

CONSPIRACY X

Cell Support

As found on the former Conspiracy X

Aids for Conspiracy X 1.0

Not to be sold

dedicated web site...

DEPARTMENT OF THE AIR FORCE
OFFICE OF THE CHIEF OF STAFF
UNITED STATES AIR FORCE
WASHINGTON, D.C. 20330
1 March 1967

- AFSC
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- USAFSS

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a person in an Air Force uniform approached local police and others
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RESTRICTED AREA

CONSPIRACY X



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CCS
Reservations of Air Force Officers

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CTED AREA



Website users should note that the material contained on this page, and its links, has been carefully chosen from those submitted by our supporters. Nonetheless, it remains "unofficial" and may be modified or deleted in future Eden Studios releases. We want to express our sincere appreciation to those who have contributed to this site.

- **Missions:** A Week in the City, Burnt Offerings, John Calvin And The Spirit Of Capitalism, Morpheus Watches, Train Wreck
- **Optional Rules:** Alternative Skill Improvement System, Black Magic, Nightscreams
- **Recruitment:** Bureaucrat, Corporate, The Fremen Project, Journalist, Mercenary, MI5, Moleconics Institute, Organized Crime, Politician, Projekt Werwulf, The Special Air Service (SAS), UFO Enthusiast
- **Traits:** Atlantean Offspring, EagleEye, Easily Bored, Idiot Savant, The Inside Edge, Loner, Pstriker, Stakhanov, Team Player
- **Area 23 :** Errata & FAQ, Record Sheets



Missions:

For GMs only, new scenario ideas - This section will have free Missions for Game Masters to download and use. If you have a Mission you would like to submit, Please send it to us

- **A Week in the City:** Five dead bodies are discovered. What's the link? A scenario posted on the Eden Studios Fan Submission Forum.
- **Burnt Offerings:** For more than thirty years, August Cato labored as a clerk at the Vatican library in Rome. All that would change one momentous evening in 1994.
- **John Calvin And The Spirit Of Capitalism:** A cult in Texas in the 1990s forms a centerpiece for a mission or as a sinister force to distract the players from other areas. The background is 100% true!
- **Morpheus Watches:** At some point while undertaking operations in a major metropolitan city, the Aegis Cell discovers that they are being watched and photographed by a nondescript cabby.
- **Train Wreck:** An Aegis operative passing through Abbotville was accidently caught up in some odd events.



Written by *Christopher Grice* - Layout : *David Duke OVNI*
From the *Eden Studios Fan Submission Forum*

The Overview

Mr. Andrew Jupp has created the CEDIS collar and now wishes to create a new Psychic CEDIS warrior.

With the aid of the Mafia Don known as "Rameses" He has arranged for several down and outs to disappear from the streets of New York and has cryogenically frozen them inside several holding tanks within a disused meat factory for the experimentation period.

However with most of Andrew Jupp's equipment in Colorado a deal has been struck with several influential people in the city and "Rameses" for them to finance the operation. Andrew has traced some powerful people within the city, who dream of eternal youth.

He has "arranged" for a rejuvenation program, which will combine a new anti wrinkle cream cosmetic developed by Pierre Larmarck and some brand new computer technology developed by Sydney Boston.

The eternal youth program is a sham and Andrew Jupp has no intention of sharing CEDIS with any of them and so the team he has put together will not survive long enough to reap any rewards. Nearing the end of the great deception and the culmination of the first unstable psychic trooper. Andrew has arranged for the conspirators to arrive at the secret laboratory, under the cover of doing final adjustments to their DNA, for the rejuvenation of their bodies. Trapping the team of pathetic humans inside a disused frozen food vault, they are asphyxiated with Nitrogen gas, which is used in the CEDIS procedure. Andrew's followers now begin to dispose of the bodies in and around the city.

Timeline

Twelve months ago

Andrew Jupp contacts Samuel Jenkins an Agent in the city to supply him with a list of influential people to become new agents in his venture.

Ten months ago

Samuel supplies a list of three thousand possible new agents for Andrew Jupp.

With the aid of the Mask and Thrall powers Andrew Jupp gains access to the medical records of all subjects on the list and has compiled a list of his own. Samuel then arranges a meeting with the likely subjects.

Nine Months ago

Convinced by Andrew Jupp, the group of humans plan the finance and delivery of the equipment to where ever the base of operations will be. Touchdown Pensions created by the humans to finance the rejuvenation research. Property (The disused frozen meatmarket) is acquired via an independent Estate Agent Jones & Son.

Six months ago

Andrew Jupp aid the research team with improvements in computing software and hardware, Cosmetics, and Medicine.

Four months ago

Pierre Larmarck and Sydney Boston decide to begin marketing some of the advances made in the research project. Andrew Jupp becomes irate.

Last Week

The financiers visit Andrew for the last time. Further blood and tissue samples are taken to be used at a later date.

Two nights ago

The Touchdown team tell various people they are going to a business meeting and leave their offices and workplaces. All arrive at the disused meat factory and are shown around. One of the Scientists then show the dupes into a cold meat storage area where the door is slammed shut and they are gassed and killed. The bodies are collected and then disposed off via various means across the cities area.

The bodies

Body One

Samuel Jenkins dumped in his outside Jacuzzi with two empty champagne glasses, one covered in lipstick smears.

Body Two

Justin Whalin the merchant banker who ran Touchdown Pensions is left naked on the deck of his yacht, which is moored in the Bay.

Body Three

Pierre Larmarck is found dead in his laboratory.

Body Four

Sydney Boston's car is reported to have left the highway and ended up in the river. His body is washed up several miles downstream.

Body Five

News Media and Police have received several reports that a Mafia style hit has taken place outside the Pyramid night-club and "Rameses" the Mafia Don of the city was reputed to have been assassinated in a hail of bullets.

The Hook

If any of the Players have Media contacts or connections then ask them to investigate the death of Samuel Jenkins as a favour.

If a player has criminal connection or contacts arrange for their connection/contact have criminal business dealings with "Trader" the son of "Rameses" who has requested the help of a good man.

If a Player has a medical background arrange for them to carry out one of the autopsies.

If any player is into the Occult they could be told via several contacts of the death of "Rameses", who is known as a collector of rare artefacts.

One player could watch the news or read newspapers about the death of prominent charity beneficiaries.

Investigating the deaths

All the bodies have been dumped in places where upon superficial examination death should not be questioned. The older men are found at home or in the office, the younger ones seemed to have had met with unfortunate accidents.

GM note

Nitrogen poisoning gives the symptoms of Pneumonia and Pneumonia has the signs of drowning. All three fill the lungs with fluid and it is only possible to determine the true method of death by a toxicology report on the lung fluid. Therefore if a body is found in or around water the chances that an overworked coroner may mistake the true cause of death for drowning and not Nitrogen poisoning. It is therefore suggested varying success rates for each autopsy.

However when the blood samples come back from analysis there should be a high percentage of Nitrogen in the blood stream putting them on the right track.

Samuel Jenkins

Samuel was dumped in his outside Jacuzzi and the side of the pool left two empty champagne glasses. This was done to give the impression he had drowned in his Jacuzzi while entertaining a lady.

One of the glasses has smears of lipstick on it. The glasses are red herrings however if analysis of the lipstick is taken it will be found to be made by PL Cosmetics (analysis is a DF3 chemical test.)

If the players have media contacts or connections then it could be possible, if their influence is high enough (influence of 4) to be told that Samuel was homosexual, suggesting the lipstick as a red herring and no therefore no lady was present. Follow up of the lipstick will reveal the death of Pierre Larmarck himself of suspected Pneumonia.

If the cell get access to the body and run an autopsy. Dependant on their skill and medical knowledge, the cell will find that Samuel in fact did not drown as first reported but was gassed with Nitrogen. Upon closer scrutiny a hypodermic needle mark will be found. This is the direct result of the DNA sampling and blood tests done by Andrew Jupp and not death by lethal injection which some groups may jump to (GM note string them along anyway).

Inside of Samuel's house there are two things the cell can find. A personal address book with thirty or forty names in it. The names of the deceased can be found in the book with a letter T next to them (depicting Touchdown). Research should take a few days to contact all of the names in the book.

The cell should also find papers to Touchdown Pensions, which if pursued will turn up blank because Touchdown Pensions doesn't exist. However if the cell can check Jenkins bank records, it will show he has been paying thousands into the Touchdown account and that it was managed by Mr. Justin Whalin a Merchant Banker. Samuel should have in his possession a desktop computer that holds the type of information, example; blackmail material on prominent politicians and city officials, also trade agreements and financial dealings that could benefit Aegis.

Samuel Jenkins is a very rich and influential person. His house should depict his status, very large with all the trimmings. Think mansion overlooking the city, servants (now redundant), wall safes, and security cameras.

Luigi Vencetti (Alias Rameses)

The dumping of "Rameses" body is by far the most spectacular. A CEDIS operative disguised as his chauffeur drives the dead body of "Rameses" in his limousine to the steps of the Pyramid night club. Two cars with "Gentlemen" dressed in long trench coats, wearing sunglasses and armed with M16s, converge on the limousine and fill it full of holes. Two of the Trooper's empty entire clips into the body of "Rameses" at close range. A second shoot out ensues with the Mafia men from the night-club forcing the Trooper's to retreat.

Frightened that with the boss dead, and a new gangland war is on the cards, the guards remove the bodies to an underground chop-shop before any police arrive.

If a cell member has criminal contacts or connections, then arrange a meeting with Enrico Vencetti AKA "Trader". Enrico will give the cell member seven days to come up with the answer to whom killed his father and why, or parts of the cell members body will splattered over he back seat of their car.

"Trader" wants vengeance so much he will give the cell member everything from the scene of the crime.

The cell member should get all the bodies, and "Rameses" himself, video of the shoot out from the night clubs security cameras, shell casings, and the limo.

The Video should depict the scene above. If image enhancing is used the cell can be given the registration to one of the cars. If a trace is run then the cell should be given Sydney Boston's name and address. The cell should be told the car was found at the bottom of the river and its driver was found drowned half a mile down stream.

"Rameses" to relieve stress, has for years done a bit of driving on the side. "Rameses" was the main transport for all the projects equipment and chemicals. He always took out "Old Betsy" an eighteen wheeler in which he started his transport business and delivered all the components and equipment to the disused Meat Market.

If the cell investigate the truck they should find (perception DF3) the mileage on the truck does not match the mileage recorded on delivery notes, a discrepancy of about fifteen to twenty miles.

The cell should also find (perception DF3) hidden in a compartment, a fake return slip from a company for unused Nitrogen gas. Upon further investigation with Vencetti Transport or "Trader" there is no record of the Nitrogen gas being delivered back to the main despatch centre.

This scam has been running for about seven months. If the cell can get access to "Rameses" accounts, (DF6) to trace and find, if successful it will take an accountant three days to locate missing money (After all he was the Mafia Don of the city) being transferred to Touchdown Pensions run by a Merchant Banker by the name of Justin Whalin.

However they could just ask "Trader" to look into it, he will get back to them 12 hours later with the same answer and inform them Justin Whalin was also found dead.

Pierre Larmarck

Using Sydney Boston's sedan car two people (Jupp Troopers) are seen carrying a third man who was apparently drunk into the Larmarck offices. Larmarck's dead body is placed in his laboratory and the two men leave.

Pierre Larmarck actually died of a heart attack, which was triggered by his fear of dark confined spaces, when locked in the meat freezer.

If the cell investigate this death they should find references to Touchdown Pensions (very strange considering he was nearly 90).

Checking his personal files they should find a chemical formula to Envisage the new face cream (DF3 Chemistry to ascertain it contains Nitrogen and DF4 that will aid a slight change in the DNA structure of a human). This is actually the new technology he was going to market. If pursued in downtime give it a project value of 4. The cream will remove the damage taken from Aspect Body Modification Nanotech if smeared on the body four hours before the change.

Sydney Boston

After all the bodies were disposed off, the CEDIS Trooper drove the car to a bridge across the river and "stage" a road accident.

Witnesses will have seen the car career across the highway crash through the barriers, land in the water, where the car sinks like a stone.

This story will be a small news item in most of the papers and local T.V. stations. A man had crashed his car off the bridge and was seen trying to make the shore before going under (A CEDIS Trooper breaking the surface of the river).

By the time of the accident, Sydney had been dead four perhaps five hours and was the last to be dumped. The Jupp trooper driving Boston's car had breathing apparatus on the passenger seat. When the car hit the water the Trooper removed Sydney's body from the back seat let it float down river, then swam ashore under the cover of darkness to a waiting van only breaking the surface once to gain his bearings.

If the cell can pull the strings they will be able to get the car from the local river police compound. If not, they can always break in and steal it.

Forensic tests (DF3 could be higher due to water erosion) will produce DNA samples from most of the dead and Sydney was in the back seat.

The cell can also find a waterlogged briefcase containing damaged paperwork and floppy disk. (with a BREAKTHROUGHS 3) the paperwork can be reconstructed via scanning and the use of image enhancement software to get the schematics to revolutionary computer software and chip. Improving temperature controls on liquids, designing and drawing 3D images. The computer chip is the equivalent to a super Pentium type and if plugged into a supercomputer it will drastically reduce number crunching time (Computer use 3 to recognise the chip being a new design concept).

If they pull the Autopsy then there will be a few discrepancies. Due to hearsay and news items the coroner already "knew" the time of death and that Mr. Sydney Boston had "drowned".

It is possible for the cell to trace the eye-witness and put him into a deep regressive sleep (Hypnosis verses will 3) which could tell them that the man who broke the surface had a diving mask on.

Justin Whalin

Justin Whalin's naked body was placed on the deck of his yacht and his clothes scattered around he boat.

Mr. Whalin is the merchant banker who has been transferring the money from the respected accounts and financing the whole show. The records of all the transactions are of course in the safe of the bank.

The cell can gain access to the records several ways either by legal papers or perhaps more spectacularly doing a bank job. (which could be an adventure in its self.)

Once the papers have been collected the cell should find most of the cash has gone on equipment. However they should also find that

Touchdown Pensions were making payments to Jones & Sons an estate agents in the city.

Jones & Sons

Once the cell have gained access to the Touchdown papers and discovered the payments to Jones & Sons a quick look in the phone directory will give them an address.

If the cell have not run into the Jupp operatives yet. Then now is the time.

Upon arrival to the office the shade to the door will be pulled down and the closed sign showing. If they look through the side window they will see a pair of legs sticking out from behind a desk. Perception 2 test to hear the troopers ransacking the back office.

Two Jupp troopers wearing the CEDIS collars

Invested Powers: Frenzy

Effect: Each round one dose of chemical can be dispensed into the subject, on the first round Strength is enhanced to 5, on the second Agility is enhanced to 5 and on the third Willpower is enhanced to 5. The use of this device does not require any specialised knowledge or skill test.

All attributes are 3 (Until the collars are used then see above), Good luck/Bad luck 12/3

Trooper 1

Autopistol 3, Computer use 3, Computer programming 2, Martial Arts 3, Drive car 3

Training: Communications, Surveillance

Background: Quick Draw, Combat experience, Armed with a Desert Eagle and two stun grenades

Trooper 2

Autofire 4, Autopistol 3, Melee Knife 3, Brawl 3, Drive 2

Training: Awareness (spot sniper), Awareness (spot concealed weapon)

Background: Homicidal tendencies, Combat experience, Armed with an Uzi, four clips, three fragment grenades

If the cell have already "met" the Jupp Troopers then the office will be open and Jones will be helpful to the Police. Telling them he is paid by bankers draft the first of every month on the dot.

And if he may say so they are getting a bargain. He will not need to look up the address as it really is a good little earner. With no persuasion he will give them the address of the meat market.

However if Jones is dead and the cell have won the firefight after two hours of checking the ransacked office, the cell will gain the address they are looking for.

Meat Market

The disused meat market is perfect for the project. Cool with lock up chambers, temperature controls and large amounts of open space. Converted quickly by Andrew Jupp. With cryogenic tanks being shipped by a fake frozen food truck and "Rameses" shipping the rest.

The Base of operations has a staff of seven, Andrew Jupp, two technicians, four guards, (Two of the guards should be dead or captured by the time the cell get here).

If the cell decide to watch the Meat market before going in then arrange for the frozen food truck to arrive and be loaded up in front of them giving them a rough idea of the numbers facing them.

If the cell stop the truck further down the line then it will contain a body packed in ice.

Think big, dark, wet and cold. Overhead gangplanks, large vats that stink of rotten offal. There are two big cold storage areas at the back of the warehouse. If the cell investigate these, the first is the gas chamber containing the dead body of the chauffeur of "Rameses". The second will contain (dependant on the time scale stated below in behind the scenes) Cryogenic tanks holding bodies in various stages of development. Lying on a table is a naked lady covered by a sheet and three men are examining her rather closely, two troopers wearing the collars are in various stances across the room.

All attributes are three. Good luck/bad luck 12/2

Andrew Jupp

Archetype: Creator

A small portly man, slightly balding with a reddish beard wearing little round spectacles and a Timex watch.

Mutations: +1 Intelligence, +1 Willpower

Powers: Frenzy, Mesmerism, Healing

Biochemistry 4, Biology 5, Medicine 4, Toxicology 3, Autopistol 2, Research 3, Drive 2, Brawl 1

2 Technicians

Chemistry 3, Biology 3, Autopistol 1

All stats are 3, Good luck/bad luck 12/4

2 Jupp Troopers

Autopistol 4, Martial Arts 3, Gun Fu 2 wearing CEDIS collars with the invested power: Frenzy

All stats are 3 until the CEDIS collar is triggered

1 Psychic CEDIS Mutation

A naked lady except for a Gold choker around her neck (Psychic collar)

Invested power: Greater Pyrokinesis

Needless to say mayhem should ensue and the proceeds from Touchdown should evaporate in massive collateral damage.

If the cell succeed in taking over the plant, then dependent on the timescale written below, are how many Psychic troopers can be destroyed or grown for Aegis.

If Aegis continue the research, the subjects will become unstable and die of old age within the month. Further investigation into the procedure should be impossible due to the damaged sustained in the firefight, loss of records which were the destroyed by Andrew before he died, if he died.

Note no one should be captured alive. In fact they will commit suicide before capture. Thus dies the secret of CEDIS.

If some of the tanks are empty. Then another scenario could be written involving highly unstable Psychic Assassins running around.

Behind the scenes

For every day the cell take to clear up this matter, a CEDIS Trooper will be developed and removed from its cryogenic tank. After two days at the meat market it will be packed in ice and transported to Andrews HQ via a frozen food truck. Therefore the cell have a three day saving grace to find the meat market before the first Trooper is taken away.

Here are suggested ways of inducing paranoia within the cell

If the cell take the criminal contact entry into the scenario and gain access to the clues via Enrico also known as "Trader" the son of "Rameses" then two things should happen. One "Trader" will arrange without their knowledge for a car to follow them and report back to him every hour.

Inside the car will be :

Two Mafia men, Vincent & Carl

All attributes are three. Good luck/Bad luck 12/2

Vincent is the driver and has Drive 4, Autopistol 2, Shadow 3
Trained in getaway driving and tailing

Carl is the Shooter. Autopistol 4, Demolitions 3, Autofire 2
Trained in Communications and Spot ambush

If the cell are actively looking out for tails then let them see the car following.

The best way to lose the tail, the cell simply phone "Trader" and ask him to remove the gentlemen. The other way could be messy.

At the same time Mr. Jupp has assigned a team to clear up any mess. To step up the action have the Jupp team either stumble on to the cell and follow. Or have the Jupp operatives throw a couple of the people the cell were last speaking to, out off a few windows, run them over, or simply shot them. Either way, the players can get to

know of it and can be wanted in connection with the deaths or the players can stake out the next victim, which will be the last person they talked to.

The Jupp operatives could have learned that they have left some security film at Larmarck's offices, or that they have left the Touchdown papers at the bank. Don't forget the Larmarck lipstick at the Jenkins household and the real autopsy results in St Thomas hospital.

Either way the cell could spot the Troopers following them and assume that "Trader" has replaced his tail. If they phone "Trader" he will deny this and get worked up about not trusting him. He could arrange a meet and dispose of Jupp himself, or the cell could try either to capture or kill Mr. Andrew Jupp and his followers.

Benefits for the cell

If the cell solve the case and satisfy "Trader" then reduce all criminal contacts and connections difficulty factors by two (2) while the cell are based in the city. If they don't solve the case by the deadline set. Have the Mafia kill the cell member who took up his offer.

Blackmail material on prominent politicians and city officials. Samuel had in his possession a desktop computer that holds this type of information, also trade agreements and financial dealings that could benefit Aegis.

They should find a chemical formula to Envisage the new face cream. If pursued in downtime give it 4 Breakthroughs. The cream will remove the damage taken from Aspect Body Modification Nanotech if smeared on the body four hours before the change.

A computer chip equivalent to a super Pentium type and if plugged into a supercomputer it will drastically reduce number crunching time.

The schematics to revolutionary computer software and language.

Improving temperature controls on liquids, designing and drawing 3D images.

Any equipment that survived the firefights. E.g. A frozen food truck, A cryogenic tank, guns, knives etc.





Written by *Rick Ernst* - Layout : *David Duke OVNI*
From *Bodyguard of Lies* (Newsletter Edition) - Issue 2

>HERMES QUERY: MEDIA REPORTS, BURNING CHURCHES

467 matches found. [number][summary] available.

//Knight-Ridder / Tribune News Service, June 7, 1996,
Church Fires in South Carolina Still Unsolved, Henry
Eichel.//

*"COLUMBIA, SC - While federal and North Carolina authorities Friday poked through the ruins of the old Matthews Murkland Presbyterian Church in Charlotte, law enforcement officials continued to seek leads on 11 unsolved church fires in South Carolina. Since 1991, according to South Carolina Law Enforcement Division records, 23 churches and one mosque have burned - 10 mostly white congregations, 13 black and one Hispanic. During that time, 58 churches across the South have been burned or vandalized, with the greatest number in South Carolina and Tennessee, and nearly half attended by black people. * * *"*

A Basement View

For more than thirty years, August Cato labored as a clerk at the Vatican library in Rome. Starting as a librarian's assistant in the early sixties, he slowly worked through the ranks until 1987 when he was appointed to the coveted position of head archivist. Cato was a hard-working, pious man, with no desire in life outside serving the church faithfully. He was proud of the position he had achieved, but had little imagination, and seemed destined to remain a clerk amongst the dusty stacks for the rest of his dull, yet contented life. All that would change one momentous evening in 1994.

It was December twenty-fourth, Christmas eve, and Cato was closing up the archives and preparing to attend evening mass. During his rounds, he discovered a group of men and women in a small, dark room in a seldom-used section of the archive's

basement. While final preparations for Christmas Eve Mass were being made throughout the city above, this small cabal was performing a covert black mass in this secluded corner of the nearly deserted library. Even living as sheltered and cloistered a life as he had, Cato had no difficulty recognizing the candles, robes and bloody glyphs on the floor as trappings of an unholy rite. Disastrously for both himself and the initiates, however, Cato stumbled into the ceremony at a crucial moment. He panicked and cried out, accidentally overturning a smoldering brazier and shattering the master's concentration. The distraction could not have been timed worse, as the ritual was nearly complete and the threshold had already been crossed. As all eyes turned to the terrified clerk, the candles flared and the room was flooded with occult energy.

Cato can remember only fleeting fragments of what followed. When he tries, and he seldom does, he recalls the smell of burning flesh, the desperate screams and, worst of all, the shapes ill-suited for human eyes forming in the braziers' thick smoke. Cato's next clear memories are of kneeling in the snow outside the walls of Saint Peter's Basilica. As his vision cleared, he remembers seeing large sections of his clothing charred, and flecks of blood tainting the snow when he coughed. In his hands, he clutched a few ancient leaves from a book written in Greek.

After stumbling through Rome to his apartment, Cato locked the door and threw himself into an exhausted sleep. He would find no rest in slumber, however, as his sleep was filled with nightmarish visions. He awoke often, choked by the overpowering smell of smoke that faded as quickly as the memories of his nocturnal visions. Cato did not leave his apartment for several days.

When he finally returned to work, Cato stayed only long enough to sign out a few books on translating ancient Greek and then hurried back to his apartment. He would never enter the Vatican again. In his dimly lit room, August Cato began to translate the pages of Greek text that were the only physical evidence of his ordeal in the library's cellar. Convinced that the pages held the key to his nightmares and insomnia, Cato began a quick descent to madness.

After little more than a week, Cato started to notice men watching him from doorways and windows during the few occasions that he left the seclusion of his room for food. Cato became convinced that these men were somehow connected to the cultists he surprised on Christmas Eve. Fearing they would kill him, or worse yet, steal the

incompletely translated pages, Cato packed quickly and fled the apartment. For the next few weeks, he stayed in thirteen different hotels, occupying each for no more than a few nights. Cato stayed just long enough to translate a few lines and then moved on, before his pursuers could find him.

Soon he ran low on money and hotels, and he was certain that his watchers were closing in. In late January of 1995, Cato spent the last of his money on plane fare to the United States. He hoped that he could finally evade his pursuit and finish the translation that would bring him some desperately needed peace.

In the United States, August Cato took up residence in a small church mission in South Carolina. There he found seclusion and relative peace of mind. Comforted by the belief that he was at least temporarily safe from the Devil's agents (for who else would be harrying him so), Cato was able to set himself to the completion of his translation. Despite the incessant curiosity and inquiries of other lodgers, Cato was able to finish his translation in just under two weeks. At long last, the final fragments of the ancient text relinquished their secrets to him, and with them went the last shreds of his sanity. Cato was gifted with a divine vision that revealed the Lord's intentions for the ex-archivist, and the reasons for his suffering.

The vision revealed that the black rite Cato had interrupted on Christmas Eve had succeeded in releasing a demon into the world. To Cato was set the task of banishing the demon back to hell. To accomplish this, God had given Cato a rite of banishment, recorded on the very pages that he had just translated. Guided by divine vision and armed with the knowledge of the rite and his own holy righteousness, Cato was to become the fist of God. The vision also revealed that the evil spirit would strike soon, and close. In just a few days, the very mission that had become Cato's refuge would come under infernal attack.

In preparation for the demon's attack, Cato took a few lodgers and clergy into his confidence and explained the situation. He begged for their help in conducting the banishment rite. A few agreed; the others dismissed Cato as a lunatic and ignored him. In private Cato and his aides prepared themselves for the demon's arrival. The night that Cato's vision foretold arrived to find him and his circle gathered in the chapel's vestry, carefully performing the rite that they hoped would expel the demon.

But all did not go well. As the ritual drew to a close, the demon did indeed manifest, but did not seem at all affected by the rite. Quite the contrary, the demon lashed out with supernatural fury and decimated the ill-prepared group. The church was set aflame and Cato was forced to flee as the demonic spirit rended his allies.

Cato fled the burning church and the broken bodies of his comrades praying for protection and deliverance. He found sanctuary soon after at another church in a neighboring town. Cato took that as a sign that providence was looking after him. Soon his quiet prayer and devotion was interrupted again with another vision. He saw that the demon would return soon, and Cato would once

again have the opportunity to send it back to the pit. Only then could he be free of his holy, but burdensome duty.

The Real Story

The events described above are the gospel truth, as far as Cato is concerned. Cato's belief, however strong, sadly has little relation to objective reality. In truth, Cato did stumble upon a black ritual nearing completion on that fateful Christmas Eve. Cato's intrusion caused the ritual to fail, and the subsequent supernatural manifestation that killed most of the occultists also corrupted Cato. Obsessed with the pages that he inadvertently ripped from the cultists' tome, Cato's corruption progressed quickly, driving him inexorably toward madness. The watchers that drove Cato to flee to America may or may not have been figments of his imagination. In any event, there he finished his translation and finally snapped, becoming a Prophet Incarnate.

