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WHITE NOISE



JUST
INSERT
IMAGINATION

It's 1967, you're roaming the snow filled fields of Alaska, your pulse stays at a steady 115 bpm. It's cold enough to kill a moose, but you don't have time for that. Terror has set into the crew as you've seen more than you bargained for. 'Screw the mission... This is about making it home alive' is the only thing going through your mind. Be prepared to face the unknown...

Introduction

White Noise is an open-ended, sandbox style adventure where the player characters explore the vast frozen tundra of Alaska in the dead of winter. There, they head to a research facility for the Omega Corporation. They are part of the O.C.S. (Omega Corporation Security) and the only job they have is to clean up messes before the public finds out. The facility has been used for the last three years to perform experimental biochemistry. Word has not been received from the facility in four weeks and headquarters in Portland are getting concerned. The main focus of the adventure is for the team to infiltrate the research facility, find out what happened and escape with the helicopter located on the facilities landing pad. They will be put to the test and face their fears all while trying to survive.

What's really going on

Dr. Windfall was once a respected scientist until he was hired by Omega Corporation. They used his talents to find new advances in chemical warfare. After being stationed at the research facility in Alaska, he made quick advances in the field. All sorts of "successful" experiments have been made, including himself. He never intended to infect himself with his own chemical, but that's just how things went down. There is nothing left of the former scientist.

What started as experiments on the local wildlife quickly turned into the mutation of his co-workers. The "man-camp" used as housing for workers quickly became a scene of death. Once the experiments became "unstable", Dr. Windfall attempted to dispose of them. Unfortunately for him, one of his experiments managed to infect the Dr. himself. Since then, he has been on an uncontrollable rampage, killing everyone and everything in sight.



What the players know

Jimm, Joker, Princess, Bamm and Doc all know what kind of company they work for. Omega Corporation is a biochemical company that specializes in pharmaceuticals. They have each heard of "experiments" that the company has been working on for years. To date, the extent of their experience has mostly dealt with patients that have gone insane, or the occasional animal that wants to tear them limb from limb. They've never seen anything like what they are about to witness.

Setting Rules

White Noise uses the following Setting Rules from Savage Worlds Deluxe: Blood & Guts, Jokers Wild, Gritty Damage. See Savage Worlds Deluxe for more information.

Infection

Creatures encountered during this adventure can infect the heroes with a deadly virus when their natural attacks inflict an injury.

Anyone suffering an injury from the attack must draw a card from the Mutation Table instead of rolling on the Injury Table, applying the Minor Disadvantage as if it were a temporary or permanent injury, depending on their Vigor roll. If they already have the Minor Disadvantage, they must upgrade it to the Major Disadvantage.

*Taken from the Mutation Trapping Setting Rule in the Mutation Deck

Twists & Complications

Random encounters. By using the monster templates and the Mutation Table it's easy to insert encounters when you feel it's dramatically appropriate.

Since the events of this adventure take place during the Cold War and so close to Russia, it's possible a Russian research facility or military base nearby has been sent to investigate the Omega Corporation facility.

Environmental. We suggest that you add environmental hazards to your locations. Some suggestions would include- cold and hunger (see Savage Worlds Deluxe for details).



Getting Started

In this adventure, members of the O.C.S. (Omega Corporation Security) have been tasked with heading to the research facility in eastern Alaska. Their plane winds up derelict in the vast tundra when they land the night of their mission. Once they land, they only have the equipment listed on their character sheets. Everything else is of no value. Allow ammunition as you see fit.

Mission briefing (Read out loud)

"Your O.C.S. team has been assigned to head to the research facility in Alaska, where headquarters in Portland has not received any message from in three days. Each of you understand your jobs- keep this from the eye of the public. You are to land 10 clicks from the destination, make contact with any survivors, and lock down the facility. This is not a rescue mission, human life is not an objective. Finding out what happened there and reporting back is"

After a few hours in the air you can see your destination when suddenly the engine of your plane bursts into flame. The plane shakes and rattles as it starts to lose altitude. Luckily, there are enough parachutes on board. As you make the jump and approach the ground, you see the plane crash into the snow covered ground, lighting up the night sky. You peer into the darkness as the wind sends a chilling howl past your face. Your mission has been assigned to you. Good luck...

Points of Interest

For this adventure, there are only a few points of interest. The general geographic layout is snow covered hills with pine trees sprinkled in. As the GM, just use the suggested locations as you see fit and place them where you'd like. You can use these suggestions to help manage time. The "showdown" should be at the Research Facility.

Crash Site

This is where the crew lands after the plane crash. If they decide to rummage the crash scene, they find enough food for two people for a day and a canteen of water. Start the adventure here.

Abandoned Man-Camp

"In the distance you see the shapes of buildings. This must be the man-camp you've been told about that housed the workers. When you reach it, it is nothing more than broken down buildings and a camp of death"

This area was used by 6 of the last survivors of the tragedy of the research facility. Here they come across the former workers of the facility. Only, they are just a shell of their former selves. Use the "facility worker" as a template or add a mutation of your choice (or use the random method) to the workers! They are, after all, victims of their former boss's experiments. Be sure to add elements that can hinder the group, such as the camp being on fire or rough terrain throughout the entire area.

