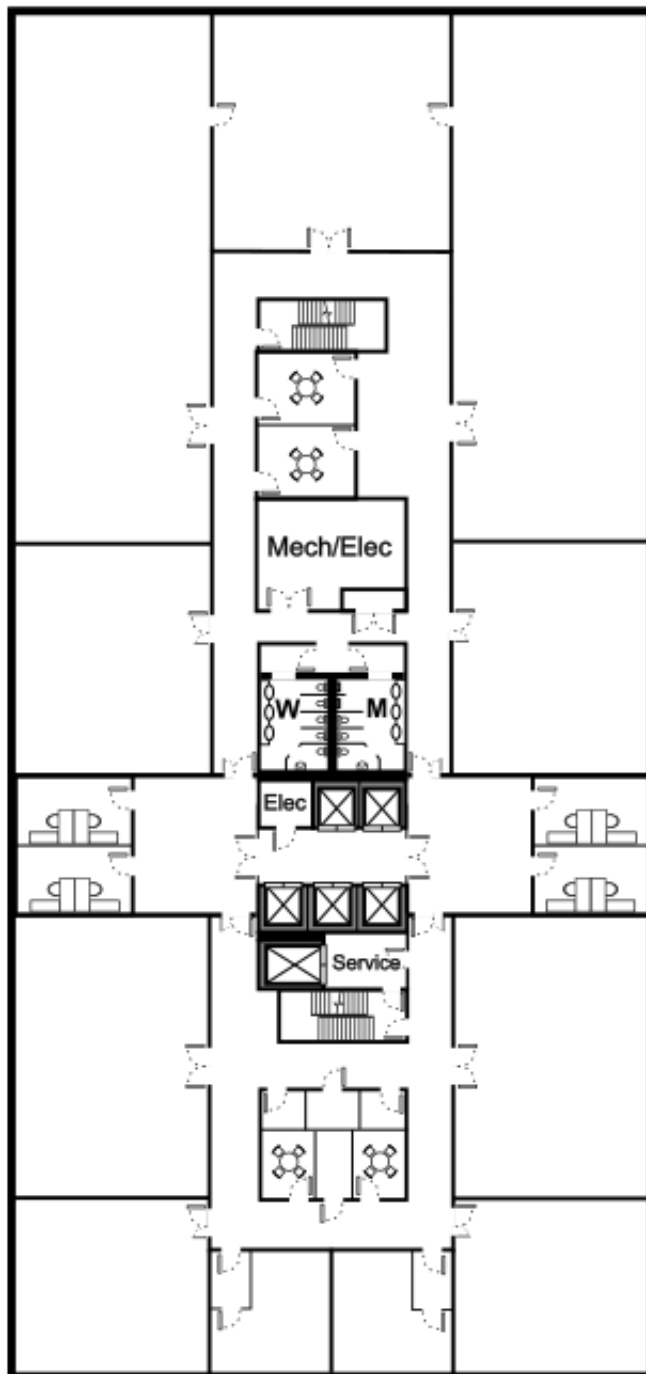
Office Floors 1 - 3



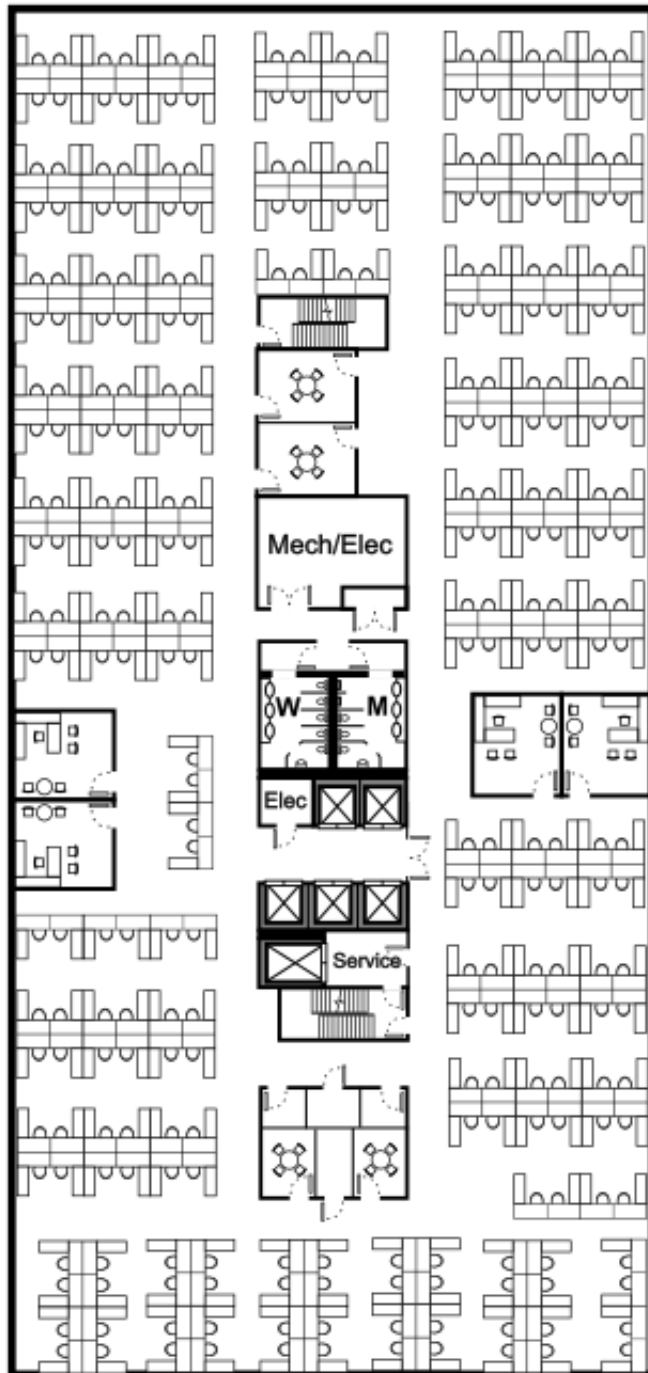
Office Floor 4



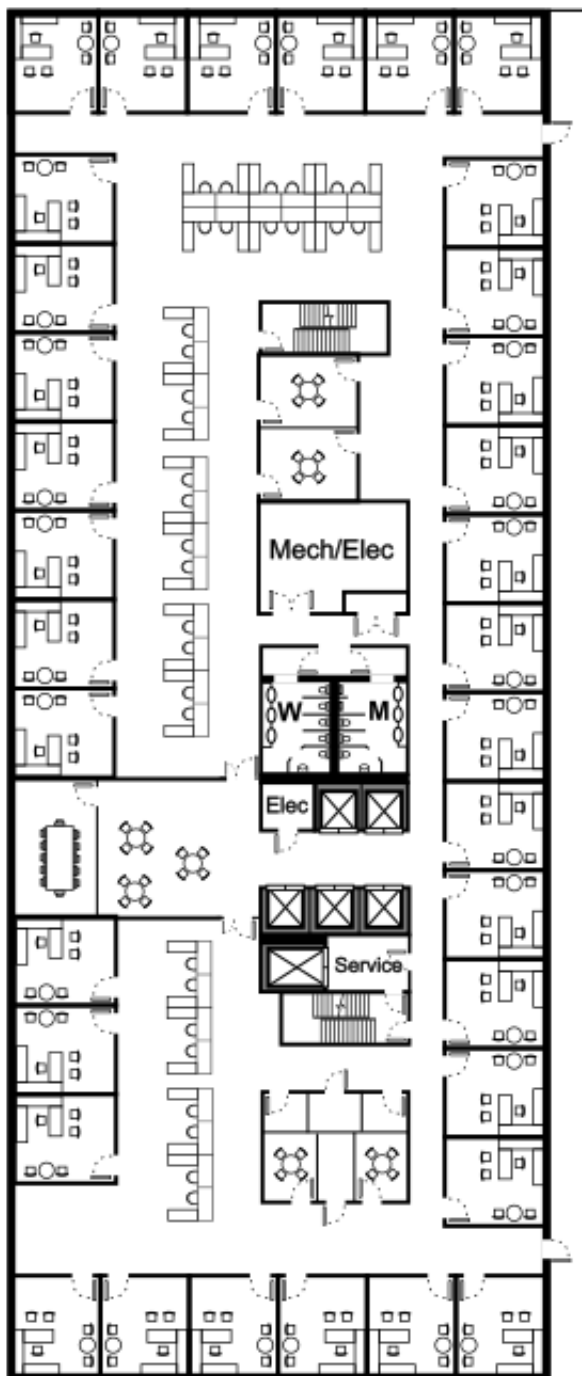
R & D Floor 5



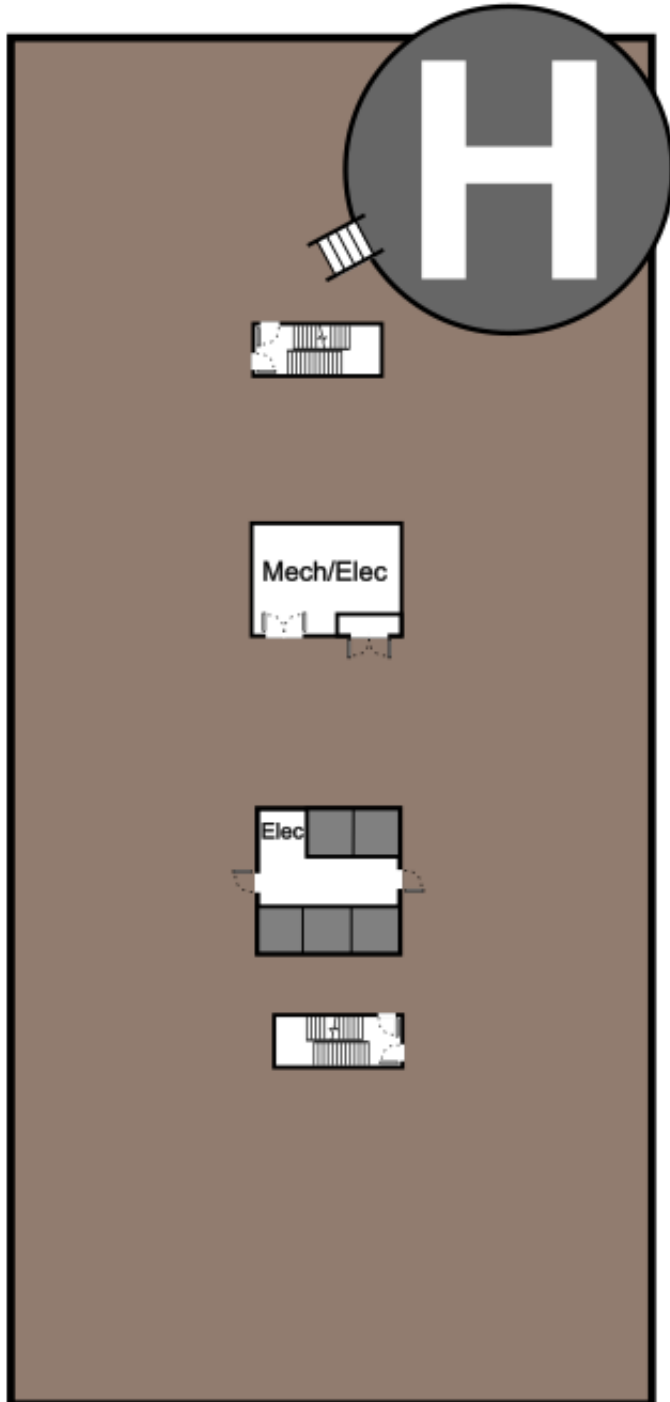
Office Floor 6 & 7



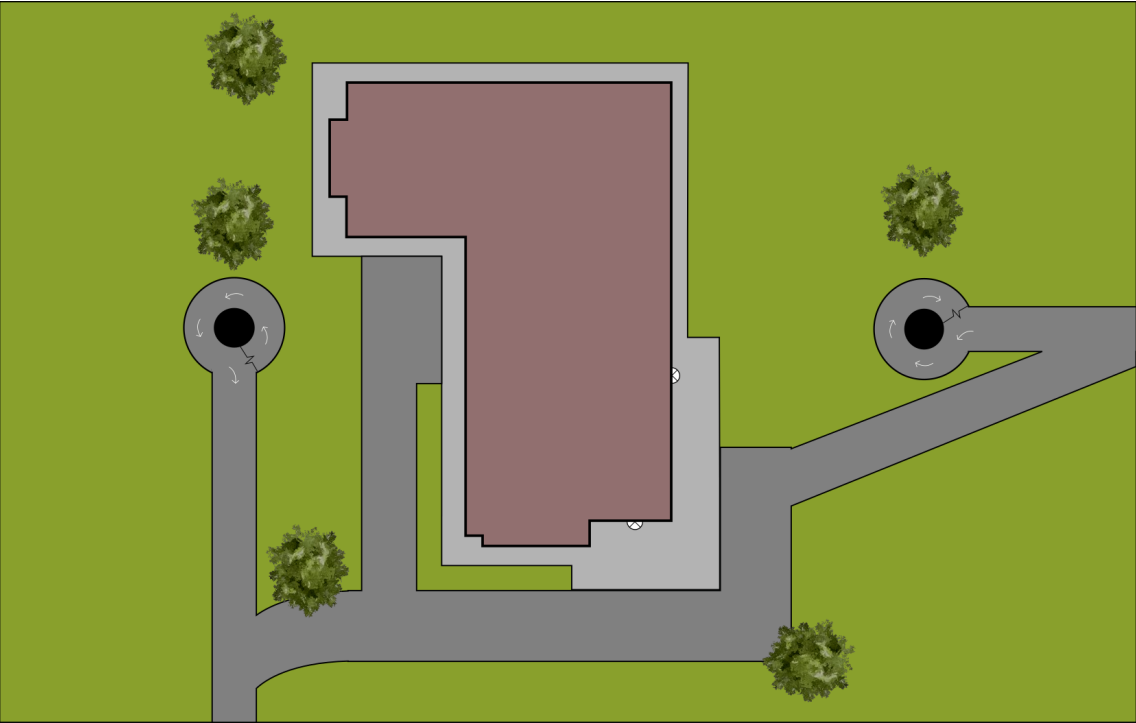