The evil spirit that Cato's madness compels him to hunt does not actually exist, except as an evil aspect of his corruption. The fragile leaves of the occult tome hold only a fragment of the complete banishment ritual, despite Cato's belief to the contrary. The ritual that he and his unwitting adherents perform, then, is fundamentally flawed and doomed to fail each and every time it is enacted. The divine visions that guide Cato to the site of the "demon's" next attack are in fact precognitions of his own future failed rituals. These visions occur on nights of high supernatural activity, and he awaits another such night to attempt the ritual. The flawed ritual that Cato and his troupe perform actually causes the evil that Cato foresees, usually destroying the site (most often churches) and killing or corrupting the other participants. This scene has played out dozens of times over the past year, burning churches and other buildings and corrupting and killing scores of well-meaning folk drawn into Cato's madness. Those corrupted by the resultant manifestations almost inevitably become Forsaken, emulating Cato's quixotic crusade by burning churches and other structures. These poor souls, lacking any real power are often caught and act as convenient scapegoats for Cato's activities. The captured Forsaken provide a cover that has allowed Cato to remain at large, and active, for so long.

Missions

There are several options for GMs who wish to work Cato into his or her Conspiracy X game. The three outlined below provide a guide to some possibilities. Specifics, of course, depend on the character and idiosyncrasies of a group's particular game.

A Red Herring?

Cato and his followers or others emulating him might be active in a particular Cell's area but do not immediately come to the group's attention. A conniving GM might work clues about the church fires into an ongoing mission which otherwise has nothing to do with

church burning. These false or misdirection clues within the ongoing mission would lead to an investigation into the church burning, and the revelation of a group of Forsaken, or of Cato himself. The party would get little accomplished with respect to the ongoing mission, and what they do find out about the Forsaken or Cato winds up taking them on a potentially lethal tangent from their original mission.

The Disease or Merely Symptoms

A series of media reports (such as the one quoted above) on sudden and inexplicable church fires should be enough to pique the curiosity of a Cell in the area, particularly if the Cell has little else pressing. The investigation could reveal a copy-cat arsonist with no connection to Cato and his disciples. Alternatively, the operatives could come face to face with a group of Forsaken zealots purging buildings and people tainted by the demon's touch. Either of these in turn might lead to the Incarnate himself, providing a dangerous, perhaps lethal, climax. Defeat of Cato and recovery of the pages that are so precious to him may lead to an even bigger conspiracy (see below).

The Missing Pages

If a Cell with strong Occult skills or connections manages to come into possession of the book from which Cato's pages were torn, they may decide to attempt to track down the missing pages to complete the banishment ritual presented. Alternatively, a Cell in possession of the original tome, perhaps ignorant to its significance, may be sought out by the Incarnate himself, in an attempt to expand his holy arsenal.

The Larger Picture

A Cell might come across evidence of MIB (Men In Black) activity in their area, and may investigate, expecting to find evidence of Black Book activity. The MIB turn out to be agents of a powerful occult organization hunting for Cato and the vital pages missing pages in his possession. Whether they assist the occult agents or attempt to beat them to the loot (perhaps to use as a bargaining chip to convince them to aid Aegis) depends on the individual group. If the Cell is already in possession of the original tome, they may find themselves both hunter and hunted. The exact identity of the masters of these enigmatic agents is left to the GM, but interesting possibilities include the Illuminati, a secret mystic society, Atlanteans, or perhaps the Vatican itself, eager to return the tome to its Secret Library and erase any residual evidence of the rite that Cato discovered.

Incarnate Powers

Incarnate may use ambient Seepage Points to power their supernatural abilities. Thus, they are partially reliant upon the

supernatural power of the surroundings and vulnerable to the ebb and flow of the area's pool of Seepage Points. Incarnate, however, always carry with them a reservoir of SP equal to their Willpower. These points are spent whenever the SP of the area are exhausted and regenerate at the same rate, 1 per hour. Therefore an Incarnate with a Willpower of three will never have less than 3 SP available to him, regardless of the power of the area where he finds himself.

Dimitra Raymond

Attributes

All attributes 3 Luck 2/10

Skills

Autofire 2, Brawling (Mil. Training) 2, Computer Use 2, Cryptology 2, Demolitions 2, Disguise 2, Drive 2, First Aid 2, Heavy Weapons 2, Lockpick 2, Martial Arts (Aikido) 3, Meditation 2, Photography 1, Melee Weapon (Knife) 2, Shadow 2, Stealth 2, Small Arms: Pistol 2, Small Arms: Rifle 3, UFOlogy 1, Video 1

Training

Communication Surveillance Awareness: Setup

Traits

Grey-Human Hybrid (Drug Intolerance, Supernatural Sensitivity)
Combat Experience
New Identity
Watched
Psychic Abilities
Greater Bio-PK
Lesser Telepathy
Lesser Precognition

Background: Dimitra Raymond is a meta-human in search of other meta-humans. Raised in a Black Book orphanage/school to be a trained killer and deep cover operative, Dimitra infiltrated the Air Force to spy out Aegis operations. There she learned of her heritage and lost the first person she truly loved.

Dimitra is now loyal to no one but herself and has gathered extensive contacts in both Aegis and the Black Book.

Profile: Dimitra is a shallow individual. She had little time to be a child during her childhood. While most kids her age were playing hide-and-go-seek and selling lemonade, she was learning to field strip a sniper rifle in the dark. She dislikes crowds, and prefers to read fantasy when she is not working. She particularly likes children's books and fairy tales.

Roleplaying: Dimitra likes to keep her contacts as much in the dark about herself and her interests as possible. She approaches them in situations where they will be unable to follow her. She has a dominant attitude because she knows she possesses powers beyond the ken of normal humans. When contacting the players she tends to use riddles derived from children's fairy tales to leave clues on how to contact her, where to find evidence and information on Black Book activity.

Quote: *"Humpty Dumpty sat on a wall. Humpty Dumpty will not fall. Humpty Dumpty knows where all the King's horses and all the King's men are hiding."*

The Real Story

Dimitra is a Beta meta-human. Her mother, a normal human, was seduced by an Alpha hybrid, and when she told him she was pregnant, he urged her to carry the child to term and promised to marry her. He kept his promise but as soon as the child was born, he disappeared taking Dimitra with him. Dimitra was taken to the Davon Institute, a special orphanage and school run by the Black Book. This orphanage raises and trains elite Black Book operatives, indoctrinating them from early childhood in the Book's cause.

The Alpha, acting on orders from his Grey masters, did not inform the Book about Dimitra's special abilities. The Greys were content to let the Book mold their future tool, knowing that when needed, Domination could be employed to force Dimitra to do their bidding. The Greys did subject Dimitra to Domination to plant in her consciousness a fear of revealing her "special gifts."

Dimitra's training was extensive. She became an efficient and stealthy killer, and highly skilled in field operations. Naturally bright, her talents and "special gift" lead her to become one of the best agents the Davon Institute ever produced. Dimitra received as complete a briefing on Aegis as possible and was told she would spend her life infiltrating that organization. All for the greater good of the Book.

Provided with a nearly uncrackable cover, Dimitra was inserted as a clerk in the office of the Secretary of the Air Force. The Book is well aware that Aegis' primary military connections are in the Air Force. Dimitra was assigned deep cover status, and told to report monthly on Air Force operations in general, and Aegis activities in particular.

Shortly after joining the Air Force, Dimitra met Captain William Adam, a man who would change her life. She bonded with Adam immediately; unbeknownst to her, he was a fellow meta-human. As she became close to Adam, Dimitra discovered that others were interested in the Captain. When she reported this to the Book, she was ordered to terminate Adam rather than allow him to be suborned by Aegis. Years of Book indoctrination began to war with her meta-human instincts. In the end, genes prevailed.

Dimitra broke cover and told Adam everything. He explained what they were and how everyone -- Aegis, the Book and the Greys

-- was out to use them. Adam was part of a cabal of meta-humans attempting to become masters of their own destiny. He began to train her in the use of her psychic abilities. At his urging, she agreed to start working as a double agent, feeding Book secrets and disinformation to Aegis and vice versa. Together they devised a plot to maintain her good standing with the Black Book while keeping Adam alive. They almost pulled it off. Dimitra's position with the Book remained secure, but Adam died keeping her safe. To this day, Dimitra is not certain whether Aegis, the Black Book or simple bad luck caused their plan to fail.

Faced with the loss of the first person she truly loved, Dimitra closed off her feelings and reverted to programming. She went on about her business, and continued to pass on information to the Book and conduct special operations, but she was no longer a loyal Black Book tool. Using her former connection to Adam, she has developed extensive Aegis contacts. She now plays both sides against each other in service of her new agenda -- the discovery of, and alliance with other meta-humans. She is desperate to reestablish contact with Adam's group. That group in turn is very wary of her because of her role in Adam's death.

Mission Hooks

Dimitra may be worked into a on-going campaign in any number of ways. The most likely is as a deep cover source of information. She could be used in any type of investigation. She has contacts everywhere and barter information freely. Dimitra will appear at an opportune time with an offer of information needed by the Cell to complete whatever task is at hand. She will grant the needed information in exchange for some information in return. She is particularly interested in information about meta-humans and Grey activities.

Once she is part of a Cell's regular resources, a Game Master may bring the Cell into Dimitra's intrigues. Dimitra might use the Cell for some purpose, or turn to the Cell if things start to heat up in her life.

Sooner or later, Aegis and/or the Black Book is going to catch on to Dimitra's activities. At that point, she could remain a viable force in the game if she finally convinces Adam's meta-human cabal to take her in. She may even try to recruit the Aegis Cell to their cause.

Remember, the Greys know who and what Dimitra is. They will act to ensure Dimitra's survival. They may also implant her with a Domination suggestion from time to time to do their bidding. Dimitra may become aware of this looming threat to her independence and turn to the Aegis Cell to aid her.





Written by James Radcliffe - Layout : David Duke OVNI

The following text is presented as submitted (with minor edits) for the Conspiracy X Forsaken Rites Contest. It was created by the contest entrant without prior review by the staff at Eden Studios. It has not been screened for consistency or compatibility with the entire Conspiracy X line of products, and may not be incorporated into future Conspiracy X releases. It should not be considered an "official" part of the Conspiracy X storyline. As always, Game Masters are free to adopt or reject this material as they see fit...

Eden Studios

Overview

This is intended for use as source material by GMs. It details a cult in Texas in the 1990s. GMs may use the cult as a centerpiece for a mission, or use them as a sinister force to distract the players from other areas. The background is 100% true; I have used a religious figure from the past as the basis for a fictional cult. This material is not intended to offend certain religious beliefs but I have been highly controversial in how the cult interprets things from Christianity and Protestantism.

Background

A significant religious figure in Protestant movements of the 16th century was John Calvin. His beliefs and teachings are thought to be a big factor in the development of capitalism in the western world. The most significant teaching of Calvin was that of "predestination". According to this teaching, even before birth, God has selected some for salvation and others for eternal damnation. Neither the saved nor the damned could influence the decision, either by faith or earthly actions. And moreover nobody could be sure if they would be selected for heaven or hell.

While it could be argued that this belief would create a sense of hopelessness, resignation and inactivity it was also taught that an individual could find some re-assuring signs from god that they were among the saved. All were required to pursue an intensely active life of labour. Work was a calling and god was most effectively worshipped through a rigorously disciplined life of work and denial

of indulgence. Any activity that detached from work was evil. Mere socializing, sleeping longer than necessary or any enjoyable activity were regarded as sins, for they detracted of active performance of gods will. But if a person was rewarded with material success, this may be a sign of God's grace and might indicate that they had been chosen by God for salvation.

Thus Calvinists threw themselves energetically into highly disciplined economic activity and a lifetime of hard work. Those in business pursued profit and wealth, not as ends, but as religious obligations to use God's gifts and talents and of indications of God's favor. All profits would be reinvested in the business because spending money on Luxuries was forbidden. This attitude was encouraged on the worker who previously would have worked just for basic pay and spent the rest of his time in leisure. Now the worker would work from dawn 'til dusk.

The results of Calvin's teachings were that his ethic helped developed the spirit of capitalism and a spirit of labour without which it is likely that key elements of western culture (particularly American) would not exist.

The Conspiracy X story

John Calvin was an Atlantean who believed that capitalism was the system that best suited the Atlantean agenda. He was the main architect of western capitalism. His project in the 16th century was highly successful. Western philosophy was dominated by his thinking until the 19th century when Karl Marx came along.

Calvin spent most of the 19th century and all the 20th century involved in anti-communism and anti-socialism causes. The most famous event of the 20th century that Calvin was behind was the McCarthy witch-hunts of the 1950s. Calvin also played a minor part in the downfall of the Soviet Union. With Communism defeated, he had done what he needed to.

However, although capitalism was as strong as it had been for over 150 years, the spirit of capitalism and the work ethic was diminishing. Businessmen were not investing their profits back into the business, workers were not working happily and crime was at an unacceptable rate. Calvin needed to get the spirit of capitalism back into America.

Calvin felt that the best way to do this was to create a new religious movement. The movement would be based around an ultra-right wing Protestant work ethic. Successful cults and sects of history have become mainstream religions or denominations. Calvin was patient enough to let his movement grow with minimal help. Calvin did not want to become involved himself but he already knew an occultist who was becoming a prophet and who he could use and manipulate. Thus the Church of Calvinism was born.

The Leader

Jacob Mathews is the leader of the church of Calvin. When Calvin recruited him he was close to snapping. Calvin indoctrinated Mathews into his ideology and when Mathews finally snapped and became an Incarnate Calvin had virtually created this prophet's religion. Occultists have described the Mathews archetype as a Saviour. Mathews appears in the media regularly trying to get his message across. Since becoming leader and forming the church three years ago, Mathews' devotees have grown to over 200.

Quite a few of the church's beliefs contradict the original Calvinist beliefs. Calvin let this occur and allowed the new religion a bit of individuality.

Jacob Mathews

Stat

Str 3 Siz 3 Agl 3 Ref 3 Int 4 Wil 5 Per 3 Luck 2/12

Skills

Occult: Ritual Magic 3, Ritual: Ceremonial 4, Diplomacy: Indoctrination 3, First Aid 3, Humanities: Theology: Christianity 3, Hypnosis 3, Meditation 3, Research 3, Science: Psychology 3, Teaching 3

Trainings

Awareness: Unbelievers, Awareness: Potential Convertees, Blessing of Protection, Dispel Magic, Emotional Aura, Oath Binding, Protection from Magic, Reading the Past, Vortex, Warding Circle

Traits

Believer, Code (his own), Faith (his own), Pacifist (only towards believers), Paranoid Susceptions, Severe Prejudice: Unbelievers, High Pain Threshold, Sensitive, Puppet (for Calvin), Corrupted by the Supernatural

Incarnate Powers

Healing, Mask, Mesmerism, Phantasm, Thrall

The Beliefs

All the cult members live on land owned by Mathews. They all work hard during the day farming the land and producing food. The majority of the night is spent in prayer and community rituals. The members can get as little as 3 hours sleep during long summer days due to this. No holidays are taken.

A few members work outside the compound. These are likely to be people who had high salaried jobs before they joined the cult. They were allowed to keep their jobs upon joining and their income is very useful to the cult. These people will also work on farming the land and are not excluded from duties. Due to the hard work it is unlikely that any member will be able to maintain an outside job. When joining the cult, new recruits have to give all property and possessions to the group. These 2 things make up the majority of the cult income. The rest is made from sales of excess food. The cult itself is very rich. Its wealth comes in handy when it comes to bribing curious officials who investigate some of the cults more dubious practices. The cult has no problem with bribery, god will damn all the corrupt and reward them in the afterlife.

Calvin's teachings, as interpreted by Mathews are the basic laws of the cult. Pleasure is a sin. The treatment of women in the cult is abusive to say the least. Sex is regarded as a pleasurable experience and is therefore frowned upon. Sodomasochistic sex acts are different, however. Rape is permitted and even encouraged, the justification being that sex should be made as unpleasant as possible. Most women are only in the cult through brainwashing or fear of reprisals if they leave. Some element of brainwashing includes Oath Binding. The punishment for breaking the oath is a lifetime of poverty. The group makes this seem a greater punishment than death because death is over quickly whereas diseases associated with poverty (TB, Leprosy and cholera) result in a painful death (and then eternal damnation).

Recently the group started acquiring arms for the time of Armageddon. It believes the Armageddon is already upon us and they should fight against the "Satanists" in the government. A few high-ranking members have started training a select band of members in terrorism. They have recruited some terrorists from the Ulster Volunteer Force - a Protestant terrorist group in Northern Ireland. They are building bombs and training a few soldiers.

Overall the group maintains its stranglehold on its members through rituals, fear and promise of a better life.

The Compound

The compound is quite large. The land owned by the cult is approximately 2 square miles. All the main buildings are located in the centre of this land. The remaining land is used for farming.

There is a single road which leads into the compound and the cults' security team monitors all vehicles going in and out. There are 4 buildings in the compound.

- The church. Here is where members spend most of the night in prayer. Periodic services are held by Mathews during the day.
- The accommodation block. Contains rooms with lots of beds lined up in a row. Also contains a kitchen.
- The warehouse. There are 2 parts to this building. The first is a storage space for the food produced and contains a lorry to deliver excess food to the local markets. The other part contains a firing range and various weapons.
- The teaching block. Here is where the children of the cult are educated, visitors are persuaded to join and the leader continues his studies. Contains an occult library.

Possible Missions

The Church of Calvin can be incorporated into any Conspiracy X campaign. There are plenty of areas for missions involving Aegis cells. The activities of the cult could be reported in a local newspaper. A member of the cult could escape and inform the authorities of the crimes committed there (yes the cult would go as far as murder). The cell may investigate a terrorist attack.

An example mission is presented below

Rescue Mission Overview

This mission is written for a military cell with the ability to conduct covert operations, although a GM may tailor the mission to suit any cell. As usual the basic bones of the mission are supplied but the flesh is provided by GM improvising. It is my philosophy that missions work best when written like this. The mission uses the "Church of Calvin" cult and also uses rules from Forsaken Rites.

The Truth

Two members of Aegis was involved in an infiltration of the church several days ago. They planned to find out the truth about

the cult's activities after some damning reports about the cult in the local newspaper. They both joined the cult, and after an initiation ceremony (which didn't effect them due to them both being psychic voids) they settled in to the hard work of the cult. Unfortunately one of them was discovered mailing a report to the rest of his cell and, although it was coded, they suspected an infiltration by the authorities. They are holding him for questioning and will sacrifice him in front of their followers at midnight tonight.

The Hook

The players parent Cell gives them a message ordering them to take part in a rescue for their colleague. The GM may decide how much information the players are told and the amount of time they have to plan a rescue. In this case, the default time is 12 hours.

The Holding Area

John McCray is being held in a small cell in the basement of the church. There are 2 guards outside the cell at any one time because the lock on the cell is not particularly strong (Df2 Lockpicking test, Df4 Strength test to break open). The guards carry Assault Rifles and knives and there is a panic button on the wall behind them. Should this panic button be pressed a large alarm will go off and the entire cult will revert to battle stations. Battle stations are as follows:

- All male members over 14 will proceed to the teaching block and will be issued weapons. They are commanded by Mathews.
- All other members will go to the accommodation block and barricade themselves in.
- The soldiers will be divided into groups of 5 and patrol the compound looking for intruders with shoot to kill orders.

Compound Soldiers

Stats

All stats 3, Luck 2/12

Skills

Brawling 3, Melee Weapon: Knife 2, Small Arms: Rifle 3, Stealth 3

There are about 24 soldiers in the cult, and as many other male members as needed by the GM. All other male members fighting have the same stats but all the skills are -1 to those shown above.

Security

Since capturing John McCray the church has increased security around the compound. The fence around the compound has been electrified, the soldiers patrolling the perimeter have increased patrols and all members have been issued combat knives. The patrols consist of a jeep driving around the perimeter with 4 soldiers in it (one driving, 3 carrying assault rifles at the ready) and the entire perimeter is covered in 30 minutes. Patrolling is 24 hours a day with the soldiers working 8 hour shifts.

All vehicles coming in or out must pass through a vehicle checkpoint at the entrance to the cult. The checkpoint is manned with 2 soldiers who also have a panic button. They are prepared to kill.

John McCray

John McCray is barely able to walk and may be of some assistance in the escape.

Stats

Str 3 Siz 3 Agl 3 Ref 3 Int 4 Per 4 Wil 3 Luck 2/10

Skills

Brawl 1, Drive 1, First Aid 3, Lockpicking 3, Martial Arts 2, Photography 2, Shadow 4, Stealth 3, Video 2

Traits

Extraordinarily Average, Flashbacks: Brother murdered (brought on by smell of alcoholics - an alcoholic killed his brother), HIV Positive, Pacifist, Psychic Void, Unbreakable Ties

The Action

The players should be careful not to kill too many of the cultists. Aegis does not want another Waco. The other mole knows of a likely attack, and will do what he can to assist the players but not if he is likely to give his position away. His Cell still wants him to be a mole in the organization. If the GM wants to be really nasty he can bring in Calvin with his particle accelerator rifle.

Ending the Mission

The mission ends when John McCray is rescued or is dead, whichever comes sooner. As a follow up, the GM can use the church for any purpose desired.

Disclaimer

The views written here are not intended as an insult to any religion -- if anything the church is going against the beliefs of mainstream Christianity. Any similarity to characters, situations, corporations etc. (without satirical intent) are not meant to portray real events and are strictly coincidental. It's all a big conspiracy anyway.





Written by *Rick Ernst* - Layout : *David Duke OVNI*
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Introduction

The following plotline may be used as a quick one-night adventure or may be inserted into a larger campaign as a sidelight or subplot. It is more a vignette than a full scale adventure. Enjoy.

Plot Synopsis

At some point while undertaking operations in a major metropolitan city, the Aegis Cell discovers that they are being watched and photographed by a nondescript cabby. Attempts to capture or apprehend the watcher are quickly curtailed by the arrival of the local authorities. Further investigation reveals a sinister connection to Aegis' nemesis, The Black Book.

Sandman Teams

The Black Book Sandman teams are specialized units comprised of three agents specifically chosen and trained to handle Sleeper operatives. Sleepers are the product of The Black Book's employment of several MKULTRA mind control techniques. Sleeper agents are unaware that they are controlled by The Black Book or even that such an organization exists. They are chosen for their anonymity and for the aid they may be able to lend to Black Book operations through their jobs. Sleeper agents are never powerful people themselves. They are often clerks in high security departments, secretaries to powerful individuals, or other such personnel privy to sensitive information and important people. Just as often, a Sleeper agent is average Joe Lunchbox, an anonymous blue collar worker that would not attract a mote of attention until he stepped out of a crowd and gunned down a passing dignitary. Black Book Sleeper agents are disposable operatives used for discreet intelligence gathering work, or for quick and dirty trigger jobs that require deniability rather than subtlety.

Modus Operandi

One Sandman team generally handles from six to ten Sleeper agents in the same geographic location. Teams situated in rural

areas may cover several counties. In more populous areas, the covered territory may consist of a single city. Very large metropolitan cities such as New York or Los Angeles are home to several teams. Aegis Prime has confirmed, through HERMES, that at least six Sandman teams are currently operating in Washington, D.C.

When the need arises for a Sleeper, the Sandman team hunts for suitable candidates among individuals who hold the desired position or who otherwise fit the task specification. An ideal Sleeper agent is a loner, with few friends or family. Preferably, he or she possesses a relatively weak will so as to be more susceptible to the reprogramming process. Once the team has chosen the Sleeper to be, he or she is abducted and implanted with a device that allows the team to track and control the Sleeper remotely. The Sleeper is then hypnotically programmed to obey the team's commands and given a code phrase or sound that triggers a trance state. During this state, the Sleeper will carry out The Black Book instructions yet retain no memory of the activity. The entire implant procedure takes only a few hours, and the Sleeper is returned to his or her former life, none the wiser. Only a brief period of missing time indicates anything out of the ordinary, and even that is quickly forgotten.

Sometimes Sandman teams in remote or rural areas are aided during abductions by Greys and their craft. In several instances, for reasons that are not entirely clear, The Black Book has chosen as Sleepers individuals with long histories of alleged abductions. In urban areas, Sandman teams often conduct the reprogramming and implantation procedure under the guise of a routine dentist appointment or minor surgery. This reduces the risk inherent in a more direct abduction and provides a cover to explain the missing time.

Once the Sleeper agent is in place, his or her home and sometimes workplace are bugged. Further, phone lines are tapped. These measures ensure that the Sleeper may be monitored until he or she is activated. The Sleeper is then left alone to carry on with life, oblivious to The Black Book operations. Aside from the initial reprogramming session, the Sandman team will have no direct contact with the Sleeper agents they create. All communication is handled by phone, radio, or other anonymous source. Even after activation, the Sandman team will not intervene directly in the Sleeper's fate. If the Sleeper is exposed, captured or arrested, he or she is simply abandoned. Sleeper agents are disposable and under no circumstances will The Black Book risk compromising its security to aid a Sleeper. If there is a risk that the Sleeper will be captured or

deprogrammed by Aegis, the Sleeper agent will be assassinated by The Black Book, either via Bio-PK through the Sleeper's implant or more direct means. If less subtle action is appropriate, it will often be through another Sleeper.

Tools of the Trade

Master Lens: The Master Lens is a Black Book device that integrates a psychotron with a pair of specialized Grey Lenses. This device is the primary means through which Sleeper agents are controlled, though Sleepers will obey normal voice commands from the Sandmen as well. The link to the Sleeper agent is made through a tiny implant that is inserted into the Sleeper's body during the initial abduction.

The Master Lens incorporates a fully functional psychotron with a Grey Amnesia Lens and a Remote Viewing Lens. The Remote Viewing Lens allows the user to spend one Psi or Strong ESP point to use Greater Clairvoyance to view the Sleeper or his surroundings. Black Book psychics use the Master Lens to monitor the Sleeper and give telepathic commands.

Implant: The Implants that Sandman teams use to monitor and control the Sleepers are made by the Greys through an complex psychic procedure that is not yet fully understood by The Black Book. The implants are inserted under the Sleeper's skin, most often in the nasal cavity or ear. The Implant, if removed and analyzed, may be found to be largely composed of silicon with some impurities that resemble the materials used in terrestrial electronic circuits. The Implant only acts as a link to a Master Lens and is useless without it.

Stanley's Story

Stanley is an independent cabby who was chosen by The Black Book Sandman team to become a Sleeper because of the mobility and anonymity afforded him by his job. The Black Book needed someone to perform basic surveillance duties throughout the city and felt a cab driver would be the perfect Sleeper for the job.

At the time Stanley was selected, he was working for a large cab company. He is a quiet man with no relatives in the area and few friends outside of the local pub. He was implanted and programmed during a routine visit to the dentist and thus experienced no unexplainable time loss. Soon after he became a Sleeper, The Black Book arranged for him to win a small lottery prize, providing him with sufficient financial freedom to become an independent driver.

Three months after going independent, the Sandman team subconsciously prompted Stanley to enroll in night school classes for photography. After nearly a year of classes, Stanley had become relatively proficient and the Sandmen began to direct his artistic urges to subjects that they wanted watched. For reasons he did not fully understand, Stanley began to photograph individuals, businesses and buildings apparently at random. Relating these strange urges to a concept he was introduced to by his instructor, he began to refer to the subconscious voice that directed his

photography as his "muse". Stanley's "muse" tells him to photograph police operations, news teams, crime scenes and prominent politicians. Sometimes the "muse" encourages him to follow a particular individual for days. Anytime his "muse" directs him, Stanley sends the resulting photos to a post office box address that he believes to be that of the art director of a national photography magazine (actually it's a blind drop for the Sandman team) and destroys the negatives (his "muse" says this is for the best). Although he has yet to see any of his pictures in print, he remains hopeful.

Recently, Stanley has become even more skilled, and his "muse" has directed him to purchase expensive nightvision accessories and infrared film. Stanley does not know quite what to make of this, but he simply tells himself that this is his own special form of artistic expression.

Stanley's cab is a standard yellow sedan with a bulletproof (AR4) glass shield between the backseat and the driver. Even so, for safety reasons, Stanley carries a revolver and a shortened baseball bat in the cab at all times. The cab is also fitted with a car phone, through which he gets his pick-up calls, and a drop safe below his seat for money and, if necessary, his film.