In some of the buildings, the characters come across locked doors. Inside they find dead workers who have barred themselves inside to protect themselves from what lurks outside. Be sure to be descriptive about how they may have died. Some examples can include freezing, starvation, or perhaps after being locked away in one of these rooms for long enough, they may have resorted to cannibalism.

The Red Glade

"As you travel through some dense trees, the sudden smell of death makes you gag. Pushing through, you stumble into a nightmarish scene. In a clearing in the woods, the heads of various wildlife lies strewn about on the blood soaked snow. There are no bodies to be found and the eyes of the dead animals seems to follow you as you move around."

In this area there is a mutated worker that has been ripping the heads off of the wildlife and eating the bodies in their entirety. Use the "facility workers" template from the monster sheet and add any of the mutations that you'd like.

Research Facility

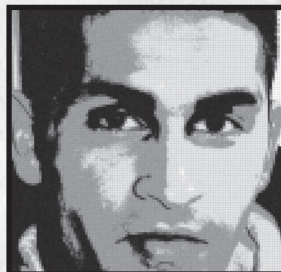
"Finally, you can see your destination in the distance. The facility is in shambles with fires burning up the night sky. Among all the chaos, you see your one chance at making it home- a helicopter sitting on a landing pad on top of the facility! You've come this far, now it's time to complete your mission"

This is the area where "Experiment 783", formerly Dr. Harvey Windfall, still resides, hunting. There is also a helicopter on a landing pad on the roof of the facility. Many of the walls have been torn down, with rubble everywhere. There is also a handful (1 per player character) of "facility workers" (see Monster sheet) roaming these grounds. Once men and women working to better their future, now part of Dr. Windfall's gruesome experiments.



Pregen Characters Jinx (Demolitions)

Jinx is a former New York P.D. officer specializing in demolitions. Once he got offered a position with the Omega Corporation, he couldn't pass up the chance to get out of the big apple. More than just a little confident in his abilities, he leads his team with even more confidence (so long as he is sober).



Attributes: Agility d4, Smarts d10, Spirit d8, Strength d8, Vigor d6
Skills: Fighting d6, Knowledge (Demolitions) d10, Notice d8, Repair d6, Shooting d6
Charisma: 0; Pace: 6; Parry: 5; Toughness: 5
Hindrances: Arrogant (Major), Habit (Major, alcohol)
Edges: Brave, Luck, Hard to Kill, Command
Gear:
•Colt 1911 (.45) 12/24/48 RoF 1, AP 1, semi-auto, damage 2d6+1
•Pump Action Shotgun 12/24/48 RoF 1, damage 3d6 (varies)
•Backpack
•Flashlight
•Helmet (+4 to head, 50% chance vs. head shot)
•Winter fatigues

Joker (Recon)

Joker got his moniker by being a complete smartass to his crew. He is second to none when it comes to getting into a place without being detected. A wiz with locks, there aren't too many places Joker can't get into.



Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d4, Investigation d6, Lockpicking d8, Notice d6, Shooting d8, Stealth d10
Charisma: 0; Pace: 6; Parry: 4; Toughness: 5
Edges: Quick, Extraction, Combat Reflexes
Hindrances: Curious (Major), Big Mouth (Minor- Smart Ass), Cautious (Minor)
Gear:
•Colt 1911 (.45) 12/24/48 RoF 1, AP 1, semi-auto, damage 2d6+1
•Uzi (9mm) 12/24/48, RoF 3, AP 1, Auto 2d6;
•Backpack
•Flashlight
•Grappling Hook
•Lockpicks
•Rope
•Helmet (+4 to head, 50% chance vs. head shot)
•Winter fatigues

Princess (Support)

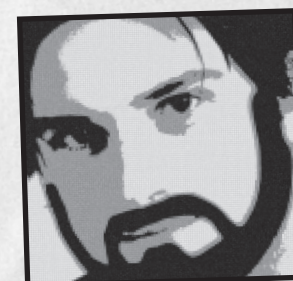
Princess got her name because she can't stand it. She is a combat master using knives, guns or martial arts. Loyal to a fault, there isn't anything she wouldn't do for her crew. Except touch a bug!



Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d8, Notice d6, Shooting d8, Stealth d8, Survival d6, Throwing d8
Charisma: 0; Pace: 6; Parry: 6; Toughness: 5
Edges: Ambidextrous, Two-Fisted, Martial Arts, Counterattack.
Hindrances: Heroic (Major), Loyal (Minor), Phobia (Minor- Insects)
Gear:
•AK47 24/48/96, RoF 3, AP 2, Auto 2d8+1
•Dagger(x2) 3/6/12 (if thrown) str+d4
•Backpack
•Flashlight
•Helmet (+4 to head, 50% chance vs. head shot)
•Winter fatigues

Bamm (Heavy Weapons)

Not the sharpest tool in the shed but he packs one hell of a punch. Bamm got his name because of his love for grenades. He will protect Princess at all costs (even though she tells him over and over she doesn't need it).



Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Notice d6, Shooting d10, Stealth d6, Throwing d6
Charisma: -2; Pace: 6; Parry: 6; Toughness: 6
Edges: Brave, Luck, Hard to Kill, Command
Hindrances: Mean (Minor), Stubborn (Minor), Vow (Major- Protect Princess)
Gear:
•Colt 1911 (.45) 12/24/48 RoF 1, AP 1, semi-auto, damage 2d6+1
•M-16 24/48/96 RoF 3, AP 3, Auto/3 RB, 20 or 30 shots 2d8
•MK67 Grenade(x4) 3/6/12 MBT 3d6
•Survival Knife str+d4, +1 survival
•Backpack
•Flashlight
•Helmet (+4 to head, 50% chance vs. head shot)
•Winter fatigues

Doc (Medic)

There's no doubt why Doc got his name. A former navy medic, Doc still retains his code of honor in his job with Omega. He is the only one that can reverse the effects of the mutations, even though he doesn't believe there is anything of the sort in the first place.



Attributes: Agility d6, Smarts d12, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Healing d12, Investigation d6, Notice d6+2, Shooting d8, Stealth d6

Charisma: 0; Pace: 8; Parry: 4; Toughness: 5

Edges: Fleet-Footed, Alertness, Elan

Hindrances: Code of Honor (Major), Cautious (Minor), Doubting Thomas (Minor)

Gear:

- Colt 1911 (.45) 12/24/48

- RoF 1, AP 1, semi-auto, damage 2d6+1

- Backpack

- Flashlight

- Mutation Antidote

- (4 doses, as per the

- healing> power but only works on a mutation injury)

- Helmet (+4 to head, 50% chance vs. head shot)

- Winter fatigues

Monsters

Use the following templates from the Savage Worlds Deluxe rules and draw a card from the Mutation Table. Apply the Advantage to the template to mutate the creature.

- Zombie (for the facility workers)

- Dire Wolf

- Bear, Large

- Moose (use the Horse, War template but with the Bull Horn mutation as a Gore Attack)

Dr. Harvey Windfall (WC)

Experiment 783, formally Dr. Harvey Windfall, is a twisted version of his former self. He has become nothing more than piles of rotting flesh with unnatural amounts of muscle. Green glowing eyes fill lifeless sockets and his lips are curled back to expose jagged, yellow teeth

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d12

Skills: Fighting d10, Intimidation d6, d10, Notice d6, Shooting d8

Pace: 6; Parry: 7; Toughness: 10 (2)

Gear: Bazooka 24/48/96 4d8 RoF 1, AP 9, MBT, Heavy Weapon, Snapfire

Special Abilities:

- Armor +2: Tough hide.

- Fear(-2): Characters must make Fear tests when they come across this monstrosity.

- Fearless: Immune to Fear and Intimidation.

- Fist: Str+d6.

- Frenzy (Imp): Two Fighting attacks a round at no penalty.

- Quick: Experiment 783 redraws any Action Card of 5 or lower.

- Hardy: Doesn't suffer a wound on a second Shaken result.

Secrets Jixx

The reason Jixx has such a drinking problem is because he was once engaged to Princess. Nobody else on the team knows this, most of all Bamm. At all times Jixx keeps a flask full of whiskey. Nobody knows that he has such a drinking problem, except for Doc, who keeps a supply of whiskey just for Jixx on him. As squad commander, Jixx would be fired in a heartbeat if anyone knew he was always drinking on the job. He values Doc as a trusted friend. Doc is also the ultimate cover up for the booze. He just keeps it in vials and nobody questions it when he tells them "it's a new type of medicine. Very experimental"

Be sure to hand these out to the players AFTER they have chosen their characters.

Joker

The reason Joker is such a smartass is because he was constantly picked on as a kid for having a lisp. He learned to make jokes to try to avoid being picked on. His lisp will return from time to time when he is either scared or in a very stressful situation. The only one on the team that knows about this (and sometimes uses it for leverage) is Princess.

Princess

Princess can't stand her name because it is the name that Jixx use to call her when they were together. As much as she would love to go off on him every time someone calls her this, she has to bite her tongue.









Bamm

The reason Bamm has tried so hard to protect Princess is because he wants to prove his masculinity to the others on the team. What nobody else knows is he secretly has a crush on Doc and has been dying to tell him.

Doc

While everyone keeps it a "known secret", none of the crew can stand how much Jixx drinks. Everyone except for Doc, that is. As it would turn out, Doc is the one that has been supplying Jixx with all of his alcohol. What Jixx doesn't know is that Doc has been lacing it with cocaine. Doc wants to see Jixx lose his job since he is the next in line for the commander position. But, since he keeps all the booze on himself and claims it to be "a new type of medicine. Very experimental", nobody questions him. And if the brass were to find out he was taking whiskey on the job, he would be fired on the spot.