Office Floors 8 & 9



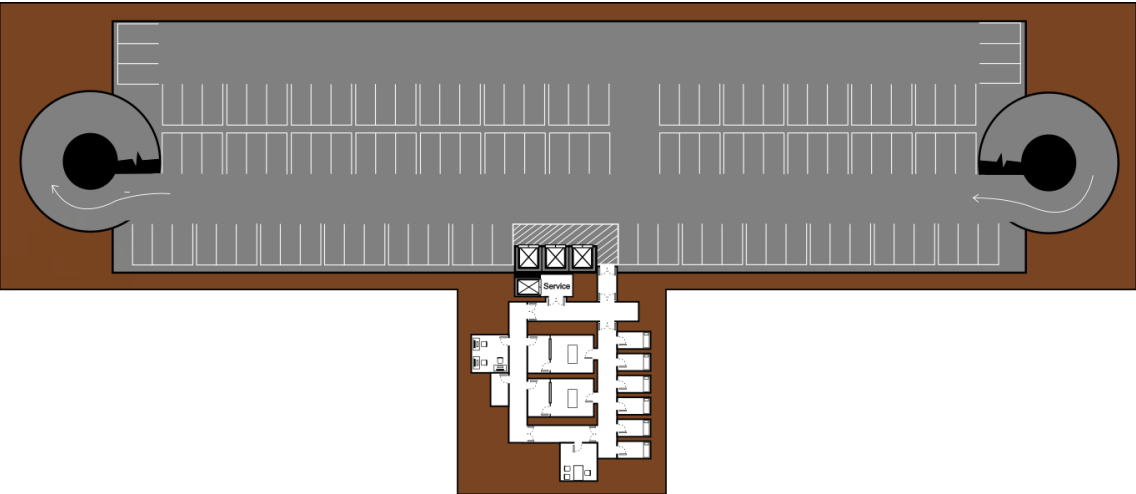
Roof



Site Plan



Underground Carpark Lvl 4





COMING SOON

Welcome to Project Lucifer

What you have here is a toolkit to run adventures and missions in a world where shadowy groups seek to control powers beyond the scope of mortals. Where the devil isn't just some 'horned guy' painted red, with a swishing tail. Lucifer is an entity which has been watching the world for a long time; he's been making notes, taking names, and planning all sorts of fun activities for us.

This book is focused on giving enough information to the GM. There are secrets a-plenty in here that players should never see, if you're a player, I'd stop reading right now. If you're a GM, then tell your players Good luck, they're going to need it.