The Black Book Sandman team uses Stanley for low level surveillance of anyone they need to keep tabs on. It is in this capacity that the player characters are most likely to encounter him. The Black Book will use Stanley to watch them and will do what they can (short of personal intervention) to aid Stanley (and preserve their asset) if the player characters catch on. If Stanley is discovered for what he is, the Sandmen will abandon him immediately, wait until there is little risk of discovery and "recruit" a new Sleeper.

The Sandmen

The Sandman team controlling Stanley will do everything they can to thwart the Aegis operatives and help Stanley, short of actually compromising their operation. At that point, the team will simply cut its losses and move on. Until then the team will use highly placed connections within City Hall and the Police department to harass the player characters and interfere with their operations. The Black Book agents will inform the police of any covert operations they uncover and make sure that any cover stories the player characters concoct are thoroughly investigated. In the unlikely event that the Aegis team succeeds in forcing the hand of the Sandman team or manage to trace the source of Stanley's "muse", the stats for each of the three members are detailed in the sidebars. The Game Master may wish to use the team as recurring villains by fleshing out the other Sleepers that they control. In this way, the vignette presented here could be expanded and perhaps form the basis for a whole adventure. The storyline could build up to a face to face confrontation with the Sandman team.

The names given are those appearing on the team's fake FBI identification cards. The names are not their given names, but are the only ones they know. None of the team members know anything of their comrades' past.



Written by B. C. Trombley - Layout : David Duke OVNI
From *Bodyguard of Lies* (Newsletter Edition) - Issue 1

Overview

This short mission takes place in Abbotville, a small rural town (pop. 6500) more than 100 miles from Kansas City. An Aegis operative passing through Abbotville was accidentally caught up in some odd events. Suspecting Black Book involvement, he quickly recruited a local Cell to investigate. After a few weeks, the child Cell discovered a Black Book research and development center hidden in the local prison. At roughly the same time, the child Cell was compromised and nearly eliminated. Fearing further investigation, the Black Book set their evacuation plan into motion. They wrecked a train nearby, publicized a fake chemical leak and brought in the Army to seal off the area. With the town evacuated and a military blockade around it, Black Book operatives posing as a chemical cleanup team is removing their equipment. The player characters' Cell is ordered to infiltrate the town, reestablish contact with the lost Cell, and report on the situation.

The Hook

One of the player characters, most likely the leader, receives a phone call very early Thursday morning. The caller does not identify himself, but the voice is familiar.

"Turn to Headline news now. Will contact with further instructions."

The caller does not ring again until 10am. In the meantime, the following will be viewed.

CNN Headline News Broadcast

THURSDAY, MAY 16th 1996 - 3am

Anchor sitting at desk. Train derailment graphic superimposed over shoulder.

"This report just in. There is has been a train derailment outside of Abbotville, Kansas. Unconfirmed reports indicate that freight train carrying toxic chemicals left the tracks at full speed. We have no details on the cause of the derailment, nor do we know if any chemicals have been spilled. We will keep you apprised as more facts become available."

CNN Headline News Broadcast

THURSDAY, MAY 16th 1996 - 6am

Anchor sitting at desk. Train derailment graphic superimposed over shoulder.

"We have further reports on the Abbotville train wreck. The train cars carrying the toxic chemicals left the tracks and the containment vessels have ruptured. The chemicals have spread into the surrounding area, but as yet the exact nature of the substance is unknown. Unconfirmed reports indicate that local farm animals have taken ill and died. Local authorities are instructing local residents to evacuate the area. We now switch to Jackson Desmond, from local KTV 21, who is covering this story."

The view shifts to an unsteady camera looking over large area from a great height. Below a long freight train lies on its side. The front end of the train has dug a deep trench in the ground which diverges sharply from the track. The back end of the train remains near the tracks. An orangish cloud billows from several cars in the middle of the wreck. A voice over begins.

"This is Jackson Desmond, KTV 21 reporter, coming to you from a helicopter high over the Western Cargo Rails train derailment. As you can see, an orange and yellow substance is pouring out of the middle railcars and spreading into the atmosphere. We will move in closer for a better look."

At this point, one of the cars covered by the cloud explodes, sending a ball of flame up into the air. The camera rocks and only sky may be seen for a few moments. Shortly, the camera rights itself and the train wreck comes back into focus. The middle cars are ablaze and the cloud of gas is much larger. The reporter returns. *"Are you getting this? . . . Are we broadcasting? . . . We're live? . . . Okay, I'm on it. This is Jackson Desmond live above the train wreck outside Abbotville. A train car has just exploded and fire has engulfed the middle of the train and an huge orange gas cloud is escaping the ruined car . . . What? . . . Folks, we've just been contacted and told we have to move away from the explosion. The local authorities report that the gas is toxic, I repeat, the gas is toxic, and we will be at danger if we stay."*

This series of pictures and reports is replayed over and over for the next several hours. A variety of commentators are presented, but none add any significant information.

CNN Headline News Broadcast

THURSDAY, MAY 16th 1996 - 9:30am

A harried reporter stands on a highway overlooking the skyline of a small town. Helicopters fill the sky and many vehicles may be seen leaving via the several major roads that lead out of the area. Numerous soldiers and military vehicles are moving about in the area around the reporter.

"This is Julia Person on the outskirts of Abbotville. Citing the danger posed by the toxic chemical spill from the train wreck 3 miles north of town, the local authorities have advised all residents to evacuate to at least 50 miles away. The Governor of Kansas has called in the U.S. Army from a nearby Army base to stabilize the situation and assist in the evacuation. Check points and patrols have been set up in a 50-mile perimeter to keep anyone from entering the area. The Air Force has established a no-fly zone for 50 miles around Abbotville. All flights into and out of Duckton airport have been cancelled. While the evacuation has so far been orderly, we have reports that five people have died in the confusion and many are missing.

"It will no doubt be many hours, and perhaps days, before everyone is accounted for. Several evacuees report skin blisters and violent nausea. Prison authorities at Glenpond State Correctional Facility report that three inmates have escaped, but otherwise evacuation of that facility is proceeding on schedule.

We are sad to report that a prison guard, Richard Jackson, was killed during the prison break."

Getting Started

At 10am, the lead player character receives another phone call from their Aegis contact. The gravely voice advises him or her to prepare the Cell to be inserted into Abbotville to investigate the situation. All information is on a need to know basis. Further briefing will follow. The phone then goes dead.

Don't tell the players how much time they have. No more than 2 hours are suggested. Treat it as "what are you doing for the next 1/2 hour?" Make some rolls (whether they are needed or not) or roleplay out the desired actions. Then, ask again, and so on.

After some time, the contact calls back and tells them to be at the local airport in 1 hour. The characters are ushered aboard a small propeller plane. The crew knows nothing except a series of descriptions of the characters and a destination. The players land in a small, rough airstrip behind a farm several miles outside the no-fly zone. A large sign on the farm advertises crop dusting. Once inside the farm house, they are escorted to a large concrete basement filled with hastily erected communications equipment.

The Briefing

Inside the basement, the party meets a grey-haired man in a suit with dark sunglasses. He introduces himself as Rainmaker, and shows them his HERMES link to establish his credentials. He will answer no personal questions, and begins the briefing immediately.

"Seven months ago, an Aegis operative passed through Abbotville on his way to another assignment. After checking in at a cheap motel, he stopped in a place called Ralph's Bar and Grill for a nightcap. The mood at the bar was cordial at first. Then, seemingly from one moment to the next, it got ugly. A vicious bar fight broke out. The agent escaped with minor injuries. When the local cops arrived, tempers were cool and no one could remember why the fight started. The agent decided to remain in town for a while to investigate.

"After a couple of weeks, the agent found nothing. Other matters were pressing, so he recruited a replacement and left the investigation in his hands. The replacement is William Green, an Abbotville police sergeant. Green in turn recruited Fredrick Anderson, a childhood friend who had just finished two terms as a military police officer in the U.S. Army. Green and Anderson then approached Samantha Henly, a psychiatrist who was studying aberrant behavior among inmates at the Glenpont State Correctional Facility just outside Abbotville. Henly brought in Richard Jackson, a prison guard at Glenpont.

"By this time, six months had passed and the Cell was barely established. Other than the odd barfight at Ralph's and periodic

prisoner seizures at Glenpont, nothing unusual was reported. Then, the Cell started uncovering undocumented experiments conducted at Glenpont. They began to try to tie these experiments to the rise in violent prison outbreaks in the last several years. The Cell was to submit a complete report in three days. We have lost all contact with Cell.

"We believe that a hostile entity, most likely the Black Book, is active in Abbotville. We believe that our Cell broke their cover and compromised their operation. In response, the Book eliminated the Cell and has staged this derailment "disaster" to cover their tracks. The news has reported the death of Richard Jackson in the prison break. A body found near the train accident sight has been identified as William Green.

"Reports are that he died from exposure to the toxic gas. Although possible, we consider these explanations not probable. We are unaware of the location of the remaining two agents. We believe that the 'toxic' chemical spill is fabricated and no danger exists.

"Your assignment is to reestablish contact with the remaining members of the Abbotville Cell, to investigate Black Book activity in the town, and to report your findings. The Army troops blockading the town are considered under Black Book command and dangerous. However, the troops are unaware of the nature of their master, and should be avoided, not eliminated. I repeat, the soldiers are dangerous but innocent. Do not harm them except in self-defense or to prevent Aegis' discovery. However, any troops found in town are to be considered enemies and dangerous. Deal with them as the situation requires.

"The Abbotville Cell's HQ is located in Samantha Henly's basement at 25 Hickerson Street. You are roughly 127 miles from Abbotville at present. We have some equipment here that will be placed at your disposal. The Black Book cannot hope to keep this large scale an operation secure for any length of time. This means they will sanitize the sight in at most a couple days. You are therefore on a very tight time schedule. Remember don't endanger Aegis security. Like all of us, you are expendable!"

The Real Story

The Black Book is developing a broadcasting device capable of altering the mood of a crowd of nearby people. Their base of operations is the Glenpont prison. The Black Book has been testing the device in the prison, at a local bar, and in the square in the middle of downtown. The device calms, aggravates, or causes pleasure in a number of people depending on the size of the power source and transmission beacon.

Richard Jackson uncovered the Black Book testing in the prison. He personally viewed a test during which a riot was incited, and then immediately calmed. No official report of these events was produced or filed. Jackson also discovered the room where the device was kept.

The Black Book soon noticed Jackson's investigations about the device and tests and decided to recruit or eliminate this curious guard. Jackson proved easy to recruit. Jackson planned to learn as much as he could and report it to Aegis. The Black Book, however, was not so easily duped. Being as paranoid as Aegis, the Black Book had Richard watched and quickly discovered that he was making contact with someone outside the prison on a regular basis. Suspecting Aegis involvement, a team of Black Book agents followed Richard and saw him meeting with his other Cell members. The Black Book team struck and Jackson was killed in the firefight. Anderson and Henly escaped and holed up in a safehouse set up for just such an emergency. Unfortunately, Anderson's HERMES link was destroyed in the firefight, and Henly lost hers. They are desperate to contact Aegis and Henly suspects she dropped her HERMES link near her house, the Cell's HQ. In their first sortie to the house, Anderson and Henly could not find the link, but they did manage to booby trap the place. William Green, who hadn't attended the disrupted meeting, was killed when he went to investigate the train wreck. The Black Book injected him with a toxin and then claimed he died from exposure to the 'toxic gas'.

Samantha's House

Depending on when the players reach Henly's house, it will either be destroyed or booby-trapped.

Canisters of gasoline have been located strategically throughout the house. The front door, back door, basement door and lower level windows have all been trapped with grenades. The second story windows above the porch are unlocked and safe. Henly's HERMES link is in the garden under some lettuce leaves.

It remains in working order, but will not respond to anyone but Henly (see The HERMES System, Chapter 7: Extraterrestrials, Conspiracy X). If the players get there before Anderson and Henly return, they can find some extra equipment.

Prison

If the players approach the prison, they should see a few military trucks, several vans and a lot of people going in and out. The Black Book has about 50 people (30 soldier and 20 technicians) working on the removal of the equipment and repairing the prison so it looks as if they were never there. These personnel are spread out in groups of 10 or so in a number of locations around the prison. All are members of the Black Book. If the party is violent or military-based, the GM can add some Men in Black to the Black Book team for strength. One Man in Black is posted in the prison at all times, a second is looking for the missing Aegis agents, and the third travels with the technicians to the bar, and then to the town square.

Ralph's Bar and Grill

This is the local bar where the Black Book's smallest experiment is being conducted. The equipment is hidden under the bar behind the kegs. It sends signals into the crowd and causes mood changes. The unit here is small because the experiment is only intended to effect the inside area of the bar and none of the nearby areas. When the Black Book moves to retrieve their equipment, they send two military trucks and about 8 people (6 soldiers and 2 technicians).

Town Square

In the past year, the town square was renovated and a pool with statues, sprinklers and lights was installed.

The pool covers the Black Book's largest prototype crowd control device. When fully operational, the device should affect the entire commercial district surrounding the town square. The equipment will take the Black Book about 7 hours to remove and will require 20 technicians and heavy equipment. If pressed for time, the Black Book can do it in 4 hours, but they will destroy the pool and leave evidence of their actions.

AEGIS Time Line

Tuesday, May 14th

The Abbotville Cell meets to hear Jackson's report and is attacked by the Black Book. Jackson is killed. Anderson and Henly escape.

Wednesday, May 15th

Anderson and Henly hole up in safehouse.

Thursday, May 16th

Green is killed and planted by the train wreck.

Anderson and Henly make quick run to Henly's house in the afternoon to search for HERMES link and set booby traps.

Friday, May 17th

Anderson and Henly return to the Henly's house in morning and find the HERMES unit. They contact Aegis and are informed of the party's presence. They are told to contact them and a meeting is arranged.

The Black Book Time Line

Tuesday, May 14th

The Black Book discovers the local Aegis Cell and kills Jackson.

Wednesday, May 15th

The Black Book plans the train wreck.

Thursday, May 16th

The Black Book wrecks the train and plants Jackson's body at the prison and Green's body at the train wreck.

A Black Book agent in the Governor's office suggests a military blockade of the town. The Governor approves.

The evacuation is begun and the town is sealed off by U.S. Army.

Friday, May 17th

The Black Book team arrives to remove the equipment at the prison and eliminate any trace of operation there.

Saturday, May 18th

The Black Book finishes sanitizing the prison, the equipment is loaded on two Army trucks.

Sunday, May 19th

The Black Book spends the morning removing the equipment from Ralph's Bar and Grill. One Army truck leaves town.

In the afternoon, they start removing the equipment from the town square.

Monday, May 20th

In late afternoon, The Black Book loads up remaining personnel and equipment into a few military cargo helicopters and abandons the town.

Tuesday, May 21st

The Black Book "cleanup" team starts to remove the gas from the cargotrain. They remove all evidence and clean the town.

Wednesday, May 22nd

The town is opened to the public. The military forces moves out.

Equipment available at Henly house:

3 pistols & ammo
2 Flak jackets
Surveillance gear
Photos of town square where everyone visible is arguing
Article about increasing number of fights at Ralph's Bar and Grill

Equipment available at farm house:

Crop-dusting plane (two-seater propeller plane)
Humvee
Environmental gear
Partial map of the town
Personal communicators
Extra ammo

Aegis Agents

(stuff that AEGIS knows)

William Green - Deceased
Police Officer

Richard Jackson - Deceased
Prison Guard
Psychic Void
created child cell with Samantha's help

Samantha Henly

45 years old Married

Retired FBI-Psychiatrist

Str 3 Size 3 Agl 3 Ref 3 Int 4 Will 3 Per 3 Luck 2/12 Influence 2

Skills

Brawling 1, Computer Use 1, Research 2, Medical 2, Science: Psychology 3, First Aid 3, Drive 2, Small Arms: Pistol 1

Traits

Swimming Running
Cautious
Strong ESP: Hunch

Fredrick Anderson

Honorably Discharged

Military Police

Str 3 Size 3 Agl 3 Ref 3 Int 3 Will 3 Per 3 Luck 2/11 Influence 1

Skills

Drive 3, Autofire 2, Small Arms: Pistol 3, Small Arms: Rifle 3, Brawling (Military Training) 3

Traits

Swimming
Combat Experience
Distinguishing Mark (Facial Scar)
Creature of Habit: Smokes

Training

Communication

Agents know precise location of device in prison.



Optional Rules

Optional Rules:

For better or worse, here's some flavor

- **Alternative Skill Improvement System:** A new way to figure out your skills in *Conspiracy X*.
- **Black Magic:** a New Magical Tradition for *Conspiracy X*.
- **Nightscreams:** The following material expands and modifies the Fear rules presented in the Aegis Handbook supplement for *Conspiracy X*.

OPTIONAL RULES

Alternative Skill Improvement System

By Saverio (saverio.lorusso@libero.it)

Layout : David Duke OVNI

From *conspiracyx.com*

Like all features of the game rules, the skill improvement system for Conspiracy X is somewhat course. A player could spend weeks and weeks studying a skill but still not be able to apply any improvement in play? For example, if he had worked hard to gain 29 CPs in a skill, he would not gain any game play benefit until he secured one more CP and was able to advance to level 4 in that skill.

In exchange for a bit of record-keeping, an alternative method could be used. This system allows a player character to gain some benefit in lower CP improvements. In effect, the CP requirements for each successive skill level are broken down, and smaller increments result in a gain of +1t or +2t. The following table shows the skill level, the CP cost to reach that level, and the total CPs spent on that skill.

Revised Skill Cost Table

Level	Skill Cost	Skill Total
1	2	2
1+1t	1	3
1+2t	1	4
2	2	6
2+1t	2	8
2+2t	3	11
3	3	14
3+1t	5	19
3+2t	5	24
4	6	30
4+1t	10	40
4+2t	10	50
5	12	62

For example, Dimitri has just reach Throw at level 3 (at the total cost of 14 CP).

- He can perform a Df1 test with no roll,
- He can perform a Df2 test with no roll,
- He can perform a Df3 test by rolling a 7 or less,
- He can perform a Df4 test by rolling a 4 or less.

After some download time, he has invested 6 more CP in his Throw skill (total spent is now 20 CP). He can now add +1t to every Throw test.

- He can perform a Df1 test with no roll,
- He can perform a Df2 test with no roll,
- He can perform a Df3 test by rolling a 8 (7+1t) or less,
- He can perform a Df4 test by rolling a 5 (4+1t) or less.

After he spends another 4 CP in Throw, he will gain a +2t to each test.

A similar progression (allowing a +1t or +2t) may be followed using the Brawling and Martial Arts skills. Under that scheme the rules for close combat moves remain unchanged-the combatant gains five moves per level. An added option increases the number of moves incrementally as the bonus to target numbers is added. The following chart summarizes these additions.

Brawling/Martial Arts Moves Allowed

Level	Moves Known
1	5
1+1t	6
1+2t	8
2	10
2+1t	11
2+2t	13
3	15
3+1t	16
3+2t	18
4	20
4+1t	21
4+2t	23
5	25

For example, Nicholas has Martial Arts 2+1t (having spent 8, 9 or 10 CPs).

As well as a bonus of +1t, Nicholas gains an additional move, bringing his total to 11.



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From the Eden Studios Fan Submission Forum

This magical tradition is intended primarily for NPC's in Conspiracy X, although given the stresses put on Aegis operatives it is not impossible one or two of the more unstable operatives may be tempted by this type of magic. This is the truly evil branch of magic, that which sparked the many witch hunts in history, the real magic of the evil wizard or witch. The widespread use of blood sacrifices and the high chance of corruption make this tradition shunned by most people. However, this tradition is often practiced by people with few qualms about harming his fellow man in the quest for power. Many practitioners of Black Magic are Incarnate or Forsaken, making them dangerous and unpredictable foes for Aegis cells.

Black magic has similarities to Ceremonial Magic in that it is most usually practiced as group magic. It gets it's name from the fact it is generally seen as evil by the Ceremonial (or White) Magicians, though many White Magicians who succumb to Corruption begin to practice Black Magic.

This article is in no way intended to glamorize or endorse the practice of Black Magic in the "real world".

Black Magic has traditionally been seen as the quick route to power, allowing its practitioners to bring harm and woe to enemies and rivals, increasing power through pacts with devils and demons. It is also one of the most dangerous forms of magic, with many of its practitioners succumbing to corruption. It does, however, offer a large selection of professional rituals and trainings.

Black Magic Tradition

Black Magic concentrates on rituals that harm or control others, but relies heavily on blood sacrifices. If a Black Magician performs a ritual without first performing a sacrifice, the following Ritual(s) are +1Df. When a Black Magician performs a Sacrifice it produces 1 less SP than normal (to a minimum of 0), due to the act being less unusual in this type of magic. Black Magic is far more likely to cause corruption than other Traditions and all tests to resist corruption when a ritual fails are at a -2t penalty. In addition, when a ritual fails, the principal magician suffers the effects of a Ritual to Hasten corruption upon herself. For this reason, most Black Magicians like to have a large band of disciples and neophytes to focus seepage and influence the skill test.

All Black Magic rituals make use of a large number of props such as candles, idols, amulets, altars, etc. Each of these has a particular significance to the ritual, forming the basic building blocks of the ritual. The advantage of these building blocks is that new rituals are easier to research and learn. When learning or researching new rituals, the Black Magician reduces the number of breakthroughs needed by 1 (down to a minimum of 1).

Black Magic most often attracts practitioners who have little regard for others, but who are seeking after a quick and easy route to power. Despite the dangers, the large range of rituals available to the tradition attracts those who want the quick solutions. Officially Aegis, like most right-minded people, is opposed to the use of Black Magic, although several tomes on the subject are to be found in the CAPS library.

Professional Trainings: Blood Charm, Ritual: Basic Curse, Ritual: Bind Spirit, Ritual: Bind Zombie, Ritual: Cause Wound, Ritual: Curse of Vulnerability, Ritual: Domination, Ritual: Hasten Corruption, Ritual: Induce Cardiac Arrest, Ritual: Oath Binding, Ritual: Possession, Ritual: Sacrifice, Ritual: Summon Demon, Ritual: Warding Circle, The Protective Circle.





Alexander Jurkat, Bernard Trombley, William Borrell
 From *conspiracyx.com*
 Layout : David Duke OVNI

The following material expands and modifies the Fear rules presented in the Aegis Handbook supplement for Conspiracy X.

Much of what an Aegis agent encounters in the field has been described in training classes or has been experienced in previous missions. Other encounters, however, are far beyond the pale of reasonable explanation, and operatives who are faced with these events for the first time can be badly frightened. To duplicate the effects of severe emotional shock and sudden fright on the agents, the following Fear test is employed. Any agent who witnesses a frightening event must roll a Willpower test against a varying Df, as determined by the GM. Some examples are given in the box below. If he succeeds the test, the agent will continue to react without penalty. Failure requires a roll on the Shock Table in the box at right.

Subsequent Fear tests called for by the Shock Table need not be made if the frightening event no longer exists. All agents with the Combat Experience trait gain a -1 modifier to their rolls when faced with non-paranormal frights. All agents with the Death Wish, Detached, or Veteran traits gain a -1 modifier to all rolls. Agents rolling on the Shock Table a second or subsequent time in the same encounter gain a -2 modifier to their rolls.

Mental Stability (MS)

Mental Stability is a measure of an agent's peace of mind. It is recorded in MS points. Each agent can safely accumulate MS points equal to 3 times her Willpower.

MS points are gained only once in each encounter. Thus, if an agent fails more than one Fear test, and rolls more than once on the Shock Table, only the worst result applies. For example, if the first roll on the Shock Table was a 3 (Annoyed, +1 MS point) and the second was an 8 (Terrified, +3 MS points), only the latter result (+3 MS points) would be applied.

When the MS point maximum is exceeded, all MS points are removed and the agent must roll on the Negative Psych Profile Table (at right). Any agent subject to a Horror Struck result on the Shock

Table must immediately roll on the Negative Psych Profile Table. Such an agent also loses all MS points accumulated to that point.

Downtime: Additional Therapy Rules

During Downtime, an agent can try remove MS points. Each attempt is a long term Psychology or Parapsychology project. Each breakthrough removes one MS point.

Example of Play:

Morgana Welsh and her Cellmate/close friend Ajax Bram are investigating a warehouse for suspected criminal activity. They divide up, but stay in hands-free radio communication.

Morgana rounds a corner of the building and spots a Saurian in its natural form crouched behind some crates. She rolls an immediate Fear test at Df3. Morgana's Willpower is 3 and she is a Veteran, so the Df drops to 2 and she automatically succeeds. Morgana levels her auto pistol and begins to take careful aim. Suddenly, Ajax comes around the other side of the crate and the Saurian slashes with a Plasma Claw.

Ajax gets cut bad and goes down.

The shock of seeing her partner injured is a Df4 Fear test for Morgana. With the Veteran Df modifier, she must roll a 7 or less to succeed. She rolls a 10 and fails.

Morgana then moves to the Shock Table, where she rolls a 9. Modified to an 8 by her Veteran trait, Morgana is Terrified and gains +3 MS points. Morgana freezes and tries to keep silent as the Saurian delivers a coup de grace to Ajax. During the subsequent 30 seconds, the Saurian moves off. When Morgana is able to move again, she is not required to roll another Fear test.

Several months later, Morgana has accumulated 5 more MS points. After a particularly nasty encounter, Morgana gains 3 more MS points. She is now over her Willpower-times-3 threshold and gains a negative Psych trait. She rolls a 7 on the Negative Psych Profile Table, and the GM assigns her a phobia related to whatever caused Morgana's latest fright. The extra 2 MS points that Morgana gained are ignored, and she returns to 0 MS points.

Fear Test

Type of Shock

Type of Shock	Difficulty of Test
Massacre of innocent bystanders	Df2
An obviously dangerous, but not immediately threatening Forsaken	Df2
Wild, obviously mad person	Df2
Getting shot	Df2
Atlantean use of nanotech (noticeable)	Df3
Grey (non-threatening)	Df3
Cryptozoological creature (non-threatening)	Df3
Ghost or paranormal event (non-threatening)	Df3
Saurian (in natural form; non-threatening)	Df3
Enraged Forsaken	Df3
Death or severe injury of comrade	Df3
Grey abduction	Df4
Cryptozoological creature (threatening)	Df4
An obviously dangerous, but not immediately threatening Incarnate	Df4
Poltergeist	Df4
Death or severe injury of good friend or loved one	Df4
Demon	Df5
Enraged Incarnate	Df5
Ghost, Poltergeist or paranormal event (threatening)	Df5
Saurian (in natural form; threatening)	Df5

Shock Table

2D6 Mental Stability

2	Annoyed no points
3	Annoyed +1 point
4	Disturbed +1 point
5	Disturbed +2 points
6	Frightened +2 points
7	Frightened +3 points
8	Terrified +3 points
9	Terrified +4 points
10	Panic Stricken +4 points
11	Panic Stricken +5 points
12	Horror Struck automatic

Annoyed: All actions incur a -1t penalty for (6-Willpower) combat rounds.

Disturbed: All actions incur a -2t penalty until the agent has calmed down. Reroll Fear test in (9 - Willpower) combat rounds. Subsequent results cannot be more serious than Disturbed.

Frightened: All actions incur a +1Df penalty until the agent has calmed down. Reroll Fear test in (9 - Willpower) combat rounds. Subsequent results cannot be more serious than Frightened.

Terrified: Agent may only act if directly confronted, and will do so at a +1Df penalty to all actions not involving self-defense. Reroll Fear test in (9 - Willpower) combat rounds.

Panic Stricken: Agent is completely unable to act or flees in blind panic. Reroll Fear test in (9 - Willpower) combat rounds, or if attacked.

Horror Struck: Agent is completely unable to act or flees in blind panic. Reroll Fear test in (9 - Willpower) combat rounds, or if attacked.