Mutation Table

Card	Card	Mutation Disadvantage	Mutation Advantage
2-6	Clubs 	Bull Horns: You have curved horns like those of a bull, and an aggressive attitude to match. Disadvantage: Can no longer wear headgear (Minor and Major), gain the Stubborn Hindrance (Major)	Advantage: Gain Str+d4 horns; these horns inflict +4 damage if you move at least 6" in a more-or-less straight line before attacking.
7-Ace	Clubs 	Python Grip: You have an extremely powerful grip, which you can use to crush the life from your victims. Disadvantage: Gain the Quirk (crushing handshake) Hindrance (Minor and Major), can no longer chew food, must swallow it whole (Major).	Advantage: Whenever you hit a foe with a raise while making an unarmed attack, you constrict them like a Constrictor Snake (see Savage Worlds).
2-6	Diamonds 	Cold Affinity: You have an affinity for the cold, and find heat very uncomfortable. Disadvantage: Suffer +4 damage from fire and heat-based attacks (Minor), or double damage from fire and heat-based attacks (Major).	Advantage: +4 bonus to resist cold-based environmental effects, and +4 armor versus ice and cold-based attacks.
7-Ace	Diamonds 	Storm Touched: You have a natural affinity for electricity and frequently give people electric shocks. Disadvantage: Your body occasionally flickers and crackles with electricity, giving a -1 (Minor) or -2 (Major) penalty to Stealth rolls.	Advantage: Inflict +1 damage when fighting unarmed or using metal weapons, increased to +2 damage if you hit with a raise.
2-6	Hearts 	Coiled Tongue: You have an extremely long tongue, which you normally keep coiled up in your mouth. Disadvantage: You eat by grabbing food with your tongue and swallowing it whole. This process is very messy (Minor and Major), and you become Fatigued for half an hour after eating (Major).	Advantage: You can Grapple or Push anyone within 3" using your tongue, although Push always moves them towards you.
7-Ace	Hearts 	Sharp Claws: You have long sharp claws, making it difficult to wield other weapons. Disadvantage: Gain Str+d4 claws, however you suffer a -1 penalty to attack rolls with wielded weapons (Minor), and may even suffer -1 Parry when using a weapon or shield (Major).	Advantage: Your claws inflict Str+d6 damage and can be extended or retracted (like readying a weapon), although you cannot extend or retract individual claws.
2-6	Spades 	Clairaudience: You occasionally hear things from a remote location, as if standing there. Disadvantage: A critical failure on a listening-based Notice roll causes your hearing to become erratic, incurring a -2 penalty to listening-based Notice rolls for an hour (Minor) or day (Major).	Advantage: As a free action, you can "hear" from any point within 12", as if standing there. This ability can be maintained as long as no other actions are performed.
7-Ace	Spades 	Precognition: You occasionally perceive things a moment before they happen, although it is sometimes difficult or even impossible to divert fate. Disadvantage: When dealt Clubs in combat, your failed Trait rolls either cost two Bennies to reroll (Minor), or cannot be rerolled (Major).	Advantage: Once per session you may add 1d6 to a Trait roll you've just made or subtract 1d6 from a Trait roll made against you. This roll can Ace.

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Princess

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JiXX

(Demolitions)

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ATTRIBUTES

D4	D10	D8	D8	D6	0
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR	CHARISMA

SKILLS

D6	D10	D8	6
Fighting	Knowledge (Demolitions)	Notice	PACE
D6	D6		5
Repair	Shooting		PARRY
			5
			TOUGHNESS

Hindrances

Arrogant (Major), Habit (Major, alcohol)

Edges

Brave, Luck, Hard to Kill, Command

GEAR

- Colt 1911 (.45) 12/24/48 RoF 1, AP 1, semi-auto, damage 2d6+1
- Pump Action Shotgun 12/24/48 RoF 1, damage 3d6 (varies)
- Backpack
- Flashlight
- Helmet (+4 to head, 50% chance vs. head shot)
- Winter fatigues

WOUNDS

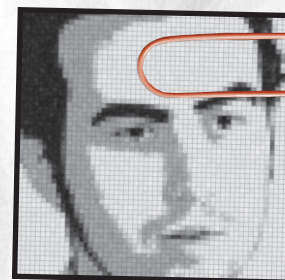
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FATIGUE

Joker

(Recon)

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ATTRIBUTES

D8	D6	D6	D6	D6	0
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR	CHARISMA

SKILLS

D6	D4	D6	D8	6
Climbing	Fighting	Investigation	Lockpicking	PACE
D6	D6	D8	D10	4
Notice	Notice	Shooting	Stealth	PARRY
				5
				TOUGHNESS

Hindrances

Curious (Major), Big Mouth (Minor- Smart Ass), Cautious (Minor)

Edges

Quick, Extraction, Combat Reflexes

GEAR

- Colt 1911 (.45) 12/24/48 RoF 1, AP 1, semi-auto, damage 2d6+1
- Uzi (9mm) 12/24/48, RoF 3, AP 1, Auto 2d6
- Lockpicks
- Backpack
- Flashlight
- Grappling Hook
- Rope
- Helmet (+4 to head, 50% chance vs. head shot)
- Winter fatigues

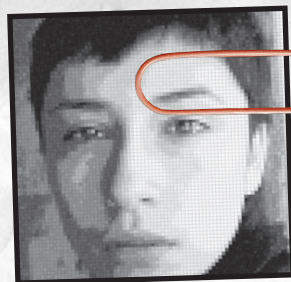
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FATIGUE

Princess (Support)

Princess got her name because she can't stand it. She is a combat master using knives, guns or martial arts. Loyal to a fault, there isn't anything she wouldn't do for her crew. Except touch a bug!



ATTRIBUTES

D8	D6	D8	D6	D6	0
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR	CHARISMA

SKILLS

D8	D6	D8	6
Fighting	Notice	Shooting	PACE
D8	D6	D8	6
Stealth	Survival	Throwing	PARRY
			5
			TOUGHNESS

Hindrances

Heroic (Major), Loyal (Minor), Phobia (Minor- Insects)

Edges

Ambidextrous, Two-Fisted, Martial Arts, Counterattack.

GEAR

- AK47 24/48/96, RoF 3, AP 2, Auto 2d8+1
- Dagger(x2) 3/6/12 (if thrown) str+d4
- Backpack
- Flashlight
- Helmet (+4 to head, 50% chance vs. head shot)
- Winter fatigues

WOUNDS



-1



-2



-3



FATIGUE



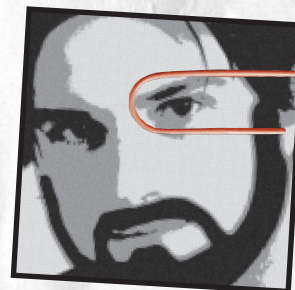
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Bamm (Heavy Weapons)

Not the sharpest tool in the shed but he packs one hell of a punch. Bamm got his name because of his love for grenades. He will protect Princess at all costs (even though she tells him over and over she doesn't need it).



ATTRIBUTES

D8	D4	D6	D8	D8	-2
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR	CHARISMA

SKILLS

D6	D4	D6	D8	6
Climbing	Fighting	Investigation	Lockpicking	PACE
D6	D6	D8	D10	6
Notice	Notice	Shooting	Stealth	PARRY
				6
				TOUGHNESS

Hindrances

Mean (Minor), Stubborn (Minor),
Vow (Major- Protect Princess)

Edges

Brave, Luck, Hard to Kill, Command

GEAR

- Colt 1911 (.45) 12/24/48 RoF 1, AP 1, semi-auto, damage 2d6+1
- M-16 24/48/96 RoF 3, AP 3, Auto/3 RB, 20 or 30 shots 2d8
- MK67 Grenade(x4) 3/6/12 MBT 3d6
- Survival Knife str+d4, +1 survival
- Backpack
- Flashlight
- Helmet (+4 to head, 50% chance vs. head shot)
- Winter fatigues

WOUNDS



-1



-2



-3



FATIGUE



-2



-1

Doc (Medic)

There's no doubt why Doc got his name. A former navy medic, Doc still retains his code of honor in his job with Omega. He is the only one that can reverse the effects of the mutations, even though he doesn't believe there is anything of the sort in the first place.



ATTRIBUTES

D6	D12	D8	D4	D6	0
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR	CHARISMA

SKILLS

D4	D12	D6	8
Fighting	Healing	Investigation	PACE
D6+2	D8	D6	4
Notice	Shooting	Stealth	PARRY
			5
			TOUGHNESS

Hindrances

Code of Honor (Major), Cautious (Minor),
Doubting Thomas (Minor)