Negative Psych Profile Table

2D6 Effect

2	Acute Paranoia (Main rulebook)
3	Phobia: Major (Main rulebook)
4	Jumpy (Aegis Handbook)
5	Flashbacks (Main rulebook)
6	Cautious (Main rulebook)
7	Phobia (Main rulebook)
8	Impulsive (Main rulebook)
9	Paranoid Delusions (Main rulebook)
10	Detached (Aegis Handbook)
11	Schizophrenia (Main rulebook)
12	Clinical Depression (Aegis Handbook)

The traits listed are explained in either the Conspiracy X main rulebook, or the Aegis Handbook.



RECRUITMENT

Recruitment:

Organizations and Agencies for Agent Careers - This section details additional Careers for Player Characters to use. If you have any suggestions for a career to add to this section, Please Submit it to us

- **Bureaucrat:** Any of the various administrators and representatives of the government can become an asset to Aegis, as they are frequently in the know about dozens of secrets that the average citizen will never hear of.
- **Corporate:** When Aegis needs major assets, or access to expensive hardware, it is often easier to turn to Big Business than to the other agencies that run the country.
- **The Fremen Project:** A large and well equipped organization that has formed an alliance with the Greys giving it access to paranormal trainings.
- **Journalist:** Usually the bane of both Black Book and Aegis alike, there are still a few reporters and media people who are sympathetic to Aegis' needs.
- **Mercenary:** Aegis usually has no shortage of combat trained operatives to choose from, but there are sometimes occasions in which separate outside personnel have proven themselves as valuable additions to the organization, and been permanently accepted to the ranks.
- **MI5:** The remit of MI5 is internal security and intelligence gathering. Traditionally this has meant they have concentrated on threats to "National Security". What exactly constitutes a threat to national security is something which has been the focus of constant reinterpretation since the end of the cold war.
- **Moleconics Institute:** Winner of the Atlantis Rising Creative Submission Contest.
- **Organized Crime:** Whether it is the Mafia, the Triads, the Yakuza, or whichever other criminal group controls the local action, the business of the large crime syndicates is conspiracy.
- **Politician:** They make the country go around, and both Aegis and Black Book have dozens of them on the payroll; the politician's ability to reach into the heart of the government whirlpool and make things happen makes them invaluable to the twin conspiracies.
- **Projekt Werwulf:** In the end of Hitler's Reich, a special action battalion was formed to enable the escape of former powerful Nazis. Composed of the fiercest Nazi soldiers, and aided by the best equipment that the Reich could muster, the Werwulf units were to act as Nazi partisans, much as their French enemies had in the years before.
- **The Special Air Service (SAS):** The special air service or SAS is more than just a special force for use in war. It is widely considered to be the model unit.
- **UFO Enthusiast:** Watching out for the aliens they believe to be visiting us daily, the UFO enthusiasts would be surprised to realize how many of their ideas are truth.

RECRUITMENT



Any of the various administrators and representatives of the government can become an asset to Aegis, as they are frequently in the know about dozens of secrets that the average citizen will never hear of. Coupled with their political power and their nearly untouchable status in American society, the bureaucrat makes a valuable contribution to many different Aegis cells, but they are often watched very closely, for their power comes with a frequent greed for even more power. More than one powerful party politico has been done in for betraying the needs of Aegis.

Influence: See pulling strings

Available Trainings: Awareness, Communications, Politics, Savoir Faire

Available Skills: Computer Programming, Computer Use, Diplomacy, Forgery, Humanities, Language, Research, Science

Pulling Strings:

- **Loaning Influence** -- Because of their extensive network of contacts and secret deals, bureaucrats may replace a cellmate's influence rating on a task with their own. This requires a task check versus the level of influence they are attempting to donate. As an example, a bureaucrat with a 4 influence can donate up to level three without any rolls, but donating his full level 4 is an even chance.

- **Red Tape** -- Bureaucrats make the system function. They can grease the wheels of progress, or they can stonewall any but the most powerful requests. It is a Df1 task to cause someone a delay of 1D days in receiving any aid they asked for, and a Df2 task to reduce the delays to only 1D hours. Perhaps the most dangerous ability is the ability to reorganize a group's assets, in order to obtain normally unavailable items. During play, a bureaucrat may attempt to pull the strings of any legal government group as if she were a member of that group of -2 influence. The results of this pull will only last 1D days before questions are asked.

- **Influence** -- Because of the large range of duties that a Bureaucrat may fill, they have to choose one connection that their job is affiliated with. Choose one of the following Contacts for free: Criminal, Intelligence, Media, Military, Police, Science / Research. All others may be bought at half price...

When Aegis needs major assets, or access to expensive hardware, it is often easier to turn to Big Business than to the other agencies that run the country. Many of the executives and troubleshooters who work in the corporate arena have experience with the machinations of the secret conspiracies which have invaded the system. In addition, the executives of America's larger companies are bred to lives of intrigue, while the troubleshooters they employ are the best trained that money can buy. The military and business industrial complex in this country has always had its hands in the conspiracy, and many of its employees find out what they shouldn't have. For these, Aegis offers a safe haven. During character creation, the corporate must choose two types of resources that his company produces.

Executive

Influence: Intelligence or Science / Research

Available Trainings: Awareness, Parachutist, Politics, Savoir Faire, SCUBA Diving

Available Skills: Computer Programming, Computer Use, Diplomacy, Engineering, Humanities, Language, Research, Science, Shadow

Troubleshooter

Influence: Intelligence or Science / Research

Available Trainings: Awareness, Biohazard Control, Communications, Investigation, Parachutist, Politics, Rappelling, Savoir Faire, SCUBA Diving, Surveillance, Survival

Available Skills: Autofire, Brawling, Computer Program, Computer Use, Demolitions, Disguise, Drive, Forgery, Gymnastics, Heavy Weapons, Language, Lockpicking, Martial Arts, Melee Weapon, Photography, Pilot, Repair/Build, Science:Security Systems, Shadow, Small Arms: Pistol, Small Arms: Rifle, Stealth, Video

Pulling Strings:

- **Access to Company Property and Illegal Loans** -- The corporation is a huge creature, and it is often fairly simple to arrange for the company to lose something when it is desperately needed by

Aegis operatives. During adventures, a corporate may test her influence, at a difficulty of 1, +1 per 5rp needed. The equipment needed must be available with either of the chosen resources, and must be returned undamaged at the end of the mission, or the corporate will actually lose Influence equal to (test difficulty -1). Also, it will take (1D x rp cost) hours to deliver these assets to the cell's chosen location. For the Troubleshooter, attempts to gain any non-military or criminal resources are +1Df.

- **Ease of Resource Development** -- All attempts to gain rp or raise influence during the down time between adventures are -1Df, and give twice as many rp to the cell. If, during play, a corporate character tests versus influence to gain funds, they have a -1Df to the task. Troubleshooters do not receive this ability.

- **Task Forces** -- A troubleshooter has access to the corporation's best illegal personnel, and can call them upon a moment's notice. Calling for a transport unit for the cell is a Df2 task; they will arrive within 1D hours. To receive a crack surveillance or communications team within 2D hours is a Df3 task. The ultimate is the strike team, a fully equipped illegal ops team of six personnel, who will perform any one assault, break-in, or other "black op", or support the cell as it does the job. All of these units arrive fully equipped and ready to go, but the troubleshooter may only call each of these teams once in a given mission, and only two teams in any given month. Should any abnormal harm befall the team called, add +1Df to all attempts to call a similar team from then on. Also, calling on any of these teams when the job requested is obviously against the needs of the company is impossible. A clever Referee will remind the troubleshooter that these teams are not Aegis members, and aren't trained to cope with extranormal activities; they are very likely to start asking some unpleasant questions when they see things they shouldn't. Executives may use this ability, but at a +1Df.

- **Skillfull** -- A corporate executive can pick any four skills to be greater than two, instead of one like normal characters.



Submitted by Kyle Rhodes

History

The Fremen Project was assembled in 1935 by the Nazi regime and given a primary mission to root out and kill Watch members who attempted to interfere with the occult activities of Hitler. This use came to an abrupt end with Germany's surrender. When the Nazi regime was overthrown, the Project operatives had no where to go. Those who weren't killed or imprisoned hid in plain sight, becoming wealthy businessmen and bankers with a secret agenda.

During the next few years, the Project went completely underground. Through the 1950s, not even the members really knew that it was still together. Then, in 1960, they began recruiting again with a new purpose. The old ideals were thrown out and they became intent on destroying supernatural manifestations and phenomena on the planet. Why this change occurred is a mystery to this day.

The wealthy members of old were able to provide large sums of money to smooth initial organization activities. A number of Incarnate and ritualists were hunted down and killed. On occasion, the group managed to identify and quarantine Pools. To fund and develop the organization even more, they developed a research wing focusing on the psychological effect of traumatic events on people. The heart of the laboratory concentrated almost exclusively on supernatural studies. They also brought in money by publishing books, pamphlets and other texts.

The Project did very well until 1970. At this point a terrible thing happened -- many of the wealthy benefactors started to die from old age. Without them, a large part of the Project's funding evaporated (the old men were not trusting enough to set up permanent funding sources). Many members left, fearing that with fewer resources, secrecy would be harder to maintain, and the supernatural forces they had combatted, and even some mundane groups, would root them out and destroyed them. To maintain operations, the remaining leaders tried many things, including criminal activity and the illegal importation and exportation of drugs and other illegal products. While this did bring in a large sum of money, it was not enough to continue the former level of activity. The entire project went underground, but the members were contacted through mail that the project was still alive. The leaders wanted to combat attrition and desertion as much as possible.

In 1976, after almost 6 years of hiding, the Project leaders were contacted by the Greys. The general purpose of the Project ran parallel to that of the Greys, and an alliance was offered. The Greys would provide money for the Project, and the members would return to their war against the Seepage. The leaders and later the membership as a whole, accepted the proposal. Money started pouring in. By 1983, the Project had almost returned to their previous level of operations. In the meantime, all of the first generation leaders and most of the second had retired. Younger agents took their place, although fearing what change might do, they did not change anything about the running of the Project.

When the last of the second generation leaders died, the Project began to splinter over the issue of who would be the new leaders. A few of the former leaders had prepared for their deaths, but no systematic transfer of power had been implemented, and the in-fighting started to get deadly. Operations ceased for a time while the members sorted themselves out. On way or another, a group of ten coalesced and became the Council of Leaders. The immediately instituted procedures for succession (although each made sure that his position was secure for the foreseeable future). Project activities resumed. In the 1990s, Project resources and operations grew. A number of "terrorist" acts were carried out that primarily eliminated a Montague Club meeting house, or foiled a CAPS plots. 1999 brought a record number of new and successful missions.

Motives

The motive of the Project members are simple: to eliminate the presence of the supernatural on earth. As might be imagined, this has proven to be a difficult task. Because the supernatural involves humans, they cannot openly kill everyone they suspect of corruption without endangering secrecy and security. Also, many of the corrupted are subtle and cunning. They are difficult to discern.

Project members seek to destroy the supernatural as an evil force that corrupts people and turns them into pure evil. In their view,

corrupted ritualists become power-hungry and highly dependent on their magic.

Such dependence leads to further corruption, and the cycle continues. Finally, the corrupted gain powers and used them to subjugate the innocent.

The group tries to kill only those corrupted, and those deeply researching the supernatural. They tend to shy away from killing mages who know a few spells, concentrating only on those engrossed in the pursuit of magic. The project operates with a high degree of secrecy, for fear of exposure could bring more people to start studying the occult, which is ultimately what they don't want. Secrecy is also mandated because they kill "people" on a regular basis, and no doubt the authorities would not look kindly at such habits, regardless of the nature of the victims.

Organization

The Project organization is very loose. Each cell acts on its own and reports to the leaders on current activities. If a message needs to be sent out, it is usually done so via e-mail. Within the general philosophy of the group, every cell sets its own goals for accomplishment in their area.

Above all sits a group of six relatively new leaders. They control everything and loosely monitor the cells and the research currently being done. They also monitor the Seepage through methods that only they have developed. This council purports to control all the activities of everybody in the Project, but the organization is too loose for such absolute direction. If a group seems to be going a little too far, an e-mail memo will be sent telling them to stop. If that fails to work, another cell is dispatched to address the problem.

Each cell has a leader, who knows the names of the council and of a few other cell leaders. Nobody else in the cell knows this information. The Project trusts only those who have proven themselves loyal over a long period of time. No one else is considered for leadership. The leader is responsible for making a daily report to the council, and keeping their cell up to date about what activities are being done by other cells in the area.

Membership

The members of the Fremen Project consider themselves the elite -- they are the toughest, fastest, strongest, and smartest the world has to offer, they except nothing less. Members go through pretty a broad screening process, and training is rigorous.

Locations

The Fremen Project is headquartered in Chicago, Illinois. Most of the research takes place there, as well as the central communications with the Greys. The base consists of a network of industrial complexes, above a huge underground base. Only one in fifty agents knows the actual location of this base. Other cells are situated in important cities throughout the nation and world.

Encounters

Most of the encounters between Aegis and the Fremen Project to date have been through CAPS or other paranormal Aegis groups. Occasionally, an Aegis Cell has run into a group of Fremen agents when investigating a supernatural occurrence. Aegis is aware of the

Fremen Project and has infiltrated it on occasion. The Project knows that a large conspiratorial group infects the U.S. government, but overestimates its strength because they do not distinguish between Aegis and Black Book.

Infiltration

Aegis' infiltration missions to date have focused on determining when and where the Project is going to strike next. The two conspiracies, while similar in goals, go about things in different ways. An Aegis character infiltrating the Fremen Project will do it for intelligence-gathering purposes. Thus far, Aegis has seen no reason to sabotage the Project in any way. Still, Aegis agents captured by Project members will probably be killed.

The Fremen Project

Characteristics

Alien Collaborators: Universal

Anti-Paranormal: Universal

Paramilitary: Territorial

Research Institution: Territorial

Profile

Group Identity: Covert

Leaders Identity: Shadow

Member Identity: Shadow

Group Goals: Normal

Structure: Universal

Group Territory: Multiple Entity -Global

Membership Size: Large (well over 2000 members)

Membership Loyalty: Mixed

Resources

Military: Minimal - Select

Intelligence: Decent - Restricted

Science: Good - Limited

Criminal: None

Law: None

Paranormal: Grand - Limited

Civilian: Minimal - Select

Knowledge

Military: None

Intelligence: Minor Contacts - 4t

Science: Control - 8t

Criminal: None

Law: Minor Contacts - 6t

Paranormal: Deep Infiltration - 6t

Civilian: None

Pulling Strings

Alien Technology, Ear to the Ground, Dangerous Toxins, Grants, Funding-Basic, Mount Expeditions

Professions

Occult Hunter

Available Trainings: Awareness, Assassination, Investigation, Rappelling, Surveillance

Available Skills: Athletics, Autofire, Brawling, Breaking and Entering, Computer Use, Demolitions, Disguise, Drive, Escape, First Aid, Gun Fu, Gunnery, Heavy Weapons, Martial Arts, Melee Weapons, Research, Shadow, Small Arms, Stealth

Sphere of Influence: Choice of Paranormal, Intelligence or Military

Pulling Strings: Any of the group PS, 20 CPs of PS in chosen Sphere of Influence

Infrastructure: Any

Scientist

Available Trainings: Awareness, Biohazard Control, Communications, Savoir Faire, Toxin Knowledge

Available Skills: Computer Programming, Computer Use, Engineering, First Aid, Forensics, Humanities, Hypnosis, Medical, Parapsychology, Photography, Repair/Build, Research, Science, Small Arms, Teaching, Video

Sphere of Influence: Science and Research

Pulling Strings: Any of the group PS, 20 CPs of Science and Research PS

Infrastructure: Any

Grey Communications

Available Trainings: Expert Awareness, Communication, Image Interpretation, Politics, Savoir Faire, Lens Tuning

Psi-trainings: CRV, Dream Telepathy, Telehypnotism, Trance, ORV, Divination, ERV

Available Skills: Athletics, Brawling, Computer Use, Diplomacy, Drive, Humanities, Hypnosis, MHIC-EDOM, Monitor, Parapsychology, Psibot Programming, Psibot Operation, Psychotron, Research, Small Arms, Stealth, Visualization

Sphere of Influence: Civilian or Science and Research

Pulling Strings: Any of the group PS, 20 CPs of PS in chosen Sphere of Influence

Infrastructure: Any



Usually the bane of both Black Book and Aegis alike, there are still a few reporters and media people who are sympathetic to Aegis' needs. To a cell with a media member, they are not only excellent sources of information, but can be godsend during the cover-ups that can sometimes be a cell's only escape from a bad spot. A truly

talented journalist can frequently put a cell halfway to the answers just by a thorough check of his sources, and a reporter that doesn't have at least a few highly placed sources isn't worth her salt. Of course, there is a certain level of attention that often comes with this job, but to many cells, the slight loss of secrecy is an even trade.

Available Influence: Media

Available Trainings: Awareness, Communications, Investigation, Politics, Savoir Faire, Surveillance

Available Skills: Computer Program, Computer Use, Diplomacy, Disguise, Forgery, Humanities, Language, Lockpicking, Photography, Research, Shadow, Stealth, Video

Pulling Strings:

- **Media Connections** -- All journalists are assumed to have media ties, as per the advantage in the book. Also, the character is assumed to be able to leak stories as per the advantage Media Leak. Unfortunately, the popularity of the journalist carries a certain inability to fade into the background; any time the character attempts to be discrete, or hide her identity, the Referee may require a test of Influence versus the witnesses' perception, or they are able to notice the character's true identity.

- **Network Of Sources** -- The character may test versus Influence in order to come up with additional information about people or places the cell is interested in. A public place or widely famous fact would be Df1 (mailing address of the CEO of MaasCorps), while a less known idea or place would be Df2 (the CEO of Maascorps' unlisted phone number). Unavailable information, or information that was being hidden (Maascorp has a secret research base), would be Df3. At Df4, even closely guarded information could be found (the location of the secret base). Every time this ability is used, add +1Df to the next attempt this adventure. The Referee should take care that the players do not abuse this ability; much like the Illuminus network of contacts, this can be very disruptive. Anyone asking questions of their contacts that refer to dangerous or incredible things will probably be brushed off, and the Enemy may be tipped off by these inquiries.



Aegis usually has no shortage of combat trained operatives to choose from, but there are sometimes occasions in which separate outside personnel have proven themselves as valuable additions to the organization, and been permanently accepted to the ranks. These outside mercenaries are often unknown factors, ranging from hired killers to professional bodyguards; they share only their loyalty to Aegis, often enforced through underhanded means. The mercenary in Aegis has an unenviable position: they are typically the first to be considered expendable, and the last to be given any benefit from their jobs. It is a very special merc who stays useful to the needs of her cell.

Influence: Military

Available Trainings: Awareness, Communications, Parachutist, Rappelling, SCUBA Diving, Survival

Available Skills: Autofire, Brawling, Demolitions, Disguise, Drive, First Aid, Gun Fu, Gunnery, Heavy Weapons, Language, Martial Arts, Melee Weapon, Pilot, Small Arms: Pistol, Small Arms: Rifle, Stealth

Pulling Strings:

• **Merc Contacts** -- The mercenary is able to utilize his vast network of illegal contacts to gather information not normally available to outsider sources. On a Df1, he can obtain inside information as to military movements and operations which are not classified, while classified ops are a Df2, and even the most highly restricted operations are only a Df3. This information will take the form of three yes or no questions, similar to hunches. This is only applicable to projects having some relationship to valid military organizations, but the nationality of the military group is not important. For instance, a merc could ask questions about a CIA hit squad in Bolivia which was being run by former Green Beret, but could not ask about the Grey secret base under the White House.

• **Illegal Weapons And Equipment** -- The business of the professional mercenary is war, and she will have the contacts needed to get the tools of war. Gaining any desired equipment for illegal delivery anywhere in the world within 1D days is a Df1, +1Df per 5rp. The speed of delivery can be cut to 2D hours on a +1Df, and any item which is a military resource can be obtained. If nonexpendable equipment can not be returned undamaged after the mission, the mercenary must make a funding test against the Df of the requested equipment, or his influence will drop by one.

• **Military Assistance** -- There are dogs of war in every corner of the world, and the merc knows where to find them. The agent can call on the assistance of 1D other mercs within 2D hours as a Df2 task. These are thugs, who will be able to handle simple violent tasks which do not require subtlety. For more reliable, professional operatives of military caliber, add +1Df. Finally, for special operations personnel, raise Df to 4, and cut the number of personnel available in half. Any mercenaries called for in this way will need equipment, which must be provided by the cell, possibly through another resource check by the merc.



Submitted by James Radcliffe (charles.radcliffe@cabool.co.uk)

The remit of MI5 is internal security and intelligence gathering. Traditionally this has meant they have concentrated on threats to "National Security". What exactly constitutes a threat to national security is something which has been the focus of constant reinterpretation since the end of the cold war. Initially this led to an expansion of the role of MI5 to include counter terrorism. However more recently, since the IRA cease-fire (not that the IRA is the only terrorist threat to the UK, and not that the IRA cease-fire seems to be

holding), MI5 has been searching for a new role. Currently efforts include a proposed expansion into intelligence gathering in areas traditionally managed by the Police such as drug trafficking and other serious and organised crime. Their motto is "Regnum Defende" (derived from the directive issued to the Service in 1952 by the then Home Secretary David Maxwell Fyfe). It has been pointed out that as MI5's role is threats to national security (and more recently, serious organised crime), the organisation is more analogous to that of a national Police / Investigative force in other countries.

For example:

- Federal Bureau of Investigation (FBI) -- US national serious crime bureau
- Russian FSB
- Canadian Security and Intelligence Service (CSIS)
- Dutch Binnenlandse Veiligheidsdienst (BVD) -- Internal Security Service

MI5 is based in London, in Thames House, on Millbank. The offices aren't new, and have been occupied by several other government departments before they were allocated to MI5. They have however been extensively refurbished to include a multi-gym and squash courts.

Around 2,000 people work for MI5. Information from The Telegraph (11/1/96). In the Sunday Times (14/04/96), the figure is quoted as being around 1,850 (having fallen recently from 2,150 at the end of the cold war).

Money! The total budget of the Security Services in the UK (ie MI5, MI6 and GCHQ) is put at around £800 million (after recent Treasury cut-backs of 10%), again the Sunday Times (14/04/96).

How to apply for a job with MI5

MI5 has published a glossy brochure aimed at graduate high flyers. Once agents were recruited over a quiet sherry in an Oxbridge college tutorial, these days things are more formal. The 12-page booklet contains profiles of graduates who have recently joined the service, and pictures of its plush headquarters on the banks of the Thames. The booklet tells potential applicants that they would work against terrorists, foreign spies operating in Britain, or those seeking to obtain weapons of mass destruction. In his introduction, Mr Lander says he needs "intelligent, balanced, committed and trustworthy staff." Graduate entrants can expect a starting salary ranging between £14,900-£20,000. The booklet also emphasises the drawbacks; Working in MI5 is about quiet satisfaction, you may celebrate success with your colleagues, but not your friends. Those who work with the service are advised not to tell anyone other than their spouse or parents. Applicants are left in no doubt that secrecy is paramount: "If you are interested in joining, it may be sensible to be circumspect about who you tell. If you start being discreet now, it will make it easier for you if you become a member of the service." Reported in the Sunday Times 21/04/96.

It has been widely reported in the media that senior members of the Police are unhappy about the proposed expansion of the role of MI5 to include intelligence gathering on organised crime. However, despite some concern over the controls it seems likely that the MI5 remit will be expanded now the new Security Service.

Bill has received MP's backing. UPDATE: An addition to the Bill was added, that states MI5 should be involved only in a supporting role to a Police investigation.

The Speaker of the House of Commons, Betty Boothroyd MP, revealed how she was approached by both the KGB and MI5 to spy for them during the cold war. She had informed MI5 when she was approached by the KGB to spy for them, but MI5 seemed more interested in recruiting her to spy on a group of left-wing Labour MPs. The Sunday Times (18/02/96).

Make of this what you will... It's be alledged that MI5 have been assisted in their intelligence efforts by a clairvoyant, Chris Robinson. He is said to have supplied the intelligence services with information about possible targets of IRA bombs. When he dreams of dogs this is said to symbolise the IRA. This follows a disclosure that the American intelligence agencies have empolyed psychics (or remote viewers) over an extended period. A senior security official is quoted as saying "The service does not make use of psychics or similar. Any letters to the service's PO Box would normally receive an acknowledgement. You can read between the lines, no doubt."

The article alledging this appeared in the Sunday Times 17/03/96. As I said, make of it what you will...

Two reports, one from MI5 and one from Parliament's Intelligence and Security Committee (set up to oversee MI5, MI6 and GCHQ), said that Russian espionage was a growing threat. The MI5 report said "although the level of the threat is no longer the same, spying continues." Both the SVR, the Russian civilian agency, and the GRU military intelligence service, have renewed their efforts to post intelligence officers to London. The MI5 report also gave details about how the organisations resources are currently targeted: 39% at Irish and domestic counter-terrorism; 33% at International terrorism; 25% towards counter-espionage; 3% at counter-subversion. The parliamentary committee's first report also expressed concern about how much damage might have been done to UK Intelligence interests by Aldrich Ames, the CIA agent who betrayed American spies to the Russians. The Telegraph 29/03/96.

MI5 is seeking new powers to tap conversations on digital mobile phones. The new phones have a "rolling" encryption code which can pose a serious challenge for the sophisticated computerised decoding techniques used by the intelligence agencies. The conversations could however be easily intercepted if access was granted to the encryption keys, which are only known by the telephone companies. MI5 and the Anti-Terrorist Branch are urging the DTI to grant such access. The plan is to license a "trusted third party", probably a banking organisation, to hold the encryption keys, thus maintaining the confidentiality of the information. The same safeguards which currently apply to taping phones and opening mail would then apply if MI5 or the Police required a key. A warrant would have to be obtained, and access would only be given to the specific key, and thus the specific mobile phone required.

Field Agent

Influence:

Available Trainings: Awareness, Investigation, Politics, Savoir Faire, Surveillance

Available Skills: Computer Prgramming, Computer Use, Diplomacy, Disguise, Drive, Escape, First Aid, Lockpicking, Martial Arts, Photography, Shadow, Stealth, Small Arms: Pistol, Video

Intelligence Analyst

Influence:

Available Trainings: Communication, Politics, Surviellance

Available Skills: Cartography, Computer programming, Computer Use, Cryptology, Humanities, Video, Research, Science, Photography, Humanities

Pulling Strings

• **Old School Tie** -- The majority of MI5 agents come from a public school and oxford/cambridge education. The old school tie network is almost a kind of secret society, members use the network for all sorts of things such as securing high ranking jobs. MI5/6 agents can use their old school tie for 2 purposes.

1. Information -- The agent may find a member of the old school tie network in any government organisation if she can pass a Df2 influence test, Df1 for a buisness/corporation. The difficulty is increased by 1 for a non British organisation.

2. Securing favours -- The agent can use the members of the network to provide favours for himself at +2Df to the previous examples.

• **CIA Pulling Strings** -- MI5 often share information with their american counterparts. The agent may use any of the CIA pulling strings at +2Df.



Michael Beck

The following text is presented as submitted (with minor edits) for the Conspiracy X Atlantis Rising Contest. It was created by the contest entrant without prior review by the staff at Eden Studios. It has not been screened for consistency or compatability with the entire Conspiracy X line of products, and may not be incorporated into future Conspiracy X releases. It should not be considered an "official" part of the Conspiracy X storyline. As always, Game Masters are free to adopt or reject this material as they see fit...

Eden Studios

In the main ConX rulebook, it was mentioned that one of Aegis' greatest advantages over the Black Book was Aegis' superior knowledge and access to Atlantean technology. However, the Atlantis Rising sourcebook had very little on this. This is my own take on the matter.

In 1951, an Aegis agent in Seattle who was analyzing a piece of the anomalous Atlantean technology reported that he had made a breakthrough in understanding the devices. It was already known that other machines, too small to be seen with the naked eye, were within all Atlantean technology. However, these served no discernible purpose. This agent suggested something incredible. Perhaps these incredible tiny machines were the Atlantean technology. If his theory was correct, these machines were actually capable of manipulating individual atoms. Although Aegis Prime was skeptical, it soon realized that this was indeed the key. Moreover, this was a piece of knowledge its archfoe, the Black Book, did not have. If Aegis could learn to control this revolutionary concept, it would have a counter for the psychic powers of the Greys, which were starting to have an impact on the covert war between the two organizations. Massive research was begun to capitalize on this breakthrough. The organization to do this would be called the Moleconics Institute. Since Eric Drexler published *Engines of Creation*, nanotech has been the commonly used term in Aegis, but the name Moleconics Institute has remained.

Aegis had four advantages when it came to investigating nanotech. First, they already knew that it worked. Knowing how the Atlanteans did things made it possible for Aegis to avoid blind alleys in its experiments. Secondly, it was investigating nanotech decades before anybody else was. Third, most of the Black Books researchers were, and still are, investigating the Greys. When the Saurians came onto the scene, efforts by Aegis' archenemy were diverted even more. The last is one Aegis was, and still is, unaware of. Many Atlanteans are subtly helping Aegis research in this matter. Aegis is an enemy of the Greys just as the Atlanteans are, and because of its knowledge of psychic power, Aegis tends to do better in encounters with them than Atlanteans do. They see little wrong with giving Aegis a helping hand.

Aegis also worked to keep the idea of nanotech from emerging elsewhere. It did a good job until Drexler came along. Extensive investigation into Eric Drexler's background has revealed nothing. He has no internals or strange psychic or magical ability. He seems to be just an ordinary person who had an extraordinary idea.

In general, Aegis can do anything the Atlanteans can do, but not as well. However, even a poor man's version of Atlantean technology is far better than what is conventionally available. This research has made possible such devices as the Aurora, Hermes links, MHC-EDOMs and the Gunstar satellites. Nanotech materials purification made psychotrons man-portable and psi-drugs safer. It has also brought about other areas of research, ones that will not be revealed to Cells until the final battle.

Also, Aegis has not researched many of the applications the Atlanteans have. It is fighting a war, and Aegis Prime is only interested in things that will help in that war. Therefore, while large resources were devoted to reproducing the Neural Links and the DNA identification systems almost none went into the Audio/Visual Recorder (it was assumed Cells could use cameras) or such smart tools as Furniture and Clothing.

Aegis has also not researched Creations. The only AIs Aegis has are ones that work for it only. They are designed to perform specific tasks, and are never allowed to control any machinery other than a monitor to display responses and a keyboard to receive input. Aegis Prime has enough problems with the nonhuman intelligences present already, it doesn't want to add more. However, the AIs it

does have proved invaluable in research and in cataloguing HERMES data.

The Moleconics Institute Research Scientist

Influence: Science/Research

Available Trainings: Awareness, Biohazard Control, Communication

Available Skills: Computer Programming, Computer Use, Engineering, Humanities, Medical, Repair/Build, Research, Science, Teaching

Pulling Strings:

- **Aegis Department Pulling Strings** -- Because the Moleconics Institute works directly under Aegis Prime, it has access to Aegis Departmental Pulling Strings.

- **Access to Alien Technology** -- Although the Moleconics Institute focuses more on Atlantean equipment than Saurian or Grey, it still has some access to alien technology. A Df4 HERMES test will grant access to any Atlantean equipment type, and a Df5 will grant access to any Saurian or Grey equipment type, delivered anywhere in North America within 4D+5 hours. A visit to the Ranch will drop the tests to Df3 and Df4, respectively. On a roll of 1 on a 1D, the Atlantean equipment will be unavailable. This is 1 or 2 for Grey or Saurian equipment. No more than one request may be made per week. If the item is not returned in one week in the same condition it was lent out, a Df1 loss of influence will result.

- **Lab/Workshop Access** -- To reverse-engineer alien technology, good analysis is a plus. A Df2 Influence Test will allow access to a good Quality Rating lab or workshop (+2t to any skill tests performed). A Df3 test will allow access to an excellent Quality lab or workshop (-1Df to any skill tests performed).

Nanotech Internals

Aegis is constantly on the lookout for people with nanotech implants. The policy for such people is identical to that with psychics -- recruit or kill. The Black Book wants such people as well, and has an identical policy. The implants come from two possible sources, an Atlantean or Aegis Prime, which is the only terrestrial organization with the knowledge to perform implantation successfully.

Atlanteans grant internals for a number of reasons. The most common seems to be for fun, as the Atlantean watches the human try to cope with his new powers. Many such souls do not adjust well. The next most common is as a reward for the Atlantean's human "employees". Other reasons include idle curiosity, whim, or to aid the servant on a particular task they are performing.

Aegis Prime gives out implants only when doing so will aid the recipients in doing their jobs. For example, some surveillance experts are given Hearing and Vision Enhancements. Biologists may receive Knowing Touch. Keep in mind that this is only done if the person has already proven himself competent at what he does. Occasionally the implants will be used to correct a major defect in an otherwise acceptable Cell candidate. More than one quadriplegic has walked once more after his muscles were replaced.

Occasionally, Aegis will use internals to create a fully loyal agent. A blind man who sees, for example, will be eternally grateful to his benefactors.

Nanotech Assemblers

Assemblers as used by Atlanteans are never made available to Cells, because they are needed for more important purposes, to wit producing HERMES links and making the advanced materials needed for psychotrons. However, the "cheapo" assembler can be made available. It costs twenty RP, and comes with five free programs to make any item of Very Simple, Simple or Average complexity. Each additional program costs 1RP for a Very Simple Item, 2RP for a Simple Item or 3RP for a Average Item. The size of the tank is 1 cubic meter, and takes 8 minutes per cubic meter to produce Very Simple Items, 16 minutes per meter for Simple Items and 32 minutes per meter for Average Items. Although expensive, the incredible versatility of this technology makes it a much sought after item.

Unlike Atlantean assemblers, these are only capable of functioning with prepared Feed. Feed is a mixture of various elements arranged in a precise manner so that the Assembler knows where to look for each type of atom. The assembler comes with ten cubic meters of Feed. Each additional cubic meter the Cell needs costs 1RP.

The products that come out are identical to ones bought normally. The Cell will have to take care of any registration or documentation for the item themselves.

Smart Tools

Any Smart Tool available in the Atlantis Rising sourcebook is available to Aegis as well. Although Smart Clothing and Furniture are available, no Cell has ever asked for any. One that did would be immediately deemed unsuitable for continuing the Aegis mission. These items are bough using the Access to Alien Technology Pulling String found under Operation Moondust and Groom Lake. The RP costs for the others are as follows.

Briefcase 3RP

Comm 1RP

Climbing Claws 3RP

Laptop 1RP

Lie Detector 5RP

Molecular Blade 2RP

Needler Pistol (with Disassemblers) 4 RP

Poisons 3RP per dose

Railgun 8RP

Restraints 3RP

Each of these Smart Tools has been modified to run off an powerbox (see below). They also come with conventional trigger mechanisms which have been added on.

Aegis Applications

These are devices that Aegis has produced using its knowledge of Atlantean nanotech. They are bought using the Cell's APs.

- **Regen treatment** -- This is identical to one of the earliest applications the Atlanteans developed. Nanomachines are injected into the subject, where they repair cellular damage before leaving the body. In game terms, this means that an injured character will heal in one-third the time they would normally. Cost: 3APs per dose.

- **Cleansing** -- Identical to regen, but with a major difference. Instead of healing wounds, a cleansing removes addictions. A character undergoing this should make a Luck Roll. If Bad Luck results, the addiction stays. Cost: 4APs.

- **Bio-diamond Coating** -- Aegis has been able to reproduce the bio-diamond coating used by the Atlanteans to armor their devices. Any Cell can send in a device to receive such a coating. This substance has Ar5. The AP cost depends on the size of the device to be repaired. A simple cellular phone might be 1AP, while a helicopter would be 5 or more.

- **The powerbox** -- The powerbox is an oblong box about the size of a tissue box. Essentially a superior battery, it provides a great deal of energy. A particle rifle will fire ten shots before the battery is drained. The powerbox can be hooked up to conventional machinery, but this will require Engineering or Build/Repair tests, at the GM's discretion. Cost: 3APs.

- **Repair** -- Any Cell can send any damaged item to Aegis Prime, which will use nanites to repair the device. The repairs will be complete in 3 days, plus time to get the item to Groom Lake and for it to be returned. The costs are the same as for the Coating. Note that unless the Cell can give a legitimate reason why it can't do the repairs itself, this request will be denied.

Cell Leader Only Pulling Strings

- **Implantation** -- Over the years, Aegis has acquired nanomachines able to make all Atlantean implants at one time or another. Although it has not yet reached the point where it can design new implants, it is able to copy the programming of the Atlantean nanites onto its own. To receive an implant, a character must spend a number of APs equal to the CP cost of that implant.

- **AI-assisted research** -- For any research project, the Cell Leader may request an AI be assigned. A HERMES link will be offline for the duration of the project, and instead be used to link with the AI back at the Ranch. The Df of any research test will be lowered by one if an AI assists. Also, the character using the AI must make a Luck Test. If Bad Luck is scored, the AI has suffered a slight malfunction (still common) and that week's research test must be made at normal Df. Cost: 3AP.

- **Profiling** -- An application of Artificial Intelligence that is truly frightening is Profiling. A profile is an exact mental copy of an individual. Aegis Prime will feed in every bit of information it has on a person, and the result will be an AI that thinks it is that person. Aegis Prime then puts the AI into illusory situations and the reactions of the AI will be the same as that person's reactions. A Cell Leader can request this for one action of any individual at the cost of 3APs. It takes a day to program the AI, and each situational prediction must be purchased separately, since immediately after the AI has served its purpose it is wiped. A Luck roll must be made, on Bad Luck the information received is inaccurate. A person who is Dead or has No Records is immune to this because little or no information is available on them.



Whether it is the Mafia, the Triads, the Yakuza, or whichever other criminal group controls the local action, the business of the large crime syndicates is conspiracy. Connections to the death of presidents and policemen around the country rest at the feet of these men, and they are the ones who often hold the darker abilities that Aegis and Black Book require. The crime lord may have his own reasons for assisting the conspiracy; perhaps there is profit in it, or perhaps a rare bite of conscience has him fighting to protect the world he's helped pollute. Either way, the criminal overlord has undeniable appeal to both organizations.

Note that this career represents those who are running the criminal families; those who work for them are common convicts.

Influence: Criminal

Available Trainings: Awareness, Politics, Savoir Faire

Available Skills: Disguise, Drive, Escape, Forgery, Humanities, Lockpicking, Melee Weapon, Shadow, Small Arms: Pistol, Stealth

Pulling Strings:

- **Blackmail** -- The most powerful of the crime lord's weapons, there are quite a few people with things to hide, and the crime lord knows them all. Whether it's a wicked past, or a bad drug habit, the crime lord has the information, and the evidence to prove it. Once a mission, the crime lord may search for blackmail information on someone; this is a Df3 task. The victim will then be forced to act as a contact, passing information to the crime lord when requested, or allowing the crime lord to pull one string in the victim's organization at an Influence level equal to the victim's Influence... The Referee determines the identity of the victim; on a Df4, the crime lord can target a specific person for intense surveillance to try and develop blackmail goods on them. It will take 1D x 6 days for information to come up, and, if the die comes up a 5 or 6, no information is available. At the Referee's option, targets who are exceptionally well protected, or who already are members of illegal groups, may be immune to this talent. If the crime lord attempts to contact a blackmailed victim more than once in a given month, roll the task at +1Df. Finally, every time that the victim performs a task for the crime lord, roll the crime lord's Luck: on Bad luck, the victim is no longer available for blackmail (suicide, heart attack, police involvement), while on Good luck, the next task involving this victim is at -1 Df (more information came up, the victim's willpower is broken).

- **Criminal Ties** -- Obviously, the crime lord's criminal ties are immense. Assume that the character has the advantage Criminal Connections, usable anywhere in the world at a -1Df. Each time within a mission that this skill is used, raise the Df of all further attempts by +1. Also, roll a luck roll: on Bad luck, the police will take notice of the character's action, and become involved in the mission, Referee's option as to the level of action that will be taken.

- **Resources** -- Any criminal resources purchased by the crime lord are bought at half cost, but attempts to gather more influence

will require a luck roll, as above to determine if the police notice. The best crime lords are very lucky.



They make the country go around, and both Aegis and Black Book have dozens of them on the payroll; the politician's ability to reach into the heart of the government whirlpool and make things happen makes them invaluable to the twin conspiracies. While it is rare for a politician to become a field operative, lower level politicians have joined Aegis cells to help further their careers, and upper level political figures have occasionally turned to field work in pursuit of the truth, or of their favourite cause. Whatever the case, Political figures are a massive asset in any cell's construction. They can help out an Aegis investigation in hundreds of ways, and are often a great cover when things get out of hand. However, their careers are typically followed by a spot light, and the prudent cell leader will keep upper level politicians out of the cell's darker operations.

- In the deal-making reality of American politics, the politician has gained the ability to spread his influence through many different avenues of power. As a result, the politician may assist any other character in an Influence task, lowering the difficulty of that task for the other character by -1Df. To do this, the politician must make an Influence test against the level of task the other character would have attempted. There is a +1Df for any attempt to assist in pulling strings of unofficial or secret groups. In this way, a high Influence politician can assist a lower level agent, but a low Influence politician isn't going to help very many people.

Influence: Special see below

Available Trainings: Awareness, Communications, Politics, Savoir Faire, Surveillance

Available Skills: Computer Use, Diplomacy, Humanities, Language, Research, Shadow, Video

Pulling Strings:

- **Political Influence Peddling** -- In the deal-making reality of American politics, the politician has gained the ability to spread his influence through many different avenues of power. As a result, the politician may assist any other character in an Influence task, lowering the difficulty of that task for the other character by -1Df. To do this, the politician must make an Influence test against the level of task the other character would have attempted. There is a +1Df for any attempt to assist in pulling strings of unofficial or secret groups. In this way, a high Influence politician can assist a lower level agent, but a low Influence politician isn't going to help very many people.

- **Governmental Access** -- Doors that were previously locked will often be opened for the politician who has her powerful friends assist her. On a Df1, the politician can arrange a fact-finding tour to any legal or public area for up to six people, within 1D days. Add +1Df for either faster access (2D hours), or for access to restricted

areas. Access to highly restricted areas, equipment, or files is possible with a Df3 if the politician and her friends don't mind warning the target group of their plans; the agency in question will have performed as much damage control as possible within the hours before the inspection arrives. A surprise inspection will add +1Df, but will prevent the group from covering their tracks more than the minimum possible. Finally, adding +1Df to any of these tasks will allow the group to leave with "physical evidence", such as photos and small portable objects. Note, however, that any group that has been "inspected" in these fashions will probably be pretty angry.

- **Untouchable Status** -- There are very few groups in the United States who would want to be discovered doing evil to an influential politician. As a result, any time a politician is in some kind of physical danger, he may test his Influence to attempt to cause the Enemy to release him, on a Df3. This is +1Df if the Enemy group is an illegal group, and +1Df if they have reason to believe that it could not possibly be traced to them. On a success, the Enemy will release the politician IF they can prevent him from further damaging the group. This is a highly subjective decision, left up to the Referee, and will probably still be very painful for the character.

- **Reelection Funds** -- With all the money being sent to politicians in the country, a politician can automatically pass any fund test, receiving the money within 24 hours. This ability may only be used once a month; any more might be noticed by campaign officials.

- **Special Influence Rules** -- Politicians have access to all influence types but not at the same time. So depending on where they are focusing their energy they can influence only those areas. Each month the agent is allowed to choose one influence icon that he will be able to pull from. All others are not considered available to the agent till the next month where the agent can choose a new influence type.



[As with the Kameradenwerk and ODESSA, see #1, this was a historical organization which supposedly ceased to exist after the collapse of Berlin in 1945. Because of its fascist overtones and questionable moral character, many Referees will choose to disallow characters from this group. It should be noted that this agency has a high potential to offend, and may be better left out of your game.]

In the end of Hitler's Reich, as the Kameradenwerk and ODESSA were struggling to evacuate former powerful Nazis west, away from the vengeful Soviet troops, a special action battalion was formed to enable their escape. Composed of the fiercest Nazi soldiers, and aided by the best equipment that the Reich could muster, the Werwolf units were to act as Nazi partisans, much as their French enemies had in the years before.

As time wore on, it became obvious to the leaders of the Nazi resistance that their efforts were increasingly futile, and so they seized what assets they could, and went underground through the avenues that the Kameradenwerk had left behind. In the process, the last of the Reich's scientists were taken along, and the Werwolf units went underground. Over the course of several years, as veterans from their ranks found out of the progress that the Kameradenwerk was making in subverting various government agencies, they chose to reform as Projekt Werwolf, and to utilize the remaining scientists to further the "enlightened" ideas of the old Reich.

Now, operating from hidden facilities around the world, the Projekt pursues the goal of science, and attempts to reach new understandings that will allow eventual resurrection of the old Party ideals. Although the older members have died off, this organization has made tight ties to several national fascist hate groups, and is now approaching a level of understanding which is very dangerous. While the majority of their paranormal research is dedicated to the occult, the researchers of the Projekt have also managed to recover some artifacts of both the Greys and the Atlanteans. To date, while Black Book employs several agents from the Projekt, Aegis has only a few, questionable ties to this group, and does not fully trust any agents who owe allegiance to the Projekt. Characters from the Projekt may purchase either supernatural or psychic abilities.

Influence: Science / Research

Available Trainings: Biohazard Control, Politics

Available Skills: Computer Program, Computer Use, Cryptozoology, Engineering, Language, Medical, Occult, Parapsychology, Repair/Build, Research, Ritual, Science, UFOlogy

Pulling Strings:

- **Access To Nazi Science** -- Many of Hitler's maddest ideas were centered around superscience and occult research. The Projekt has continued its research into these areas, and possesses a large number of strange and unusual artifacts. An agent of the Projekt may request any alien technology or occult artifacts that any other agency can, at the difficulty level that the agents of that group can. During cell generation, the agent may also use her points to buy resources of that type as well. The most disturbing ability, however, is the ability to send a sample to the secret labs for human testing. This task, which is Df3, enables the Projekt agent to determine exactly what effects a given toxin or substance will have on human physiology within 48 hours, giving a -1Df to attempts to deal with cures or reactions to the substance. Any sample sent in which doesn't require human testing will receive an intensive skill level 4 analysis within 1D weeks; add +1Df if results are required within 1D days.

- **Ties To The Kameradenwerk** -- Because of their close history, the members of Projekt Werwolf may pull strings in ODESSA and the Kameradenwerk at either Influence 3, or their full influence, whichever is lower.

- **Ties To Hate Groups** -- The Projekt secretly manipulates several national hate groups, and can use these groups' resources as it requires. Agents in the Projekt may use the Criminal Connections advantage anywhere in the country, at a +1Df, and an additional +1Df per additional use in the same month. These groups aren't very skilled, and typically not well educated, either.



Submitted by James Radcliffe (charles.radcliffe@cableol.co.uk)

The special air service or SAS is more than just a special force for use in war. It is widely considered to be the model unit. The SAS have been used by the British government for Hostage rescue, covert intelligence in war zones and fighting Drugs cartels in south America amongst other things. The story of the unit "Bravo two zero" and what happened to it during the gulf war is now the stuff of legends. This is one unit out of many. The SAS's ability to operate anywhere in the world, in any conditions and using teams of less than 10 men make it the ultimate special force. Aegis would be foolish to ignore the SAS as an organisation from which to recruit.

Selection

Every 6 months hopefuls from all over the world apply to join this unit, although it mostly contains British people. Selection starts with a standard Army Battle fitness tests followed by marches across the Brecon beacons. Initially these are team efforts but on the third week candidates go solo. These marches are set day and night so that candidates are against the clock as well as the elements. Marches are routed around RV (rendezvous) points and only when soldiers reach 1 point are they told where to find the rest. Sleep deprivation is also thrown in. They are expected to crawl through all obstacles including the entrails of dead sheep. Anyone deemed to be passengers, unfit or "mouths on sticks" are binned. In the 2nd and 3rd week candidates continue forced marches up and down skirrid (a 500 meter peak) in which they are on their own. Distances and weights on their backs are increased daily and last minute changes of plans (extra distances, early morning calls etc.). Further on into selection they will have to march up and down a 3000 foot mountain 3 times. At any point an instructor might ask them to solve a mathematical problem or re-assemble a foreign weapon. To compound these difficulties they will have to swim across the river Wye carrying rifle, Bergen (backpack) and clothes.

At the end of the course, comes a 46 mile endurance march to be completed in under 20 hours. The men have to jog most of the way carrying 55 pounds, candidates are given no dispensation if weather is bad. In winter men have died. Even after this the successful candidates are not in, they have to pass through 14 weeks of continuation training. This includes planning for an assault, learning how to operate covertly in 4 man patrols behind enemy lines, intelligence gathering, sabotage, ambush and causing civil unrest.

Continuation ends with combat and survival which ends with escape and evasion when candidates are on the run from trackers and when caught they are put through the rigors of interrogation. Those who are left then undertake 6 weeks jungle training in the far east. Finally they take a 4 week parachute course. Those who are left make it in, although advanced training is yet to begin. The final pass rates range from 5% to 17%. Even after they have passed they can be binned if they don't keep up to standard. Peter Darman, a

military historian, says that this is the toughest selection course in the world.

Patrols

The SAS usually use 4 man patrols for operations, although this is sometimes increased. The 4 types are: Medic, signaller, Demolition's expert and linguist.

SAS Professions

A player may be one of these 4 professions:

Medic

Available Trainings: Awareness, Navigation, Parachutist, Rappelling, Surveillance, Survival

Available Skills: Athletics, Autofire, Brawling, Diplomacy, Drive, Escape, First aid, Medical, Melee weapon, Science, Small arms, Stealth

Signaller

Available Trainings: Awareness, Communications, Navigation, Parachutist, Rappelling, Surveillance, Survival

Available Skills: Athletics, Brawling, Computer use, Cryptology, Diplomacy, Drive, Escape, First aid, Melee weapon, Small arms, Stealth, Tracking

Demolition's expert

Available Trainings: Awareness, Navigation, Parachutist, Rappelling, Surveillance, Survival

Available Skills: Athletics, Autofire, Brawling, Demolitions, Diplomacy, Drive, Escape, First aid, Heavy weapons, Melee weapon, Small arms, Stealth

Linguist

Available Trainings: Awareness, Navigation, Parachutist, Rappelling, Savoir Faire, Surveillance, Survival

Available Skills: Athletics, Autofire, Brawling, Diplomacy, Drive, Escape, First aid, Language, Melee weapon, Small arms, Stealth

Pulling strings

- **Access to Nato bases** -- The operative may try to use his SAS background to enter Nato bases. However all non British bases receive +1DF. To enter a "Normal" base is DF 2, a high security base DF 3 and DF4 for ultra top secret bases like the pentagon.

- **Intense training** -- The SAS spend millions training their soldiers, the player may purchase 15 CPs worth of skills and trainings.

- **Media censorship** -- Although SAS men are careful not to get caught on camera, there is a section of the official secrets act which prevents SAS men being photographed by the media and authorises the SAS to seize all footage. Getting the media off an agents back is a Df1 test in the UK, elsewhere it is Df4 due to the fact other countries

laws are different and diplomatic negotiations are required. However the Ministry of defence might decide to see the footage for themselves to check this power isn't abused. Each time this pulling string is used a Luck check should be made. Bad Luck results in the MoD scrutinizing the footage which may lead to problems depending on what the agent was trying to hide.

- **Access to training facility** -- The SAS training facility may provide the players for training in any of the following skills if the SAS character succeeds in a DF1 test (+1 for each non SAS member attending)

- **Training list:** Awareness, communications, Navigation, Parachutist, Rappelling, Surveillance, Survival
- **Skill list:** Athletics, Autofire, Brawling, Computer use, Cryptology, Demolitions, Drive, Escape, First aid, Heavy weapons, Language, Medical, Melee weapon, Small arms, Stealth, Tracking

- **Cheaper military equipment** -- The SAS operative may buy all equipment with the military influence icon at 1rp less than normal. If the equipment is already 1rp then its quantity is doubled.

SAS Bibliography

<i>SAS-The soldiers' story</i>	Jack Ramsay
<i>The worlds special forces</i>	Peter Darman
<i>Bravo two zero</i>	Andy Mcnab
<i>Immediate action</i>	Andy Mcnab



Watching out for the aliens they believe to be visiting us daily, the UFO enthusiasts would be surprised to realize how many of their ideas are truth. Sometimes, one of the enthusiasts becomes a participant in things beyond their control; perhaps they pushed too far into secret things, or perhaps they were just in the wrong place at the wrong time. In either case, Aegis can often find a use for these souls, as they are frequently easier to indoctrinate than their more skeptical brothers. After all, these are the folks who first decided that we were not alone. The enthusiasts are often used for tasks that

would seem bizarre to other Aegis members; they are considered to be expendable by many senior members in the group, a fact which has not escaped the UFO agents.

Influence: Media

Available Trainings: Communications, Politics, Surveillance

Available Skills: Program, Computer Use, Cryptology, Cryptozoology, Disguise, Engineering, Forgery, Language, Lockpicking, Occult, Parapsychology, Photography, Repair/Build, Research, Ritual, Science, Shadow, Stealth, UFOlogy, Video

Pulling Strings:

- **The Believers** -- There are a lot of people who actively believe in the paranormal, and the UFO enthusiasts have access to quite a bit of information and resources from this group. If an agent attempts to check her sources, on a Df1, a general overview of the commonly accepted facts to any paranormal event can be retrieved. At Df2, more restricted facts can be gathered; these contacts can inform the agent of interesting leads and possibilities to the situation at hand. Df3 enables receipt of the answers to three yes or no questions about the topic at hand. On a Df4, the agent can receive a single inside source, who will provide additional information on the topic at the Referee's discretion. Add +1Df to any of these tasks for attempts to generate evidence or small, easily smuggled samples.

- **Crowd Control** -- Using this ability, the agent may leak information about a site to the Believers, causing a large crowd of UFO enthusiasts to gather around any site in the continental US within 1D days. Operations of any group in the area will be greatly disrupted, and secret groups will frequently be forced to change their operating area, or take action against the Believers. While this action will most likely not be violent, it will still attract unwanted attention to the area, and will further disrupt activities. The exact effects to the group 'crowded' are up to the Referee, but certainly penalties to security and perception rolls are likely, and the odds of a blunder or leak are also higher. This task is a Df3 for most sites, Df4 for highly classified or well hidden sites, and Df5 if the site is both well concealed and highly secure.





Traits:

Skills and Training - This section will detail additional Skills and Training for Player Characters to use. If you have any suggestions for an addition to this section, Please Submit them to us

Atlantean Offspring

EagleEye

Easily Bored

Idiot Savant

The Inside Edge

Loner

Pstriker

Stakhanov

Team Player



From *conspiracyx.com*

Layout : *David Duke OVNI*

Overview

This section will detail additional Skills and Training for Player Characters to use. If you have any suggestions for an addition to this section, Please Submit them to us.

Atlantean Offspring

Cost: 30 CP

You are the offspring of one atlantean parent and one human parent. The Atlantean parent then left you to be brought up in human society and occasionally "looks" in on you. Your accomplishments make him/her proud and your failures are seen as a blight on his/her family so be careful. For that reason you are Watched (add the trait Watched: Atlantean Parent). You have always managed to have a better willpower than your fellow humans (+1t to all tests that use the Wil attribute). And if by chance you ever come in contact with nanotechnology it seems to work better in you than humans (Use Atlantean effect not Human effect).

EagleEye

By *Caporusso Saverio* (saverio_caporusso@infinito.it)

Cost: 5 (professional: Law, Military) or 10 CP (non-professional)

The character has a natural capacity to look and snipe with guns (does not include artillery) or thrown object. He gains an additional -1Df bonus for any sniper shot (after 1 round spend to snipe the target).