Edges

Fleet-Footed, Alertness, Elan

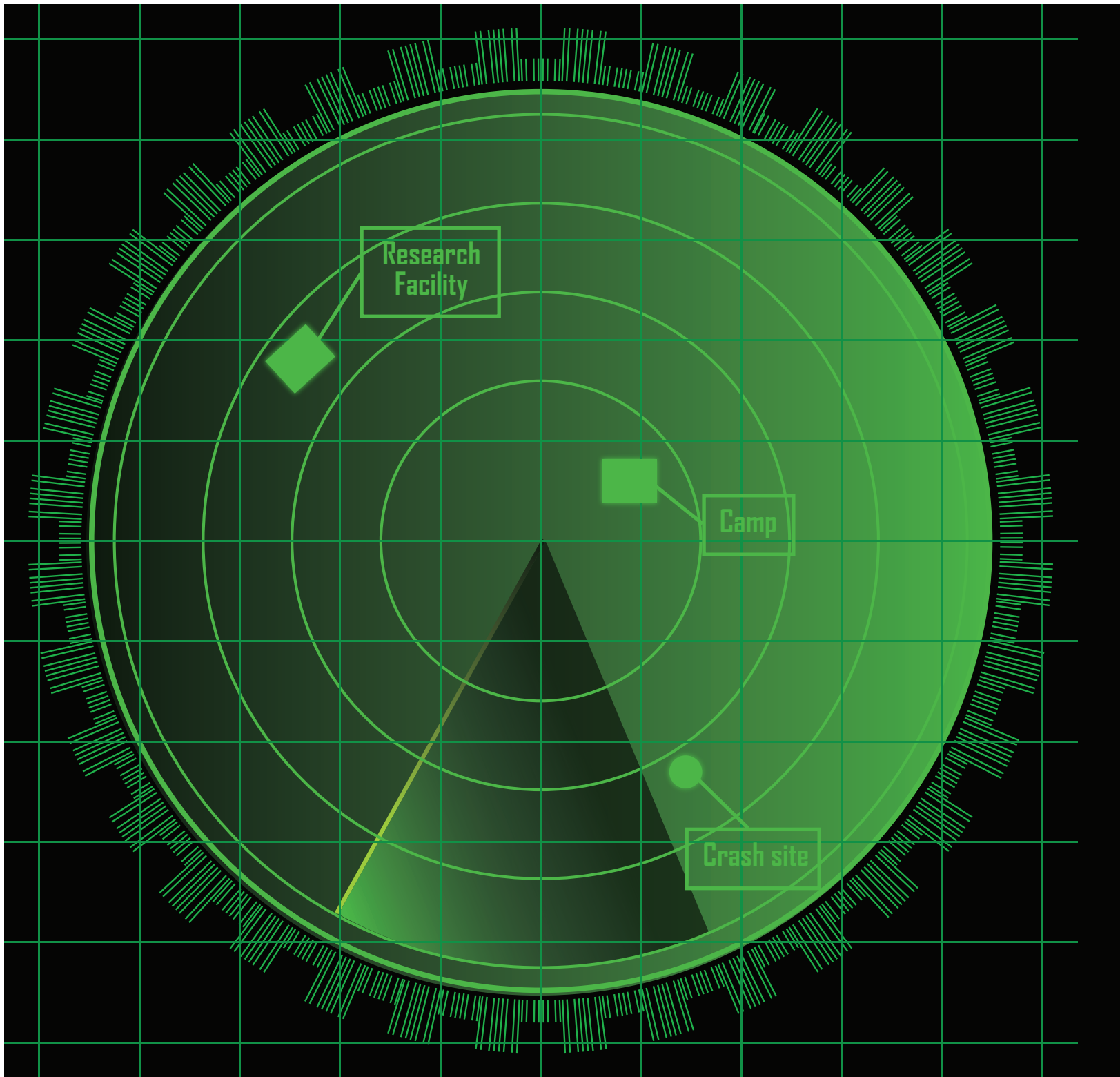
GEAR

- Colt 1911 (.45) 12/24/48 RoF 1, AP 1, semi-auto, damage 2d6+1
- Backpack
- Flashlight
- Mutation Antidote (4 uses. Healing check to cancel virus effects)
- Helmet (+4 to head, 50% chance vs. head shot)
- Winter fatigues

WOUNDS

					
-1	-2	-3		-2	-1

FATIGUE



Worker journal handout

November 17th, 1966

I have finally arrived at the research facility in Alaska. This is an exciting chapter in my life as I will now finally be able to work with the legendary Dr. Harvey Windfall. I had to get a crazy amount of security clearance to get into this job, but it was worth every bit of it. I cannot wait to see where this takes my career.

December 25th, 1966

Wishing I was home right now with Elsa and Kyle. It's Christmas and I am not allowed to leave the facility. I can't even call home. This place is so secretive that the only communication we have here is to home base in Portland. I'm starting to wonder if seeking out this position was the best idea.

January 15th, 1967

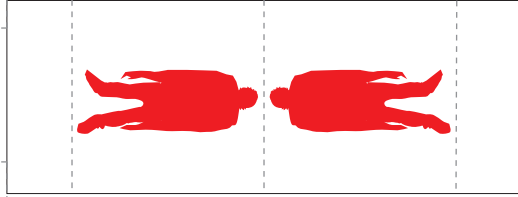
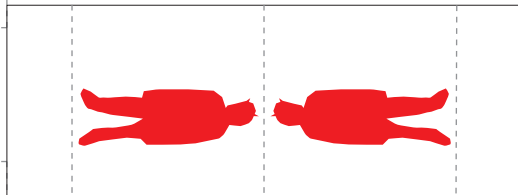
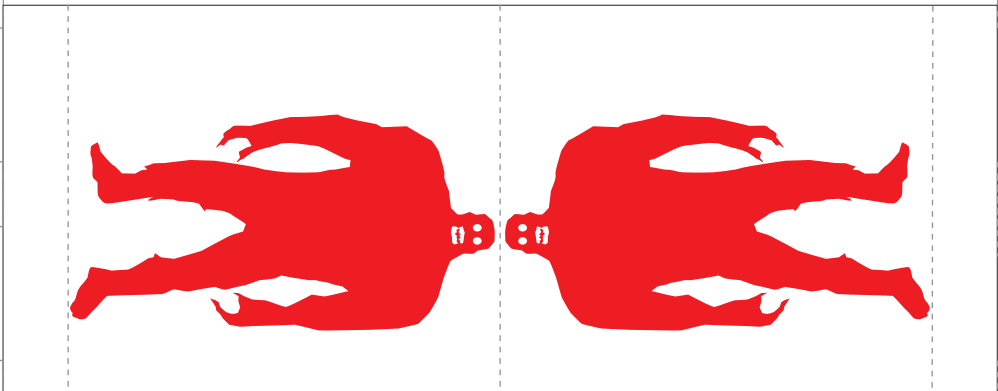
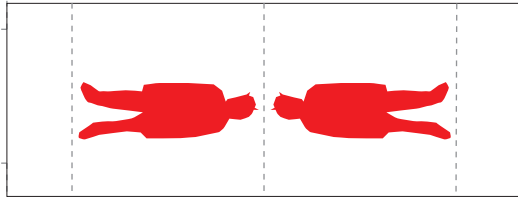
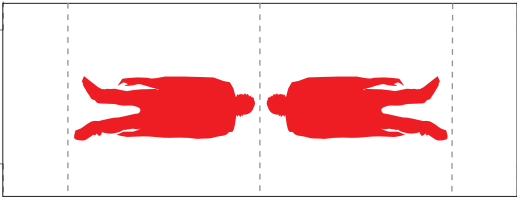
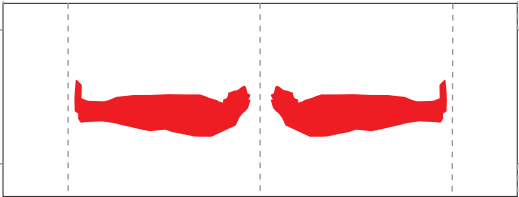
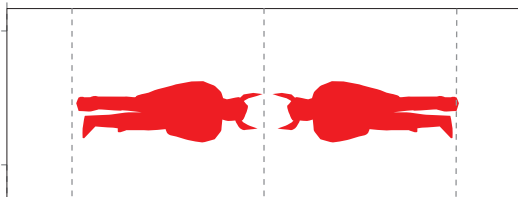
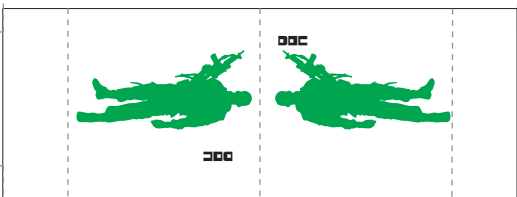
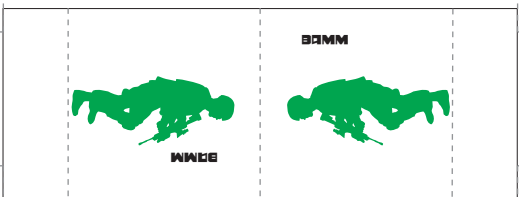
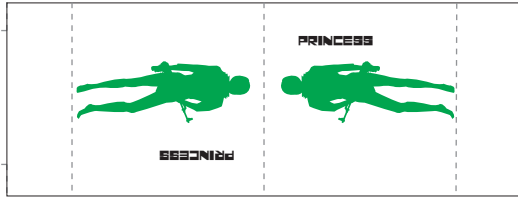
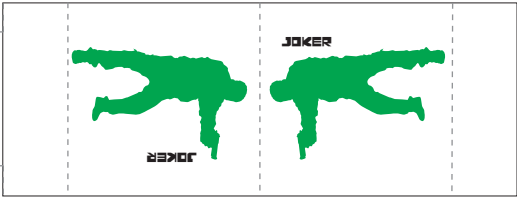
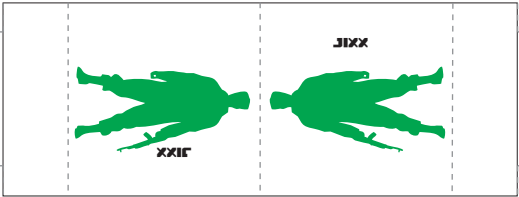
Dr. Windfall isn't exactly the man I had hoped he would be. At first, he seemed like a nice enough guy. But as time has gone on, he has become more short tempered with all of us. I even seen him strike John the other day for John giving his opinion on a situation. We were told to head out to the cages and inject a serum into one of the wolves. John explained that testing on a animal of that size and ferocity was not a good idea. A broken nose later, John and I injected the wolf. I fear for what results will come of this.