Easily Bored

Submitted by *Edward Perkins*

Value: 5 CP

The agent in question bores easily. While most of the time, this is not a problem, if the agent is assigned to any tedious duty, e.g. lengthy surveillance or stakeouts, sifting through old news reports, analysing the last six months of lab data for trends, etc., they must

make a Variable Willpower test to avoid doing something that adds interest, to the detriment of the task at hand, for example listening to a Walkman, reading comics, or just going at watching Cartoon Network instead. This trait affects research -- each time the agent attempts a research project, he must make a Variable Willpower test to avoid losing the cumulative bonus for failing a breakthrough test. Finally, the agent gets only half the amount of Downtime awarded others. At the GM's discretion, in games where research and tedious tasks are commonplace, the value may be raised to 10 points.

Idiot Savant

Submitted by *Mark Kirby*

Cost: 15 CP

The agent receives one Science, Occult, Humanities, Fine Arts, Engineering, Language, Medical, Repair/Build subskill at level 5 for free. No other skill of these types can be purchased during character generation at a level higher than 1. Further, no such skill may be raised beyond level 2 during gameplay. The level 5 subskill cannot be used to test related subskill's as if they were one level lower. For example, a character with Idiot Savant (Math) cannot use this skill to make a Science (Chemistry) test or a Humanities test. This trait may only be purchased by an agent whose profession holds the Science and Research Influence Icon.

The Inside Edge

Submitted by *Jacob* (Busby@aol.com)

Cost: 10 CP (or more)

The president doesn't just shack up with his secretaries - he runs a brothel - and Saddam Hussein is one of his regular customers! You've got the video footage to prove it!

The Inside Edge is a trait that gives increased Influence in one particular area. When choosing this trait, select one Influence Icon type (Police, Intelligence, etc.) in which the character has one or more contacts. The Inside Edge gives him an additional level of Influence when dealing with representatives from this area. For each additional 10CP (up to 20) spent grants an additional level of Influence when pulling strings or interacting in that area.

Use of the Inside Edge can be dangerous -- whenever the Inside Edge is used, the GM should make a secret Luck check (with modifiers as she sees fit). On Bad Luck roll, the contact may decide to take alternative action to stop the blackmail.

Loner

Submitted by *Mark Kirby*

Value: 5 CP or 15 CP

The character is a lone wolf, an outsider or just a misfit. She feels uncomfortable when forced to work with others and prefers to work alone. The agent suffers a -2t penalty (+1Df at the 15CP value) to all actions when forced to work with another. This clearly applies for teamwork situations, but may be used in as simple a situation as a firefight with allies.

Pstriker

By *John Zyglocke* (mindterror@hotmail.com)

Cost: 30 CP

Prerequisite: The character MUST have a minimum of Willpower 4. Bonus: The character is considered a Psink in addition to these abilities.

The character has either discovered or (more likely) been instructed how to focus his or her Psink ability. At will, she may take a variable willpower test to focus her psink aura into a forward facing cone. The cone's vertex is at the character's forehead and ends (Pstriker's Willpower) meters from her. The cone has a base diameter equal to the Pstriker's Willpower in meters. Any psychic (Human, Grey, or other) must make a Willpower test with a Df equal

to the Pstriker's Willpower. A result equal to the target's Good Luck grants him total immunity from further Pstrikes from this character (for the next 24 hours). Failure results in a loss of one Psi Point from each of the characters disciplines. A result equal to the target's Bad Luck drains two points from each discipline. The victim(s) immediately feel this loss but will not know of it's origin. The pstriker will not know how many, if any, points were drained in this way.

Stakhanov

By *Caporusso Saverio* (saverio_caporusso@infinito.it)

Cost: 15 CP

The character does not fatigue except under very extreme conditions, and thus can perform any activity without tiring. Any Physical Endurance test (running, fighting tiredness, etc.) is at -1Df.

Team Player

Submitted by *Mark Kirby*

Value: 5 CP or 10 CP

The character strongly wants to be a part of a team. He is only comfortable when serving as a cog in the machine. When working alone, the individual receives a -2t penalty (+1Df at the 10CP value) to all actions. This penalty can be removed if any kind of a potential ally is nearby.





Area 23:

Conspiracy X Main Rulebook FAQ

Conspiracy X Main Rulebook Errata

Aegis Handbook FAQ

Aegis Handbook Errata

Atlantis Rising FAQ

Atlantis Rising Errata

Nemesis FAQ

Exodus Errata

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Forsaken Rites Errata

Shadows of the Mind FAQ

Shadows of The Mind Errata

Sub Rosa Errata

Bodyguard of Lies 2 Errata

Character Record Sheet

Cell Record Sheet



Conspiracy X Main Rulebook FAQ

Q: How fast can a psychic move an object with basic telekinesis (main rule book) or psychokinesis (Shadows of the Mind)? Also, how far each round?

A: A psychic with telekinesis/psychokinesis moves an object her Willpower in meters per combat round. So a person with Will 4 could move something 4m in roughly 5 seconds.

Q: (All printings) What happens to a character who tries a skill she doesn't have. What are the defaults for skill tests?

A: In general, a character without a skill must succeed at a Good Luck test to accomplish that task. For those who want a slightly easier chance, the following skills may be considered to have a skill level 0: Athletics, Brawling, Diplomacy, Drive, First Aid, Gambling, Heavy Weapons, Humanities, Melee Weapons, Photography, Research, Science, Small Arms, Stealth, Throw, Video. Thus, a character may try a Df1 skill test in any of these skills and must roll a 4 or less on 2D (modified by attribute and

other modifiers as usual). Higher Df tests, and other skills not listed, Luck is the only means to succeed.

Q: (All printings) Does a character bleed at the same time someone is giving him Medical attention?

A: As far as bleeding goes, Con X deals with that in stabilization tests. Stabilization tests are required a varying intervals depending on the severity of the wound. Stabilization tests are only required every hour for Flesh Wounds, so there is most likely no bleeding problem while Flesh Wounds receive medical attention. For Wounds (every one minute) and particularly for Splatters (every combat round), the time it takes to administer medical attention may be important. For the most part, GMs do not factor in the time it takes to administer medical attention. Someone begins working on the patient, a roll is made testing the Medical or First Aid skill, and then the next stabilization test gains a benefit if the medical attention was successful. If you want to employ a more time-sensitive ruling, you need to assign durations to your Medical or First Aid tests. I would say the former takes longer than the later. Perhaps you want to assign a number of combat rounds equal to

the Damage Level of the wound as a duration (doubled for Medical attention). This means the patient must make a series of unaided stabilization tests before the medical attention kicks in. In effect, any Splatter victim is doomed. I would say the Con X damage system is deadly enough as it is. Once medical attention arrives, the patient should be given every chance to get better. For this reason, I would call all medical attention instantaneous, and not allow stabilization tests while the medic is testing his or her skills.

Q: Why was Illuminus removed from backgrounds?

A: The backgrounds represented in the Main rulebook are from where Aegis recruits 99% of its agents from. Illuminus, Titanidae, RCS, and the others groups represented on the web site represent what Aegis feels are use when needed recruitment. Aegis recruits from all aspects of life when an agent is needed.

Q: p30 (3rd printing) Translators. The old description used to refer to "terrestrial languages" but this has not been included in the new write-up. Can CAPS translators work on, say, examples of Saurian writing?

A: That is up to the GM. If alien languages are included, I suggest that translation times be doubled and a D6 rolled: 1-2 nothing translated, 3-4 partial translation (up to GM), 5+ full translated.

Q: p30 (3rd printing) Library. "Occult research rolls" does this refer to 'normal' Occult queries as well as 'rule-book' research?

A: Once Forsaken Rites comes out learning Rituals becomes much easier. For now, "Occult research rolls" refers to both researching rituals and other occult topics.

Q: p33 (3rd printing) DEA/FBI. Why does Quantico teach Brawling skills now, rather than Martial Arts?

A: We decided that Martial Arts should include a mental/philosophical/spiritual component. Most agents have access to a purely physical combat training.

Q: p33 (3rd printing) DEA. Since the DEA and FBI share the training facilities at Quantico, when it says "+1Df per person if more than one character attempts to gain training from the Academy at the same time", does this mean that if a DEA agent and an FBI agent from the

same Cell are trying to get into the Academy at the same time during Downtime, they get a +1Df each?

A: If one agent was bringing the other because his Influence was higher, the penalty would be applied to the first agent's (either DEA or FBI) Influence test. This is the case regardless of what the "tag along" agent's profession is (DEA, FBI, NASA, DOE, etc.). But if two authorized agents (either DEA or FBI) were each trying to get in separately, neither would suffer a penalty.

Q: p46 (3rd printing) Medical. Does a Level 3 Medical still qualify for an MD (or equivalent)?

A: On p42 under Buying Skills, level 3 skills are considered Professional, so yes this is a MD. I would say level 4 would be a well known specialist, and level 5 being one of the top doctors worldwide.

Q: p59 (3rd printing) Still no mention of how an agent can become a "Combat Veteran" short of buying the trait on generation.

A: This is totally a GM call. Agents who earn that status post-generation must have experienced a number of paranormal situations (requiring Fear tests), or a great deal of automatic gunfire and explosions (or both). If they handle themselves well in these situations, a GM might give them the benefits of Combat Experience targeted to whatever they have experience with. For example, if an agent has handled several paranormal situations, a GM might give them the Fear test bonus of Combat Experience, but there would be no reason to give them the gunfire/explosion benefit.

Q: p60 (3rd printing) Media Connection (and others). How many CP would it take to buy into a multi-national contact/connection for things like media, criminal, etc?

A: If you wanted to add this option, I would suggest doubling the highest listed amount for a multi-national organization for the first two nations, and +1CP for each additional nation after that.

Q: p71 (3rd printing) In the Facilities Resource List, there is no mention of labs, but in the brief introductory material to that section, it says you can buy them. Any details on this?

A: You are right. That was an oversight left in when we imported text from the Aegis Handbook to the main rulebook. Labs/Libraries are detailed in that book. They

have a base cost of 1RP, and may be purchased by all Influence Icon except Media (personally, I would modify that and allow Media types to purchase a Library at least). A lab/library comes fully equipped for one person. Additional space may be added as per the Facilities Resource List. Each lab/library must be specified to a particular Engineering, Repair/Build or Humanities skill. Lab/Libraries are treated as Workspaces for purposes of skill test modifiers. Of course, even an average level Lab/Library (no modifiers) may be needed to perform certain activities (GM's call).

Q: p74 (3rd printing) Cell Staff. Do they get Swim for free, or do they have to buy it?

A: This is up to the GM. All Aegis agents are assumed to have Swim, but that need not be the case for all support staff. Support staff get a training for free, and the GM may want to use that to purchase Swim. It would probably be better however to give the staff member a training in his or her field, such as giving Navigation to a Pilot.

Q: p88 (3rd printing) Uniform. Does it include the relevant ID?

A: It does not. I would allow the players to spend another RP to get IDs for each uniform. These IDs will only hold up to a visual observation. A more detailed check would reveal them as false.

Q: p91 (3rd printing) Station wagon is missing from tables, but is in text.

A: It should have been removed from the text also, but since you have the stats you might as well use them. Station wagons are disappearing slowly and being replaced by minivans. I believe it to be a conspiracy against car manufacturers from the old makers of BETA tapes -- they are still upset over losing to VHS in the VCR market.

Q: p91 (3rd printing) Handling the tractor/trailer rig was -1Df, it is now +1Df. Is this correct?

A: Yes.

Q: p92 (3rd printing) Assault helicopter. Text says that every aircraft has a radar array. Should this be added to other aircraft?

A: Yes. All air vehicles in the Standard Vehicles list should include Radar Arrays.

Q: p94 (3rd printing) Aurora. Can now be flown (in a limited capacity) by someone who doesn't have Pilot: Aurora, PIS or Strong ESP. Have I read that correctly?

A: Yes. This is mostly a transportation necessity. It allows non-Aurora pilots to get the craft from place to place.

If you have questions about any *Conspiracy X* product, please do not hesitate to send them via email to our rules editor for review and he will take a look at them.



Conspiracy X Main Rulebook Errata

The following Errata were found after the third printing of the Conspiracy X Main Rulebook, and have been changed in subsequent print runs.

PAGE 030: Library: Bonuses should read +2/+3

PAGE 038: Add Languages to the list of Professional Skills for the Moondust Linguist.

PAGE 044: Escape: Escaping a rope should be a Df3 not Df4. Escaping a straight jacket should be a Df4 not Df5. Page 088 has the correct rules in both cases.

PAGE 047: Add the following line to the end of Repair/Build skill: Test outside a character's particular sub-skill have their Df increased by one.

PAGE 059: Dead: It should have a value of 10 not a cost.

PAGE 059: Police Connection: The chart has Costs of 15/20/25 which are wrong, the last paragraph of the

description (page 62) gives the correct values small city (14CP), a large city (19CPs), or a state (22CPs).

PAGE 059: Criminal Connection: Last paragraph refers to "small city (10CP), or a large city (15CPs)", the tables gives the correct costs which are small city (8CP) and a large city (13CP).

PAGE 068: The Location Resource List should include the following entry: Marine Research Vessel, 10RP, Science and Research Icon only.

PAGE 069: The following text should have been included before the Underground description: Private Residence: Discouraged by official Aegis policy, some Cells still choose to center operations in suburban homes or private residences. The only real advantage to this is the reluctance of most illegal groups to operate freely inside "Beaverville." The home includes three dormitory-style rooms and a two-car garage (12 Size levels) at no additional cost. Restrictions: The private residence may only have one Large facility, and may not be equipped with an airstrip or helipad, nor any item that might be seen from the outside of the home.

PAGE 070: The Work Facilities list should include Lab/Library at the cost of 1RP and available to all Influence Icon Types.

PAGE 073: The following paragraph should be added to the Work Facilities descriptions:

Lab/Library: This space can range from a well-equipped workbench to a small collection of important texts to a federal depository to a small wing of the Lawrence Livermore National Laboratory. When purchased, a lab/library must be specified to an Engineering, Humanities, Medical or Science sub-skill.

PAGE 074: Lab Assistant: The Lab Assistant should have Science at level 2.

PAGE 075: Elephant gun: The Rifle Chart is slightly incorrect. Elephant gun should have an X under S only.

PAGE 075: Sawed Off Shotgun: The Rifle Chart is slightly incorrect. Sawed Off Shotgun should have an X under Criminal only.

PAGE 080: Espionage Resource List, Surveillance: Headset Microphone should have an X under the Military Icon. Laser Eavesdropper is 1RP/1 Unit.

PAGE 080: Headset Mikes: The chart on is incorrect. It should have Xs under Military, Science and Research, and Police.

PAGE 087: Gear Resource List, Hostile: Oxygen Rebreather should have an X under the Military Icon.

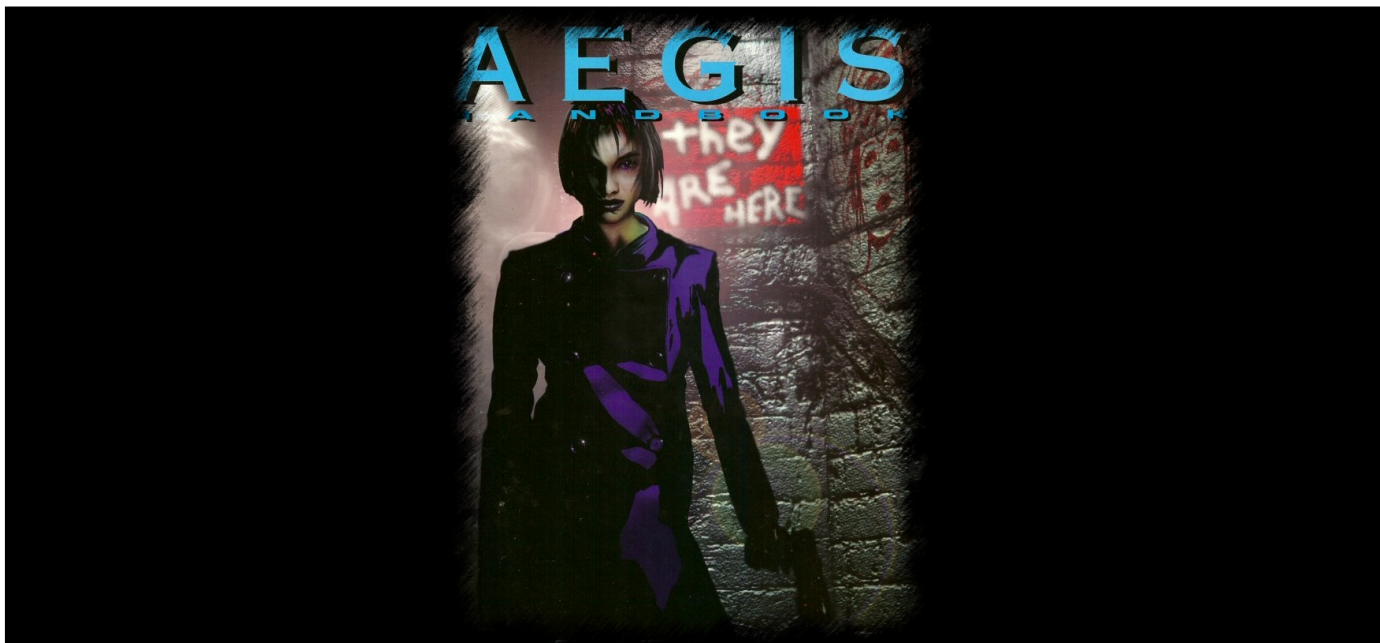
PAGE 087: Oxygen Rebreather: The chart and its appendix version (page 203) should have an X under the Military icon not the letters "mil".

PAGE 090: Vehicle accessories: The item amounts were inadvertently left out of the Vehicles Accessories chart. The correct amounts for the charts on page 144 & 204 should read:

Autonav Computer	1RP
Inflatable Raft	1RP/4 rafts
Parachuter	1RP/6 chutes
Spotlight	1RP/6 units
Infrared Spotlight	1RP/4 units
Winch	1RP/4 winches
Signal Flares	1RP/500 flares

PAGE 097: The following text should be inserted after the Psychotrons entry "Special Weapons: The experts a Central Intelligence went through a heyday in the early fifties and sixties, developing weapon after weapon designed to kill its enemies. While the briefcase MP is widely available, other covert assassination tools are still available to the agents of the CIA. These weapons appear to be mundane objects, but they have various small arms inside them. The weapon has only one quarter of its normal ammo capacity (rounded down), and receives a -2t for any shot due to its inherent inaccuracies. Most of these weapons are used at point blank range, and are loaded with tactical rounds. Bipods and other accessories are only possible at the Game Master's discretion."

If you believe you have found errata in any *Conspiracy X* product, please do not hesitate to send them via email to our rules editor for review and he will take a look at them.



Conspiracy X Aegis Handbook FAQ

Q: What happens to a character who tries a skill she doesn't have. What are the defaults for skill tests?

A: In general, a character without a skill must succeed at a Good Luck test to accomplish that task. For those who want a slightly easier chance, the following skills may be considered to have a skill level 0: Athletics, Brawling, Diplomacy, Drive, First Aid, Gambling, Heavy Weapons, Humanities, Melee Weapons, Photography, Research, Science, Small Arms, Stealth, Throw, Video. Thus, a character may try a Df1 skill test in any of these skills and must roll a 4 or less on 2D (modified by attribute and other modifiers as usual). Higher Df tests, and other skills not listed, Luck is the only means to succeed.

Q: Why was Illuminus removed from backgrounds?

Q: Where are the Titanidae or Royal Cryptozoological Society?

A: The backgrounds presented in Aegis Handbook cover the bulk of the recruited operatives. Illuminus, Titanidae, RCS, and others groups presented on the website cover special cases. We felt that the core Aegis backgrounds should be covered in the Aegis Handbook, and the others should be explained elsewhere. The Illuminus in particular are just one of the many non-government types who have served Aegis. The Illuminus deserve much more development that would be possible in the Aegis Handbook. Rest assured, we are not removing the Illuminus from Conspiracy X.

Q: Why is there no scenario in Aegis Handbook?

A: Aegis Handbook is a players' sourcebook. As such, we felt a scenario (essentially a GM's aid) was inappropriate. Also, the book is filled to overflow by player information. There was simply no room for a module.

Q: p25 Medical. Does a Level 3 Medical still qualify for an MD (or equivalent)?

A: On p20 under Buying Skills, level 3 skills are considered Professional, so yes this is a MD. I would say level 4 would be a well known specialist, and level 5 being one of the top doctors worldwide.

Q: p27 Teaching. Is there a restriction in class size, or is it just one-to-one, like in the example?

A: We don't make a distinction in our rule system between self-training, and group training. The additional CP provided by the Teaching skill is presumed to be the result of constant, one-on-one training over the course of the week.

Q: Under the Teaching skill description (p. 27), the Aegis Handbook states "for trainings, a successful Teaching test grants a +1 bonus to the student's Int(Per)3 test roll." Yet, in the same book (p. 189), in the Downtime section, it states that "when enough CP's have been gained to purchase a training (profession or non-profession cost depending on the character's day job), that training is learned." What gives?

A: Ahh... opps. When we tweaked the Con X system for third printing and Aegis, we decided to do away with the dual system for learning skills and trainings after game play. We decided to replace the old Int(Per)3 test for learning trainings with a CP accumulation methods used for skills. This change is reflected in the Downtime rules you mention. Unfortunately, we forgot to go back and adjust the Teaching skill for that change. Basically, the last line of the Teaching skill should be deleted and ignored. Just used the normal CP benefit of the Teaching skill when gathering CPs to improve or learn trainings.

Q: p44 Still no mention of how an agent can become a "Combat Veteran" short of buying the trait on generation.

A: This is totally a GM call. Agents who earn that status post-generation must have experienced a number of paranormal situations (requiring Fear tests), or a great deal of automatic gunfire and explosions (or both). If they handle themselves well in these situations, a GM might give them the benefits of Combat Experience targeted to whatever they have experience with. For example, if an agent has handled several paranormal situations, a GM might give them the Fear test bonus of Combat Experience, but there would be no reason to give them the gunfire/explosion benefit.

Q: p48 Media Connection (and others). How many CP would it take to buy into a multi-national contact/connection for things like media, criminal, etc.?

A: If you wanted to add this option, I would suggest doubling the highest listed amount for a multi-national organization for the first two nations, and +1CP for each additional nation after that.

Q: p52 Traitor. Can the agent get RP from their previous organisation?

A: No, the agent may only exert her influence through Connections, Contacts, and Favors.

Q: p52 Shadow. "Trait encompasses No Records, Veteran, Unbreakable Ties and Driven." Does this mean that the PC gets all the benefits of these individual traits?

A: Yes, he gets the good and bad of all of those traits.

Q: p53 Unbreakable Ties. "Receives a +1t bonus to pulling strings in that agency." Does this apply to Pulling Strings trait or pulling strings through Contacts or for uses of Influence such as getting Back-up from the Police Connection?

A: The bonus is only applied to his Departmental and Credential pulling strings.

Q: p59 Translators. The old description used to refer to "terrestrial languages" but this has not been included in the new write-up. Can CAPS translators work on, say, examples of Saurian writing?

A: That is up to the GM. If alien languages are included, I suggest that translation times be doubled and a D6 rolled: 1-2 nothing translated, 3-4 partial translation (up to GM), 5+ full translated.

Q: p59 Library. "Occult research rolls" does this refer to 'normal' Occult queries as well as 'rule-book' research?

A: Once Forsaken Rites comes out learning Rituals becomes much easier. For now, "Occult research rolls" refers to both researching rituals and other occult topics.

Q: p69 DARPA Labs. Is there a restriction on the sort of research this covers? Is available via a computer network, so that the benefit can be obtained without going to the nearest lab?

A: The research is restricted to military applications, so would be no help with designing a Ritual. Figuring out how to use a alien weapon would get the bonus. Computer access is not permissible. The lab must be used, so researching alien tech must be done with the utmost secrecy.

Q: p73 Cheaper Military Vehicles. What sort of vehicles does this include? If it is all land vehicles, then what about vehicles that only cost 1 or 2 RP , e.g. coupe, motorcycle? (same applies to Navy and watercraft on p81). Are the quantities doubled instead?

A: No, the vehicle prices are reduced to a minimum of 1 RP each.

Q: p75 DIA communications filter. Can you elaborate on this? What sort of an area is covered? Does it cover transmissions into the 'area'? Including e-mail, for example?

A: A communications filter is focused on a certain area, the size of which is up to the GM, but should be no larger than a mile or so radius. The satellite will pick up any radiowaves which enter or leave the area. If the communication does not travel at some point in the targeted area as radiowaves, it will not be picked up. All such transmissions will be recorded and available for the agent to spend many hours sorting through.

Q: p83 DOJ Finger Printing database. How long does it take from submitting a sample to receiving a report?

Q: p87 FBI DNA database. How long does it take from submitting a sample to receiving a report?

Q: p97 ATF CEASEFIRE database. How long does it take from submitting a sample to receiving a report?

A: The GM can play with this time frame to make it fit with his or her storyline. If the timing is not important to the storyline, we suggest the following. Roll D6, 1 returns the results in 3 hours, 2 means 9 hours (or next work day if office closed), 3 delays to the next day, 4 requires a two day wait, 5 is 3 days (someone misplaced your paperwork), 6 generates no response (lost in the bureaucratic soup).

Q: p85/87 DEA/FBI. Why does Quantico teach Brawling skills now, rather than Martial Arts?

A: We decided that Martial Arts should include a mental/philosophical/spiritual component. Most agents have access to a purely physical combat training which is called Brawling: Self-defense Training (on page 186) instead of Martial Arts.

Q: p85 Asset Forfeiture (DEA, etc). Does this take an Influence roll, or can the agent just get the items?

A: They get the RPs off all items that are listed in the text without having to make an Influence check. Further, if the text so indicates (e.g., Customs), they need not have any of the Influence Icons listed for those items.

Q: p85 DEA. Since the DEA and FBI share the training facilities at Quantico, when it says "+1Df per person if more than one character attempts to gain training from the Academy at the same time", does this mean that if a DEA agent and an FBI agent from the same Cell are trying to get into the Academy at the same time during Downtime, they get a +1Df each?

A: If one agent was bringing the other because his Influence was higher, the penalty would be applied to the first agent's (either DEA or FBI) Influence test. This is the case regardless of what the "tag along" agent's profession is (DEA, FBI, NASA, DOE, etc.). But if two authorized agents (either DEA or FBI) were each trying to get in separately, neither would suffer a penalty.

Q: p92-93 After reading the description of the US Marshall Credential of the Aegis Handbook and looking at the actual professions, it seems to me that the Influence Icons for the two should be swapped. The Deputy Marshall, whose job it is to catch wayward criminals and so forth, I believe would be better served by having the Police Influence Icon, while the SOG, the jack-of-all-trades do anything profession, seems more suited to intelligence. But then again maybe that's just me.

A: Your view sounds okay to us, and if you want to play that way, go for it. In our view, the SOG Marshall was comparable to a member of a police SWAT team. We did not want to give him the Military Influence Icon because he is not really military, so we used Police (which might be viewed as a sort of "military-lite" Icon). With that set, in the interests of variety, and because we saw the Deputy Marshall as more of an information gatherer than the SOG Marshall, we gave the Deputy the Intelligence Icon. Again, we called like we saw it, but cannot say your view is wrong. Play it as you wish.

Q: p105 Office of Energy Research. Expedited Research. Does the scientist need to be team leader for the research program to gain the benefit? Does the program need to be energy-related?

A: The scientist needs to be the leader of the research project. The project does not have to be energy-related as the OER gets involved in most science fields.

Q: p107 CDC. What is the difference between getting a sample (Df3) of a dangerous toxin/virus and getting access to it (Df5)?

A: The Df3 is a sample of a dangerous toxin (not necessarily life-threatening), while the Df5 is a sample of a deadly toxin.

Q: p127 Cell Staff. Do they get Swim for free, or do they have to buy it?

A: This is up to the GM. All Aegis agents are assumed to have Swim, but that need not be the case for all support staff. Support staff get a training for free, and the GM may want to use that to purchase Swim. It would probably be better however to give the staff member a training in his or her field, such as giving Navigation to a Pilot.

Q: I've just discovered that there was a line missing in the Work Facilities table on page 123 : the Construction workshop is nowhere in sight, although it is described at the top of page 126. What are the missing values?

A: Duplicate the same entry for Electronic from the chart.

Q: p127 Assault carbine. Can you give an example (is it like an AKM)? Icon clashes with Appendix.

A: The chart on page 127 has a mil right after the name, this was a mistake and should have a X under the military icon. An assault carbine is a lightweight assault rifle with a short barrel. Examples include the SIG SG551 and the Kalashnikov AKR. My sources show the Kalashnikov AKM as an assault rifle.

Q: p142 Uniform. Does it include the relevant ID?

A: It does not. I would allow the players to spend another RP to get IDs for each uniform. These IDs will only hold up to a visual observation. A more detailed check would reveal them as false.

Q: p145 Station wagon is missing from tables, but is in text.

A: It should have been removed from the text also, but since you have the stats you might as well use them. Station wagons are disappearing slowly and being replaced by minivans. I believe it to be a conspiracy against car manufacturers from the old makers of BETA tapes -- they are still upset over losing to VHS in the VCR market.

Q: p145 Handling the tractor/trailer rig was -1Df, it is now +1Df. Is this correct?

A: Yes.

Q: p146 Assault helicopter. Text says that every aircraft has a radar array. Should this be added to other aircraft?

A: Yes. All air vehicles in the Standard Vehicles list should include Radar Arrays.

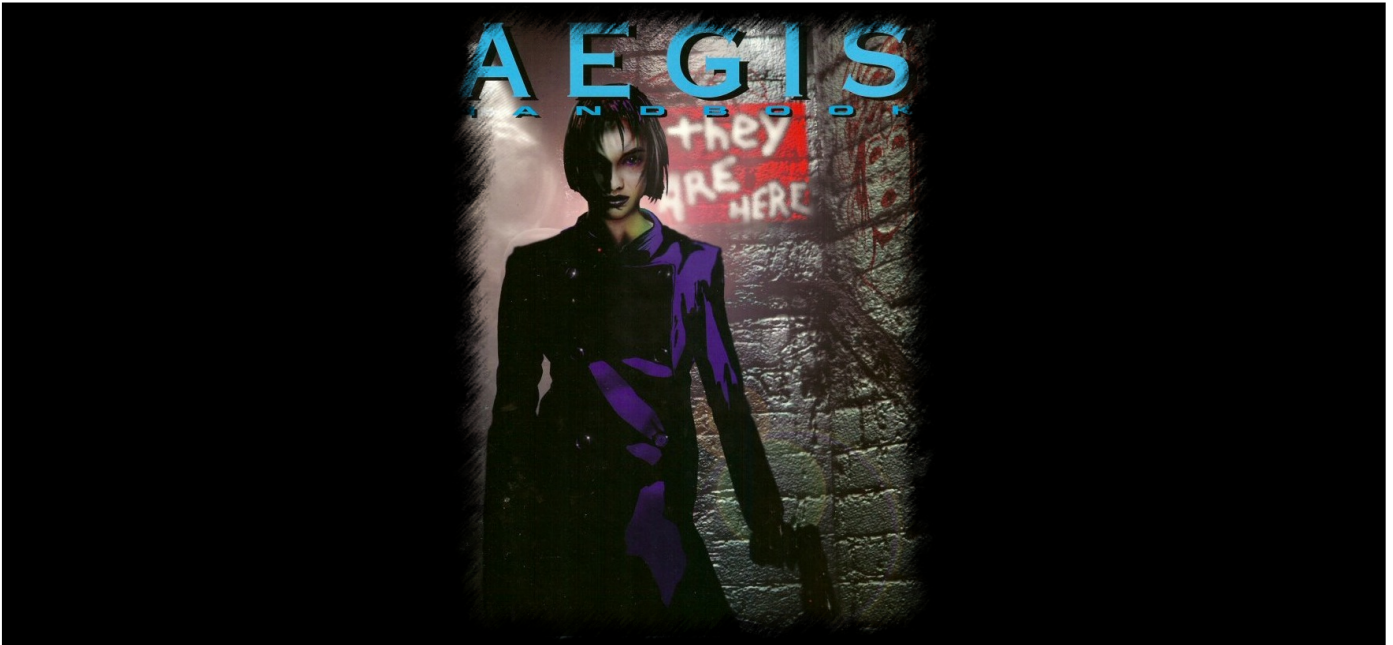
Q: p149 Aurora. Can now be flown (in a limited capacity) by someone who doesn't have Pilot: Aurora, PIS or Strong ESP. Have I read that correctly?

A: Yes. This is mostly a transportation necessity. It allows non-Aurora pilots to get the craft from place to place.

Q: p150 Range Rover. Sounds more like a Land Rover to me.

A: Yes, but it goes by many names.

If you have questions about any *Conspiracy X* product, please do not hesitate to send them via email to our rules editor for review and he will take a look at them.



Conspiracy X Aegis Handbook Errata

The following Errata were found after the first printing of the Aegis Handbook, and have been changed in subsequent print runs.

PAGE 023: Escape: Escaping a rope should be a Df3 not Df4. Escaping a straight jacket should be a Df4 not Df5. It is correct on page 143 under the strait jacket gear.

PAGE 026: Photography Example: Missing icon is Example icon.

PAGE 026: Add the following line to the end of Repair/Build skill: Test outside a character's particular sub-skill have their Df increased by one.

PAGE 038: The description of the Blind trait mentioned "Heightened Senses: Sight." That should read "Sharpened Sense: Sight" as described on page 041.

PAGE 039: Heroin: The duration was left off the description it should read four to twelve hours.

PAGE 041: Weakened Sense: Bracketed notes on lines 2 and 3 refers to the trait's 'cost' rather than 'value', it should say "value" instead of "cost."

PAGE 045: Background and Resource Trait List: Media Connection should have costs of 5/10. Police Connection should have costs of 14/19/22.

PAGE 045: Dead: It should have a value of 10 not a cost, this should also appears in the appendix (page 196).

PAGE 045: Police Connection: The chart has Costs of 15/20/25 which are wrong, the last paragraph of the description (page 50) gives the correct values small city (14CP), a large city (19CPs), or a state (22CPs).

PAGE 046: Criminal Connection: Last paragraph refers to "small city (10CP), or a large city (15CPs)", the tables gives the correct costs which are small city (8CP) and a large city (13CP).

PAGE 052: Shadow: "The Contract trait may be bought" should read "The Contact trait may be bought" referring to any of the contact traits (military, intelligence, science and research, criminal, police or media).

PAGE 059: Library: Bonuses should read +2/+3.

PAGE 063: Add Parapsychology to the professional skills for the MKULTRA Scientist / Parapsychologist.

PAGE 065: Add Languages to the list of Professional Skills for the Moondust Linguist.

PAGE 067: Add Parapsychology to the professional skills for the Rasputin Scientist / Parapsychologist. Remove Drive from the professional skills for the Rasputin Scientist / Parapsychologist.

PAGE 071: Air Staff Officer: Misprinted icon is Military.

PAGE 081: Naval Aviator: Misprinted icon is Military.

PAGE 085: DEA Field Agent: Misprinted icon is Police.

PAGE 087: FBI Field Agent: Misprinted icon is Police.

PAGE 123: The Lab/Library entry of the Work Facilities Table should have an X under the Media Influence Icon.

PAGE 124: Radar Array: add this last line - "The unit also includes monitoring equipment and viewscreens."

PAGE 125: Airstrip: Add Radar array to the facilities that comes with it.

PAGE 125: Helipad: Add Radar array to the facilities that comes with it.

PAGE 127: Weapon Resource List, Pistol: Assault Carbine should have an X under the Military Icon.

PAGE 127: Academician: The Academician should have Humanities/Occult at level 3.

PAGE 127: Lab Assistant: The Lab Assistant should have Science at level 2.

PAGE 127: Elephant gun: The Rifle Chart on page 127 & 200 is slightly incorrect. Elephant gun should have an X under S&R only.

PAGE 127: Sawed Off Shotgun: The Rifle Chart on page 127 & 200 is slightly incorrect. Sawed Off Shotgun should have an X under Criminal only.

PAGE 130: Heavy Machinegun: should readÖ two people (Str3 test to carry alone) and fired from a tripod or mounted on a vehicle (Str4 test to fire without suport).

PAGE 130: Disposable Rocket Launcher: add this last lineÖ Rockets cause a tamped explosion with a Blast Rating of 5.

PAGE 131: Tracer Bullets: These bullets should raise target numbers by 2, not reduce by 2 like the text says.

PAGE 133: Headset Mikes: The chart on page 133 and in the appendix (page 201) is incorrect. It should have Xs under Military, Science and Research, and Police.

PAGE 133: Laser Eavesdropper is 1RP/1 Unit.

PAGE 141: Oxygen Rebreather: The chart and its appendix version (page 203) should have an X under the Military icon not the letters "mil".

PAGE 144: Vehicle accessories: The item amounts were inadvertently left out of the Vehicles Accessories chart. The correct amounts for the charts on page 144 & 204 should read:

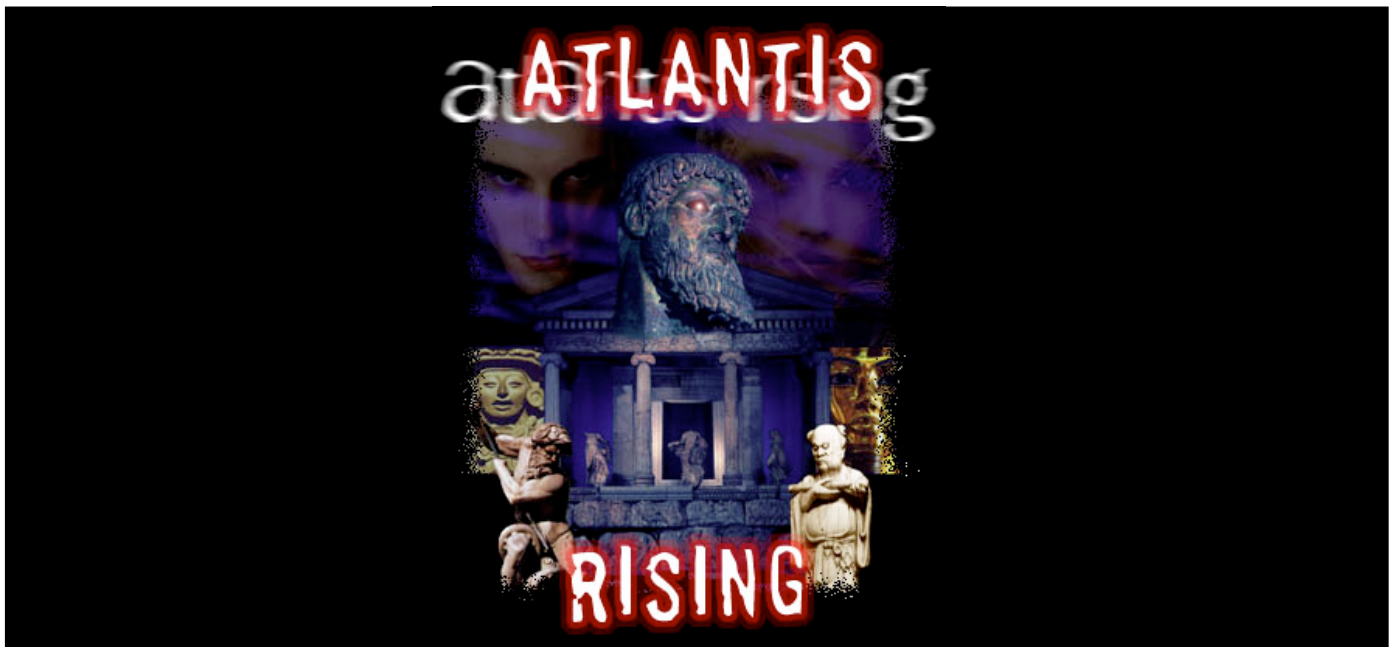
Autonav Computer	1RP
Inflatable Raft	1RP/4 rafts
Parachute	1RP/6 chutes
Spotlight	1RP/6 units
Infrared Spotlight	1RP/4 units
Winch	1RP/4 winches
Signal Flares	1RP/500 flares

PAGE 196: Background and Resource Trait List: Media Connection should have costs of 5/10. Police Connection should have costs of 14/19/22.

PAGE 201: Espionage Resource List, Surveillance: Headset Microphone should have an X under the Intelligence and Police Icons, and no X under the Science and Media Icons. Laser Eavesdropper is 1RP per item.

PAGE 203: Gear Resource List, Hostile: Oxygen Rebreather should have an X under the Military Icon.

If you believe you have found errata in any *Conspiracy X* product, please do not hesitate to send them via email to our rules editor for review and he will take a look at them.



Conspiracy X Atlantis Rising FAQ

Q: Why does Jinx work on nanotech, when (according to Nemesis) it disrupts the flow of electrons ? As you've stated in Atlantis Rising that nanotech is mechanical.

A: Jinx effects nanotech for two reasons. On page 65 of Atlantis "Nano-computers are almost entirely mechanical devices..." So there is some electronics in them or there would be no need for a bio-battery system... and the same sentence "...a complex arrangement of mechanical switches." So jinx (Nemesis page 39) states "it does not affect low-tech machines". Nanotech devices though mechanical machines are nowhere near low tech or simple.

Q: With all these solar panels on their surfaces (Atlantis Rising p78), would an Atlantean show up brighter on a thermal imager or similar equipment ?

A: The Atlanteans have a much better system of solar collection than we do. The nanotech which actually "heats up" moves deeper into the item and is replaced with fresh "cold" nanotech to collect new heat. This way none of their items are hot to the touch nor do they show any different on thermal imaging.

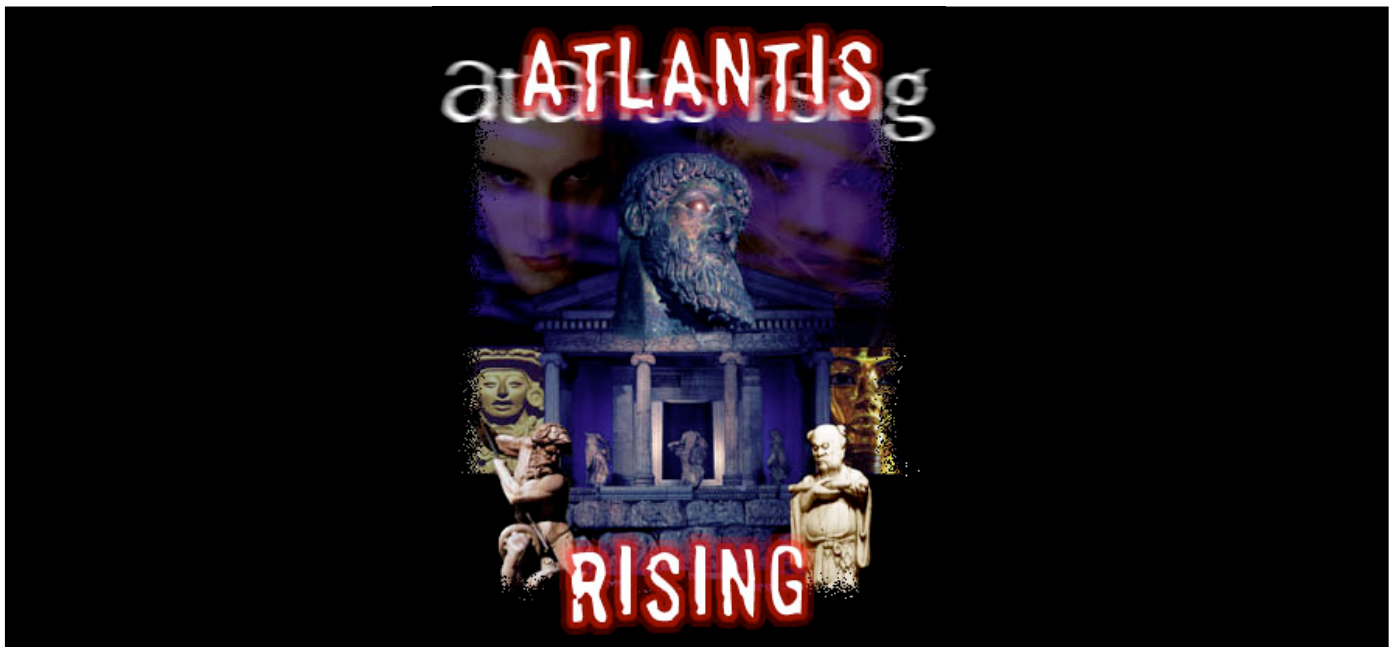
Q: You've said that one of the Atlanteans had taken a human bride and they'd had kids. What happened to the kids ? Are they just human, do they have any special abilities ?

A: This has been intentionally left out of Atlantis. There has been many instances of Atlanteans cross breeding throughout history. But because the core Atlantean is not that far from a human there would be little differences. Other than having a slightly higher Willpower and a chance that nanotech would merge fine there is little bonuses of being and Atlantean crossbreed. If you wanted to make a character who was one, for story purposes then I suggest introducing the following trait into your game which is by no means an official one.

Atlantean Offspring ----- Cost: 30

You are the offspring of one atlantean parent and one human parent. The Atlantean parent then left you to be brought up in human society and occasionally "looks" in on you. Your accomplishments make him/her proud and your failures are seen as a blight on his/her family so be careful. For that reason you are Watched (add the trait Watched: Atlantean Parent). You have always managed to have a better willpower than your fellow humans (+1t to all tests that use the Wil attribute). And if by chance you ever come in contact with nanotechnology it seems to work better in you than humans (Use Atlantean effect not Human effect).

If you have questions about any *Conspiracy X* product, please do not hesitate to send them via email to our rules editor for review and he will take a look at them.



Conspiracy X Atlantis Rising Errata

The following Errata were found after the first printing of the *Conspiracy X Atlantis Rising Sourcebook*.

PAGES 56, 58, 60, and 62: The skill "Parasychology" listed in the character profiles is a typo. The actual skill is Parapsychology.

PAGE 56: Add Science: Genetics 5 to Voeth'am's skill list.

PAGE 62: Add Occult 5 to Lerun'al's skill list.

PAGE 63: The sentence in the first paragraph which begins "She devoted the next fifteen hundred years to studying..." should read "She devoted the next thirty-four hundred years to studying..."

PAGE 63: In the first sentence of the second paragraph remove the reference to Jeanne Dixon. Although Lerun'al did spend time with the famed psychic, it wasn't until the 20th century!

If you believe you have found errata in any *Conspiracy X* product, please do not hesitate to send them via email to our rules editor for review and he will take a look at them.

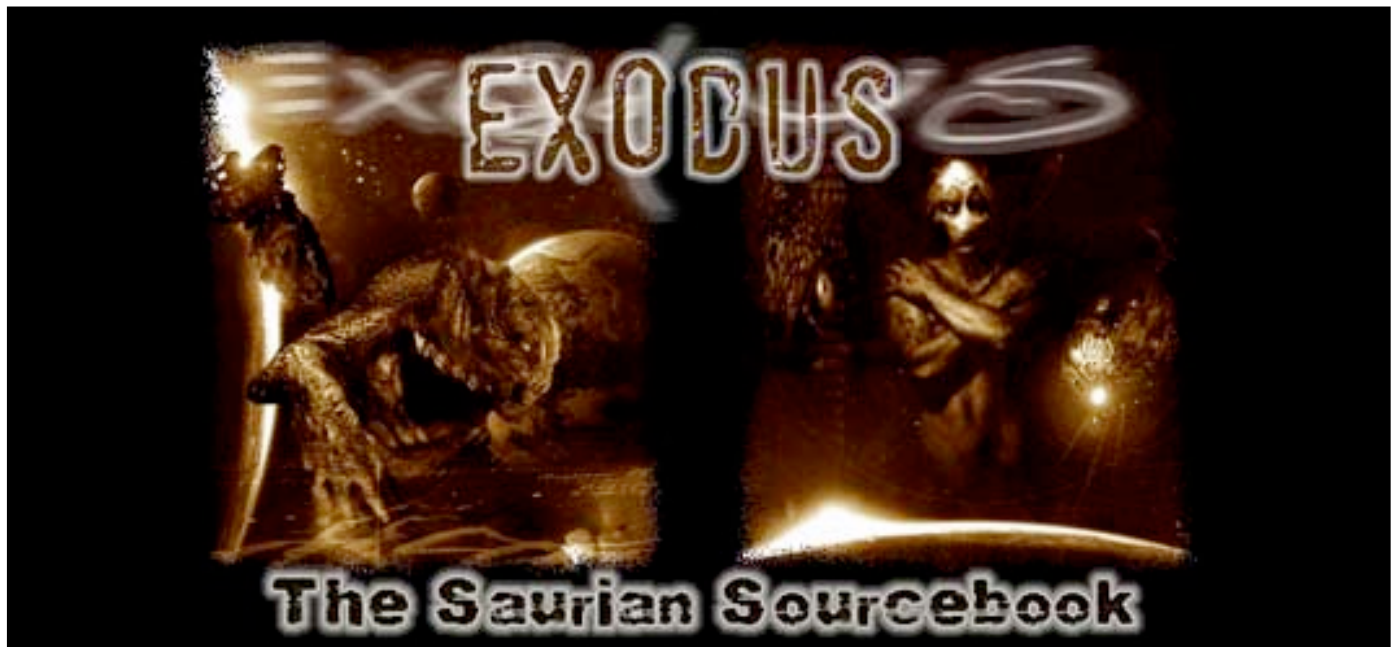


Conspiracy X Nemesis FAQ

Q: The mission at the end of the book mentions a map of the building. I can't find the map. Where is it?

A: The map was a special insert, and not part of the book. It is a folded legal-sized piece of paper, and should have been inserted just before the mission chapter. If you did not find such a map in your book, it was removed at some point after it left our warehouse. Contact us via email or snail mail and we will send you a new map.

If you have questions about any *Conspiracy X* product, please do not hesitate to send them via email to our rules editor for review and he will take a look at them.



Conspiracy X Exodus Errata

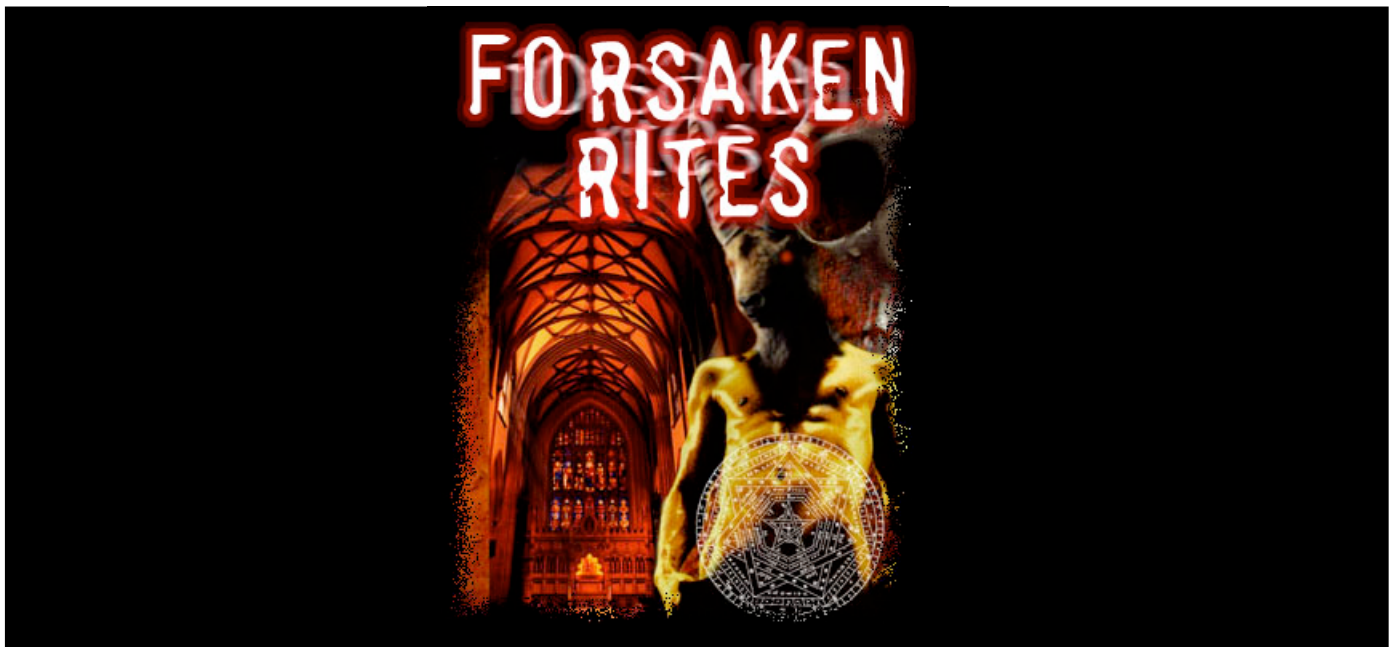
The following Errata were found after the first printing of the *Conspiracy X Exodus* book, and have been changed in subsequent print runs.

PAGE 30: second sentence of Healing Paeon effect should read, "A successful casting will heal one Sp/Bk Damage Level, three Wn/Tw Damage Levels or all Fw/Dr Damage Levels during that sleep period."

PAGE 30: second sentence of Iatric Echo effect should read, "This difficulty song, if completed, eliminates one Sp/Bk Damage Level, three Wn/Tw Damage Levels or all Fw/Dr Damage Levels during the sleep period."

PAGE 33: last sentence of the Rail Gun entry should read, "The rail gun uses the Small Arms: Rifle skill, does Sp3 damage, fires once a round, and has ammo packets of 50."

If you believe you have found errata in any *Conspiracy X* product, please do not hesitate to send them via email to our rules editor for review and he will take a look at them.



Conspiracy X Forsaken Rites FAQ

Q: After a Taoist makes a Meditation skill in order to cast a Taoist ritual, what does he do with the additional +1t or -1Df to Willpower tests?

A: The Meditation skill roll pre-requisite is merely a hinderance on the Taoist tradition, balanced out by the benefits of sole casting (Taoists are *not* required to have multiple participants as other traditions do). The magician gains none of the other benefits of the Meditation skill unless he makes separate tests for that purpose.

Q: I noticed the ritual Stabilize Wound takes ten minutes to complete. Unless the damage was just Fw, the injured person has a good chance of dying in 10 minutes.

A: Good catch -- we left out a rule. The Stabilize Wound ritual description should have indicated that once the ritual is started, the target's wounds are temporarily stabilized. Any stabilization tests are delayed until the ritual is completed, and if the ritual is successful, no test need be made.

Q: As it stands now, Taoists have a minor bonus in changing supernatural sites, + they must take Martial Arts 3, and they'd better take Meditation 3 if they want to be at all effective. Lots of costs, few rewards. Currently, it costs the most to be a Taoist magician and they receive the fewest benefits. Why shaft the Taoists?

A: Well, having Martial Arts 3 and Meditation 3 may be costly, but they are rewards in and of themselves. A mage with serious martial arts and cheap body and skill affecting rituals will be very tough. Also, Taoists ignore multiple participant requirements on rituals. That is no small advantage.

Nonetheless, your point is well taken, and GMs may want to supplement their Taoists. We recommend the following advantage:

Because of the level of mind-body harmony produced by their extensive martial arts and mediation training, Taoist magicians can more easily affect their own bodies and minds with magic. Taoist magicians gain a +2t bonus to all rituals which they cast only upon themselves.

Q: In the Summoning adventure in the back of the book, Brother Jade is described as a "Conqueror Adept". Is this correct, or should it be "Conjuror"?

A: No, it should be Conqueror Adept. John Snead wrote some additional material for Forsaken Rites that didn't make it into the final print for space reasons. The Conqueror Adept was part of that material. We missed that aspect of Brother Jade's character. As a response, I would suggest using the God-King Prophet Archetype that is included in the main book. This may require some modification of Brother Jade's character description but no change in his stats.