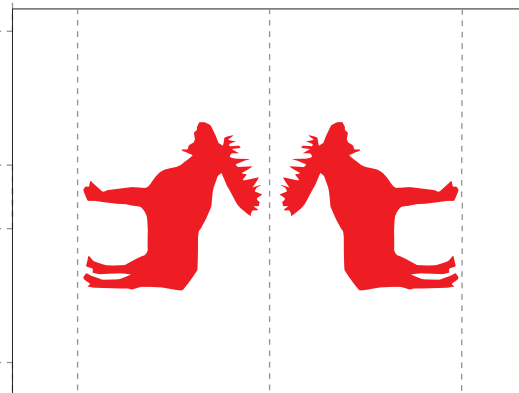
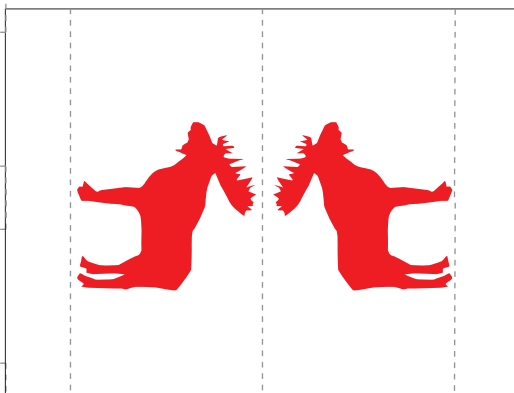
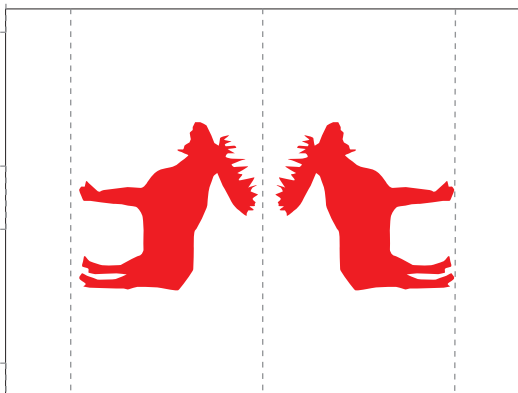
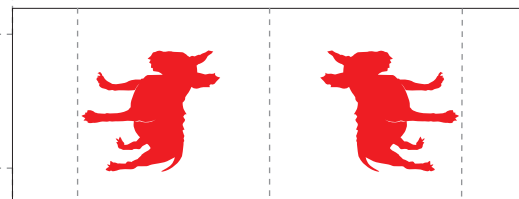
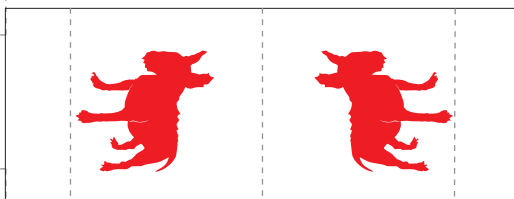
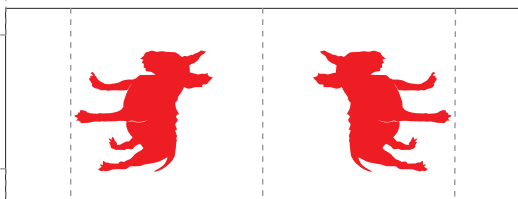
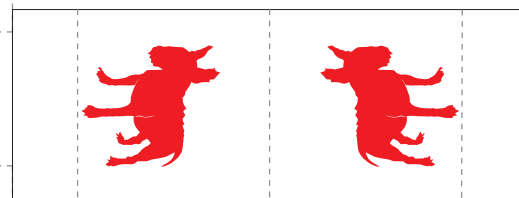
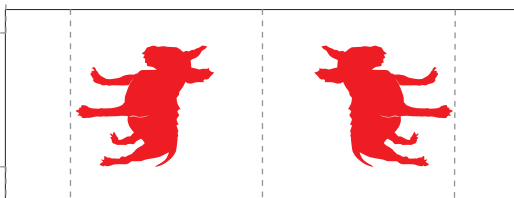
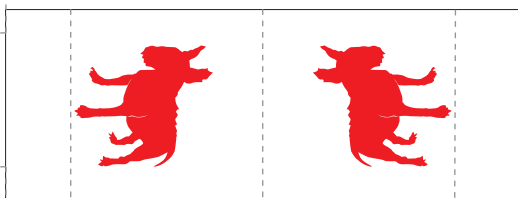
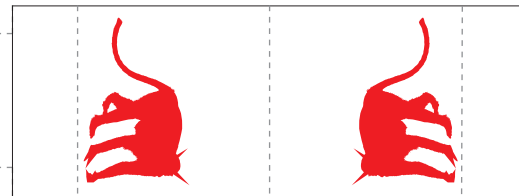
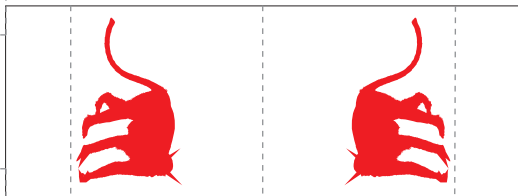
February 14th, 1967

Again, I am here thinking of my wife, Elsa. It has been 3 months since I've even been able to speak to her. What's worse, is Dr. Windfall proves again just how big of an asshole he really is- about a half mile from the facility, there is what we call the "man camp. It is quite simply the place the groundskeepers and janitors stay. All researchers have been evicted from the facility by Dr. Windfall. Something's not right with that man. More than just being a dick, something sinister is going on.

March 3rd, 1967

Consider this my last will and testament! Something horrible has happened at the facility. Dr. Windfall has started to experiment on the workers here. I caught him and I don't know if he has seen me or not. I leave all of my earthly belongings and my heart to my wife Elsa and my son Kyle. Should this ever be found, I have not made it. Please, save yourself...





JIXX

WOUNDS

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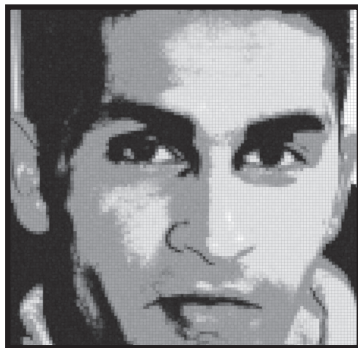
-3



FATIGUE

-2

-1



PARRY

5

TOUGHNESS

5

INITIATIVE CARD

JOKER

WOUNDS

-1

-2

-3



FATIGUE

-2

-1



PARRY

4

TOUGHNESS

5

INITIATIVE CARD

PRINCESS

WOUNDS

-1

-2

-3



FATIGUE

-2

-1



PARRY

6

TOUGHNESS

5

INITIATIVE CARD

BAMM

WOUNDS

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-3



FATIGUE

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PARRY

6

TOUGHNESS

6

INITIATIVE CARD

DOC

WOUNDS

-1

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FATIGUE

-2

-1



PARRY

4

TOUGHNESS

5

INITIATIVE CARD



CONOR
BUNKE