Alternatively, you could use the missing material from the original Forsaken Rites draft. Here it is:

"Archetype: Conquerors

Powers: Thrall, Mesmerism, Mask, Telepathy

Primary Motivation: To use their knowledge to impose their will upon humanity: Conquerors create rituals or devices to allow them to control or coerce others into obeying them. These Adepts see their knowledge and their devices as a means to allow them to gain the power they seek. However, the ability to rule others is their primary motivation. Few of them worry about what they will do once they have achieved their desired conquest. While some Conquerors do work out complex and detailed plans for how they will rule their new conquests, many Conquerors end up assisting someone with more concrete plans in their conquests.

Description: Some Conquerors create weapons of mass destruction, while others make drugs or devices which allow them to influence the minds and emotions of others. The methods may differ greatly, but the motives are the same. Conquerors want to rule others. Aegis Primes theorizes that during World War II the Nazis employed several Conquerors, some of them worked on the experimental weapons which Hitler hoped to use to turn the tide of the war, while others devised the subconscious triggers encoded in German radio broadcasts which helped Hitler to bend the German people to his will. Unlike Prophets who often have large numbers of followers backing their plans, Conquerors who are not working for others are generally solitary individuals whose plans almost always fail simple because of the sheer impossibility of performing large conquests alone, regardless of the vast power or the rituals or devices they use."

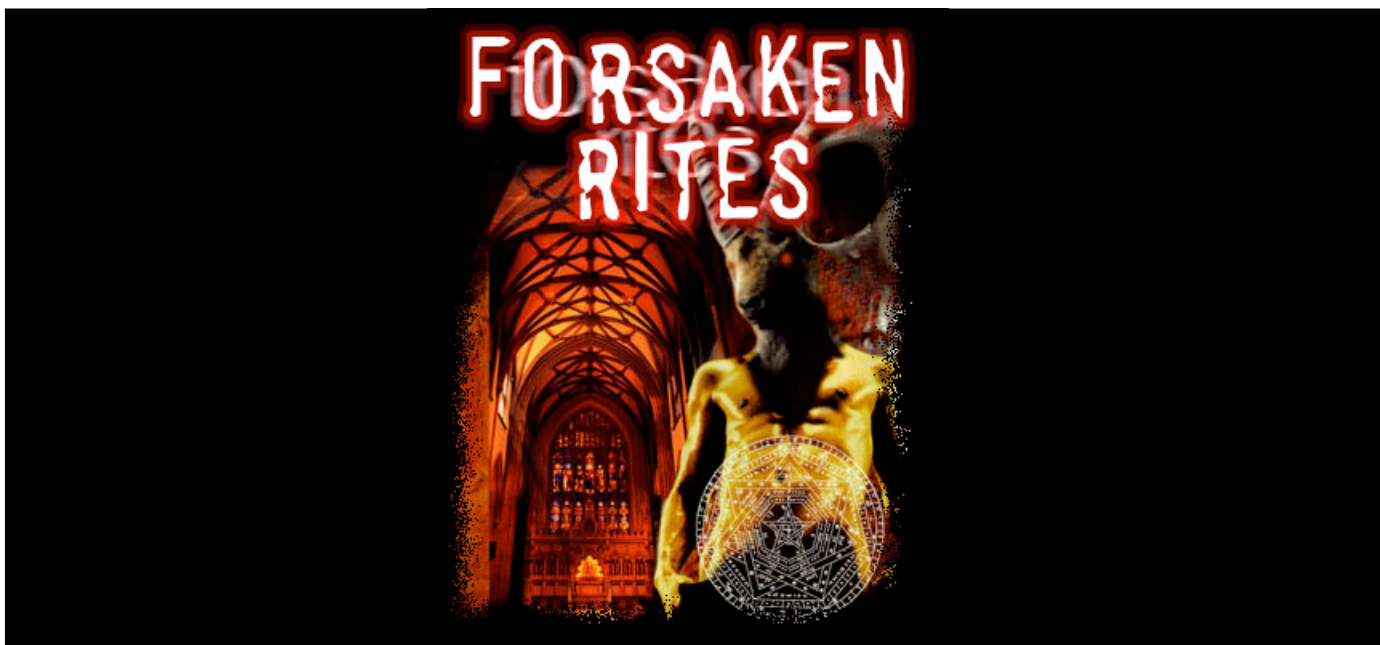
Q: After reading the supernatural bits in the main rulebook and FR, I want to make sure the following points are correct:

-Psychics can be corrupted without losing their powers.

-On turning Incarnate/Forsaken, again the psychic keeps his powers.

A: This is a theory question dependant on your take on these powers. In our view, nothing about the process of corruption negates the use of psychic powers. Indeed, some of the Incarnates powers could be seen as parallels to psychic powers. We would allow corrupted psychics should keep their powers. Of course, it must be determined if the powers fit in any way with the Archetype that the person was becoming. If not, or if certain uses of the powers were that the person was becoming. If not, or if certain uses of the powers were not consistent, the corrupted person would abandon the use of those powers as they fell deeper into their Archetype.

If you have questions about any *Conspiracy X* product, please do not hesitate to send them via email to our rules editor for review and he will take a look at them.



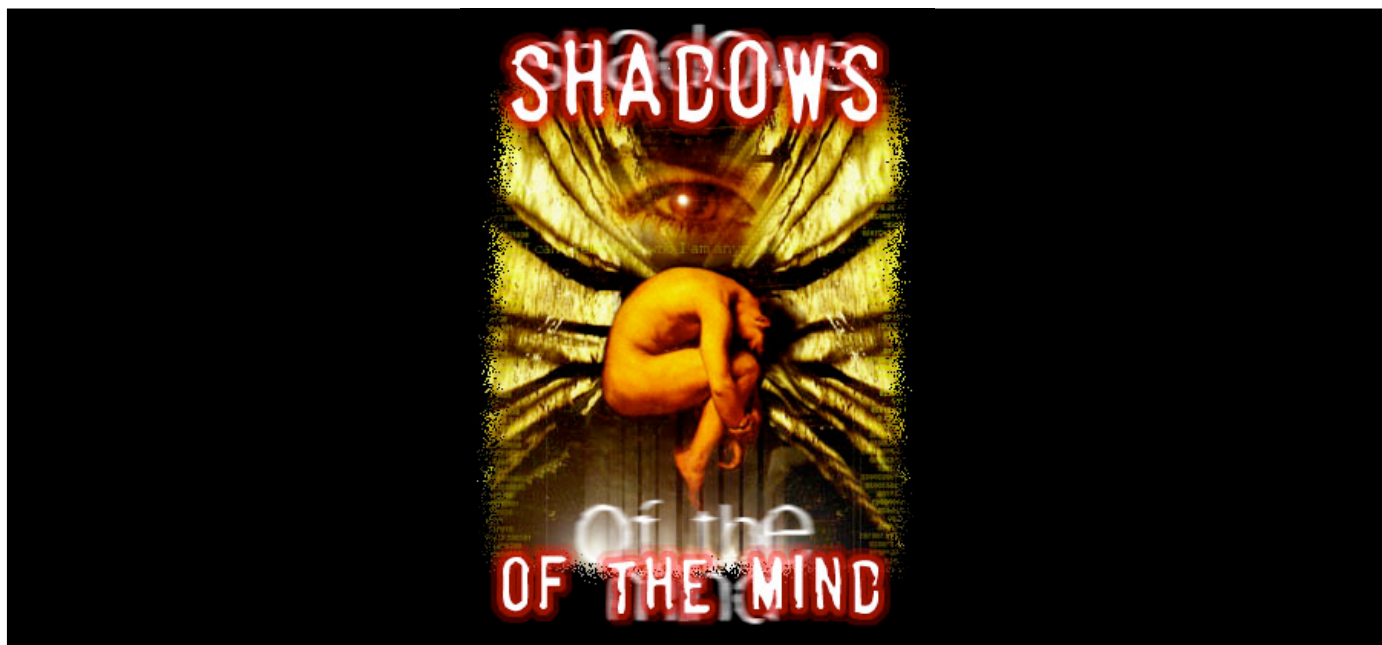
Conspiracy X Forsaken Rites Errata

The following Errata were found after the first printing of the Forsaken Rites, and have been changed in subsequent print runs.

PAGE 26: In the Taoist list of professional ritual trainings, Speed Healing (which is not actually detailed in Forsaken Rites) should be replaced with Stabilize Wound (which is).

PAGE 85: The Nosferatu character lists under mutations that demon forms gain "+1 to both their Reflexes and Dexterity." That should read "+1 to both their Reflexes and Agility."

If you believe you have found errata in any *Conspiracy X* product, please do not hesitate to send them via email to our rules editor for review and he will take a look at them.



Conspiracy X Shadows of the Mind FAQ

Q: How fast can a psychic move an object with basic telekinesis (main rule book) or psychokinesis (Shadows of the Mind)? Also, how far each round?

A: A psychic with telekinesis/psychokinesis moves an object her Willpower in meters per combat round. So a person with Will 4 could move something 4m in roughly 5 seconds.

Q: According to the Conspiracy X main rulebook, triggering a psychotron requires a Psychotron skill test with a Df equal to the number of Psi Points stored in the device. This skill test is not mentioned in Shadow of the Mind: The PSI/INT Sourcebook (SotM). Does it still exist?

A: It still exists, but its use has been modified slightly. Unfortunately, that fact was not conveyed clearly in SotM.

According to SotM, Third Order psychotrons (the weakest) "may be activated by any psychic with a thought, as long as the psychic has the object in view." Once activated, they lose one Psi Point per day until drained. These psychotrons are charged by being near living matter. Thus, Third Order psychotrons may be used by any psychic without a Psychotron skill roll, and may be charged by any living thing.

Second Order psychotrons are more powerful and have powers comparable to Lesser classification of the given discipline. Psi-training may be programmed in, but they act as if they were being used by Lesser psychics of the discipline. "With a thought, and one Psi Point, a psychic can activate" one of these psychotrons. The text does not specify, but a Psychotron skill test is needed with a Df equal to the number of Psi Points contained in the device (as specified in the Conspiracy X main rulebook), and the psychic must possess at least Latent classification in any discipline. No matter what, using a Second Order psychotron burns a Psi Point from the item. Charging this device requires that the charging psychic have Lesser classification in the specific discipline the psychotron was designed to hold.

First Order psychotrons are very powerful, and have abilities similar to Greater classification psychics. These devices "can be activated with a thought and require no Psi Point expenditure" from the psychic triggering them. Again, the text should have detailed that a Psychotron skill test is needed, and the psychic triggering the device must have Greater classification in any discipline. Again, no matter what, using a First Order psychotron burns a Psi Point from the item. Charging First Order items requires that the charging psychic have Greater classification in the specific discipline the psychotron was designed to hold.

These rules are summarized in the table below:

Psychotron Type	User	Charger	Skill to trigger
Third Order	Any psychic	Any living thing	none
Second Order	Any Lesser psychic	Lesser psychic in specific discipline	Psychotron
First Order	Any Greater psychic	Greater psychic in specific discipline	Psychotron

Psychotrons of any order may be triggered by psychics without the Psychotron skill, but it's very difficult. Such use requires the psychic to spend a Psi Point, and test Willpower against the number of Psi Points remaining in the device. For Second Order items, a +2Df penalty is imposed on this test; for Third Order devices, a +3Df penalty is imposed on this test.

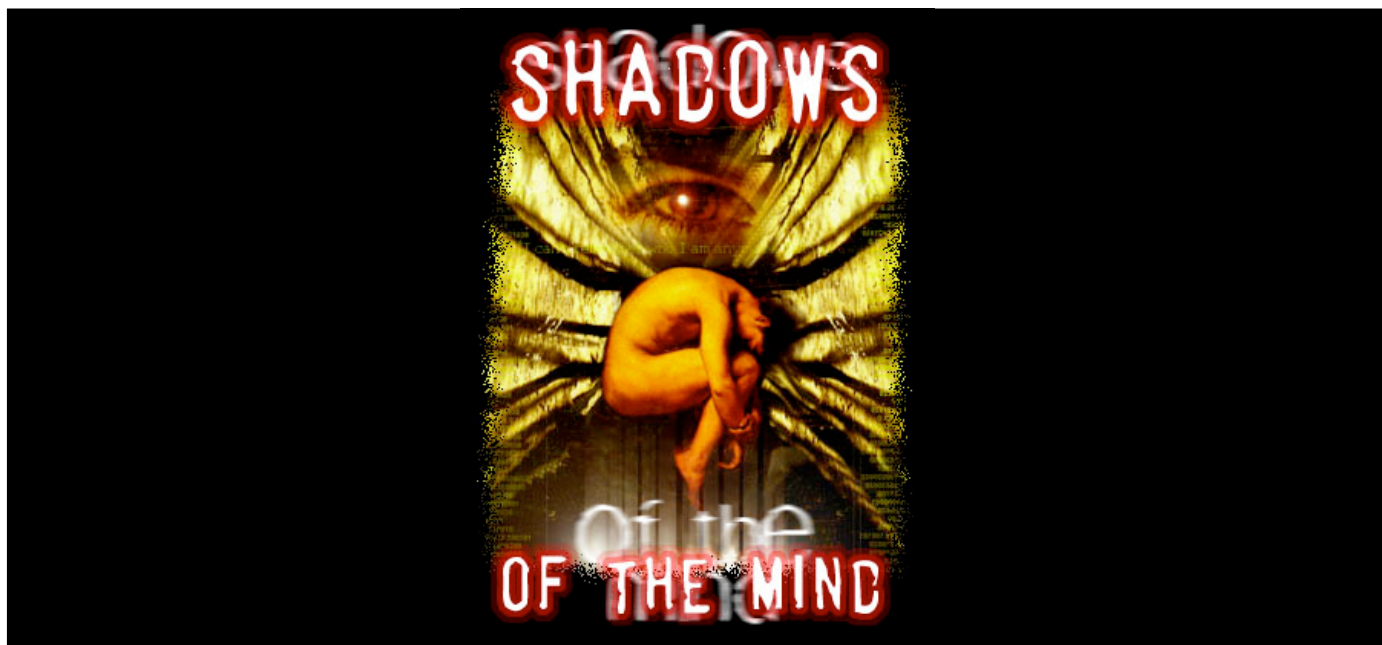
Q: In the mission at the back of the book, Dr. Skelton is twice described (page 102 and 104) as having a red hair and beard, yet in the picture (page 107) he is bald and clean-shaven. Which is it?

A: Dr. Skelton was indeed red-haired and bearded -- at least before he flees the States. Once he learns he is in trouble, he shaves both his head and his beard (and appears as in the picture). Unfortunately, the text does not explain that as it should have. The recently shaved and untanned skin will be apparent with a close look, but Skelton will wear a hat in public once he arrives in Vancouver and on the train.

Q: On page 104, Dr. Skelton is described as having a fear of "lying" but in his character stat box, he has a fear of "flying." Which is it?

A: The "lying" on page 104 is a typo. It should have been "flying." The entire reason for the train, and the scene that takes place there, is that Skelton refuses to fly to Winnipeg.

If you have questions about any *Conspiracy X* product, please do not hesitate to send them via email to our rules editor for review and he will take a look at them.



Conspiracy X Shadows of the Mind Errata

The following Errata were found after the first printing of the Shadows of the Mind, and have been changed in subsequent print runs.

PAGE 37: Third sentence of the third paragraph should read: "This number is doubled if the psi-training is a *non-professional* training for that character's profession, or is not listed on a Training Facility pulling string accessible to the character."

PAGE 40: The value of Drug Addict: Psi-Enhancer should be 15CPs. The value of Drug Addict: Speed should be 10CPs.

PAGE 41: The Gifted Psychic trait is erroneously listed as costing 5/15CPs in the New Trait List table. That cost should be 5/10CPs. The descriptive text of the Gifted Psychic trait on page 42 correctly lists the CP cost.

PAGE 49: Under the Lesser Clairvoyant options, the following lines should have a "once per hour" limitation:

"The psychic, with a successful R2 test, may ask one "yes or no" question about a location that is blocked from view by an object or structure."

"The psychic, with a successful R2 test, may ask one "yes or no" question about a place or person to which he has a psychic link."

"The psychic, with a successful R2 test, may sense a spirit, or other supernatural manifestation normally hidden."

PAGE 49: Under the Greater Clairvoyant options, the following line should have a "once per day" limitation:

"The psychic, with automatic success, may ask any one "yes or no" question that a Lesser psychic may ask, or sense any spirit, or other supernatural manifestation normally hidden."

PAGE 49: Under the Greater Clairvoyant options, the following line should have a "once per hour" limitation:

"The psychic, with automatic success, may ask any three "yes or no" questions that a Lesser psychic may ask."

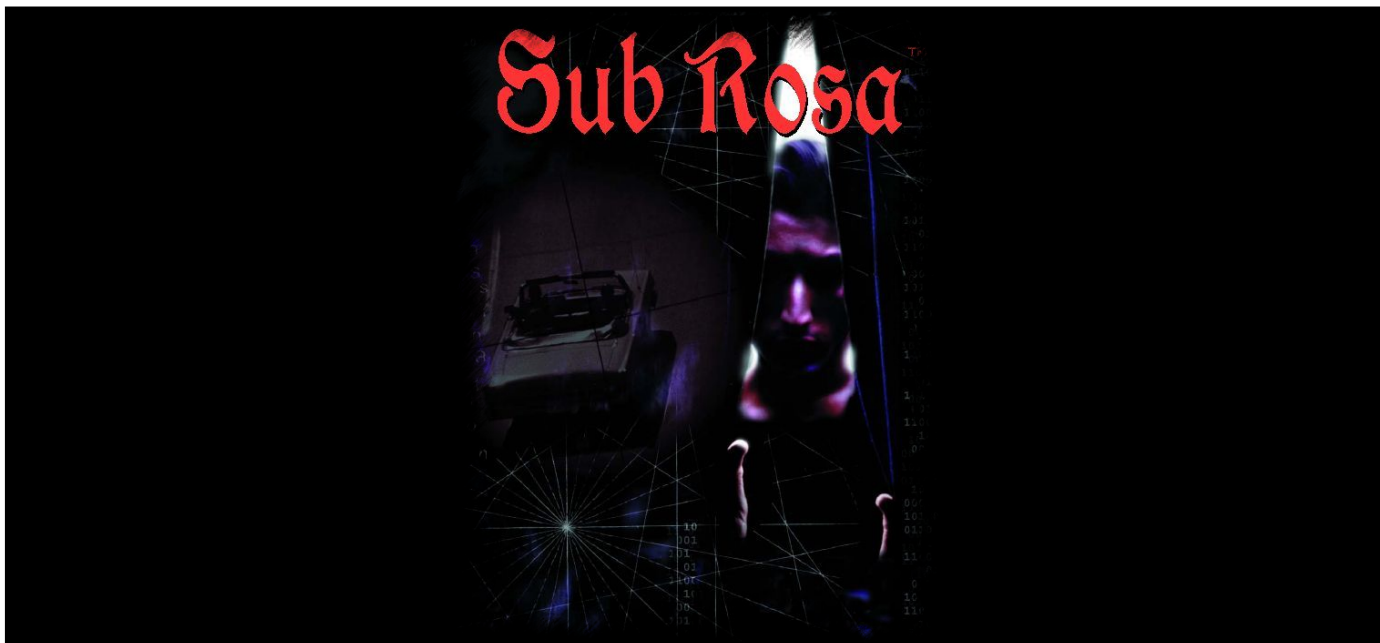
PAGE 63: Delete the reference to an "Implant Technology" professional skill under the MKULTRA Scientist/Parapsychologist. Placing or removing an implant is normally covered by the Medical skill, but may also require the Mind Control training (see page 83 of Shadows of the Mind).

PAGE 65: Add the Telehypnotism psi-training to the Graybeard Operative's list of professional psi-trainings.

PAGE 67: Add the Bodywork psi-training to the Project Rasputin Psychic and Scientist/Parapsychologist list of professional psi-trainings.

PAGE 67: The Influence Icon for the Project Rasputin Psychic should be Intelligence, not Science & Research.

If you believe you have found errata in any *Conspiracy X* product, please do not hesitate to send them via email to our rules editor for review and he will take a look at them.



Conspiracy X Sub Rosa Errata

The following Errata were found in the first printing of Sub Rosa, and will be changed in subsequent print runs.

PAGE 053: Add Languages to the list of Professional Skills for the Moondust Linguist.

PAGE 055: Both the NSA Computer Scientist and the NSA Intelligence Analyst should have Surveillance listed as a professional training.

PAGE 103: The Non-P cost for Investigation should be 15, not 8.

PAGE 108: The listing for "Club Assistance" should be deleted as no description of that pulling string exists in Sub Rosa. Club Assistance is described in Forsaken Rites (p. 62), and should be used through C-Inf if Sub Rosa rules are employed.

If you believe you have found errata in any *Conspiracy X* product, please do not hesitate to send them via email to our rules editor for review and he will take a look at them.



Conspiracy X Bodyguard of Lies 2 Errata

The following Errata were found after the first printing of the Bodyguard of Lies 2: Mokolé, and have been changed in subsequent print runs.

PAGE 39: The Unlock entry on the Procedure List should read 4W, not 3W.

PAGE 39: The Procedure List has an extra space in the Lesser Ascension listing; everything was moved over one column. The Duration of the Lesser Ascension should be "S", the Length is "4W", the Limits are "N", the Profession Cost is "7" and the Non-Professional Cost is "15". Finally, the last line of the notes under the table was cut off. The last sentence should read: "Prof/Non-Prof: The professional and non-professional CP costs of the procedure."

PAGE 39: The stats listed for the "Enhance" procedure are actually those for the "Metamorphose" procedure described on page 48. There is no Enhance procedure.

PAGE 56: The Skill List includes Dreaming instead of Lucid Dreaming from BoL: Psi-Wars.

PAGE 57: The Skill List should include Forsaken Rites as a source for the Ritual skill. Indeed, Forsaken Rites substantially revises the Ritual skill.

If you believe you have found errata in any *Conspiracy X* product, please do not hesitate to send them via email to our rules editor for review and he will take a look at them.

Aegis Handbook

Conspiracy X

(Permission to copy granted)



Agent Name

Profession Stat/Mod Attribute

Credential / Strenght

Department / Size

Physical Description

Sex / Agility

Race / Reflexes

DoB / Intelligence

SSN / Willpower

Ht/Wt / Perception

Hair / Good/Bad Luck

Eyes Influence

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

Skill Level Att CPs

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Influence Icon Type

○ ○ ○ ○ ○ ○

Trait

Trait

Trait

Trait

Trait

Trait

Trait

Trait

Trait

Trait

Trait

Trait

Training Training

Training Training

Training Training

Pulling Strings

Pulling Strings

Pulling Strings

Pulling Strings

Pulling Strings

Pulling Strings

Weapon	Mod	Pb	Cl	Ef	Ln	Ex	Dam	Rof	Ammo	Spent Ammo	Location

Brawling / Martial Art Maneuvers

Current Medical Stats

Flesh (Fw)	<input type="radio"/>	<input type="radio"/>	Bruise (Br)
Usage: -2T	<input type="radio"/>	<input type="radio"/>	Usage: -2T
Stun Avoid: Size (Wil)	<input type="radio"/>	<input type="radio"/>	Stun Avoid: DL-2
KO Avoid: DL-2	<input type="radio"/>	<input type="radio"/>	KO Avoid: DL-3
KO Time: 1D rounds	<input type="radio"/>	<input type="radio"/>	KO Time: 1D rounds
Stabilize: 1 hour	<input type="radio"/>	<input type="radio"/>	Stabilize: NA
Heal Time: 1 hour	<input type="radio"/>	<input type="radio"/>	Heal Time: 1 minute
Stab./Heal Mod.: -2Df	<input type="radio"/>	<input type="radio"/>	Stab./Heal Mod.: -2Df
Wound (Wn)	<input type="radio"/>	<input type="radio"/>	Twack (Tw)
Usage: +1DF	<input type="radio"/>	<input type="radio"/>	Usage: +1Df
Stun Avoid: Auto	<input type="radio"/>	<input type="radio"/>	Stun Avoid: DL
KO Avoid: DL	<input type="radio"/>	<input type="radio"/>	KO Avoid: DL-1
KO Time: 1D minutes	<input type="radio"/>	<input type="radio"/>	KO Time: 1D minutes
Stabilize: 1 minute	<input type="radio"/>	<input type="radio"/>	Stabilize: NA
Heal Time: 1 day	<input type="radio"/>	<input type="radio"/>	Heal Time: 1/2 hour
Stab./Heal Mod.: -	<input type="radio"/>	<input type="radio"/>	Stab./Heal Mod.: -
Splatter (Sp)	<input type="radio"/>	<input type="radio"/>	Break (Bk)
Usage: Unusual	<input type="radio"/>	<input type="radio"/>	Usage: Unusual
Stun Avoid: Auto	<input type="radio"/>	<input type="radio"/>	Stun Avoid: DL+2
KO Avoid: DL+2	<input type="radio"/>	<input type="radio"/>	KO Avoid: DL+1
KO Time: 1D hours	<input type="radio"/>	<input type="radio"/>	KO Time: 1D hours
Stabilize: 1 round	<input type="radio"/>	<input type="radio"/>	Stabilize: NA
Heal Time: 3 days	<input type="radio"/>	<input type="radio"/>	Heal Time: 1 day
Stab./Heal Mod.: +2Df	<input type="radio"/>	<input type="radio"/>	Stab./Heal Mod.: +2Df
(Death ☠)			(Continue to Splatter)

Equipment

Miscellaneous

Notes

Character History

Aegis Handbook: Cell Record Sheet

Conspiracy X

(Permission to copy granted)



Current APs

Cell Personnel

Leader	Level	RP's
Member	Level	RP's
Member	Level	RP's
Member	Level	RP's
Member	Level	RP's
Member	Level	RP's
Member	Level	RP's
Member	Level	RP's

Influence & Resource Points

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Location A		Staff Location A	
Facility 1	Facility 2		
Facility 3	Facility 4		
Facility 5	Facility 6		
Facility 7	Facility 8		
Location B		Staff Location B	
Facility 1	Facility 2		
Facility 3	Facility 4		
Facility 5	Facility 6		
Facility 7	Facility 8		
Location C		Staff Location C	
Facility 1	Facility 2		
Facility 3	Facility 4		
Weapon	Loc.	Gear	Loc.
Weapon	Loc.	Gear	Loc.
Weapon	Loc.	Gear	Loc.
Weapon	Loc.	Gear	Loc.
Weapon	Loc.	Gear	Loc.
Weapon	Loc.	Gear	Loc.
Weapon	Loc.	Gear	Loc.
Weapon	Loc.	Gear	Loc.
Weapon	Loc.	Gear	Loc.
Vehicle	Loc.	Science	Loc.
Vehicle	Loc.	Science	Loc.
Vehicle	Loc.	Science	Loc.
Vehicle	Loc.	Science	Loc.
Vehicle	Loc.	Science	Loc.

CONSPIRACY X



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DEPARTMENT OF THE AIR FORCE
OFFICE OF THE CHIEF OF STAFF
UNITED STATES AIR FORCE
WASHINGTON, D.C. 20330
1 March 1967

CCS
Reservations of Air Force Officers

- | | | |
|------|-------------|--------|
| AFSC | HQCOMD USAP | SAC |
| ATC | CAC | TAC |
| AU | MAC | USAFSS |

ation, not verifiable, has reached Hq USAP that persons claiming to
ent the Air Force or other Defense establishments were contacted
is who have sighted unidentified flying objects. In one reported
individual in civilian clothes, who represented himself as a member
D, demanded and received photos belonging to a private citizen in
a person in an Air Force uniform approached local police and other
y who had sighted a UFO, assembled them in a school room and told
y did not see what they thought they saw and that they should
anyone about the sighting. All military and civilian personnel
rly Information Officers and UFO I
rie should immediately

CTED AREA