

BURN OUT
AND
FURTHER DOWN THE
RABBIT HOLE

SCENARIO OUTLINES FOR CONSPIRACYX [2ND EDITION]
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OVERVIEW

The scenarios in this collection **BURN OUT & FURTHER DOWN THE RABBIT HOLE** were written by *Wayne O'Conner* (see Wayne's work as an artist at <https://www.artstation.com/druakim>) for ConFESS 2009.

These two scenarios have been condensed into a single document and published via the unboundbook.org website with the author's permission. The new page layout and formatting was completed by *Marcus D. Bone*, but all other content and material remains untouched.

BURN OUT

Writers Note: This Scenario was written for the final CONFESS games convention in 2009. It was extensively rewritten after an initial playtest and I've included notes on small changes made during that session. It should also be pointed out that I wrote this scenario based on the main Second edition, so the Alien descriptions are based on that book. I decided that the Saurian technology should have a HR Giger like appearance which may differ from published material I have not read.

CHARACTERS

- FBI Agent Simmons
- MoonDust Ops Specialist Holmes
- Project MkUltra Psychic Asimov (Clairvoyant)
- Moon Dust Bluefly Pilot Parker
- US Army Matthews
- CDC Scientist Phillips

PLOT SUMMARY

A Ship goes down in the Players area. They're sent in to retrieve the ship and investigate. They find the ship may have been carrying an Abductee and must pursue the Aliens across the Terrain. The Saurians flee to a nearby Saurian outpost from which they were based. The PCs must rescue the Doctor as more Saurians arrive.

PLOT FLOW CHART

1. Opening Script
2. The PCs are called, the Scenario kicks in with them enroute
3. The Site, Investigate
4. The Campers and Saurian sighting
5. The Hidden Outpost
6. The Saurian Ship Arrives

Opening Scenario Script

Time: 9.43pm

Location: San Drino Ground Control Tower

The controller drinks his coffee. It's been a long shift but uneventful. Things are about to change.

"Alpha 153, adjust heading 33 degree, hold speed"

"Omega 147, Adjust heading 45, ascending please"

Responses come back.

"Roger Ground Control, Alpha 153, 33 degree altering",
followed by:

"Roger Hawkins ground, 45 ascending...Hawkins Ground Control, I have a visual"

The Controller leans forward, the Face illuminated by the control screens moving lights.

"Say again, Omega 147. My scope is clear of any birds in your air"

"Hawkins, I have a visual, Approx Northwest, flying low. Emitting...well, pretty bright lights"

The controller adjusts his seat.

"Hold present course, Omega 147..." turns to his chief in the tower

"Sir, we got any low altitudes flying out of Hawkins. I got a pilot visual on one here"

The Chief steps over.

"No, Nothing at this hour. Not on your Scope?"

"No Sir but-"

From the Passenger plane: *"Holy Shit. San Drino, he's altered course-"* Warning sounds ring. The controller leaps to action.

"147 come 45 immediate, adjust throttle 20. I've got your unidentified bird on scope and rising"

"Jesus-"

Radio Crackle. The 2 scope designations fly by each other. A few hundred yards.

"Holy Christ, it came right beneath us and dropped again. You got this son of a bitch?"

"Omega 147, hold present. I have the bird. Its descending. You get a visual?"

"uh yeah....It was fucking fast. And lot of lights, blinded my visual. I think I saw fire too, Tower."

"The birds just gone from my Radar Omega 147. Can you see the target?"

"Negative. It was like a fucking ball of light! What the hell was that?"

Nearby, another controller types into his mobile phone.

AUNT MARTHA NEEDS THE MEDICINE

INDOCTRINATION

Players begin training in Quantico Training Facility, thanks to Agent Simmons Pulling Strings to access the facility.

Players receive an emergency call from Aegis Channels, via HERMES etc. They are to travel to the site of a downed UFO immediately in the Ford Forest Reserve and to retrieve and cover up the crash immediately.

The Players with the exception of BlueFly Pilot James Parker and MKUltra psychic Asimov are training at Quantico when a message comes through on Hermes.

"AUNT MARTHA ILL. URGENT. TRANSPORT AT HAWKINS IMMEDIATE. BLUEFLY."

I took the player playing Parker aside and explained the nature of the Mission. Asimov was basically told he was coming from a party when he got the call. I gave the Blue Fly Pilot access to an unarmed Stealth Copter, basically anti Radar and darkened look and also pretty much Silent running engine.

Once the other players got to the launch area, the Blue Fly pilot briefed them in character. Prior to actual takeoff, there was a brief kitting out session. The urgency of the alert allowed that players not be allowed a long "shopping" period.

The Players are forced to land near a precipice about 200 hundred yards from the central site.

THE CRASH SITE

In wooded territory, the Ford Forest Reserve, the Wreckage lies scattered. A small fire has begun to burn, and access to the crash site is slowed down by no road access. The Vessel is scattered along the treeline but

relatively intact having clipped through the trees etc. The initial scene should be threatening and ominous with only fire illuminating. The Moon Dust operatives recognise this Technology as possibly Saurian in nature. I also had a character notice possible manmade components in the wreckage, organically combined with Alien Tech. (basically reiterating the possible Black Book-Alien collusion).

All the way through this scenario, the Psychic was used to convey tension by the player receiving senses of emotions emanating in the area. Fear, Anger being the two strongest. Anger mainly from the Saurians, with a degree of fear and of course extreme fear later from the Campers (see below).

Emergency services may shortly arrive, and PCs may be charged with securing the area somehow. How they do this is up to them, judge cover up attempts logically. However, before these services can make it to the spot the Scenario twists away into a Chase and Hunt plotline.

THE CRAFT

- **Fires/Wreckage**
- **Bio Organic/man-made elements**
- **Self Destruct**

The crashed craft can be found to contain manmade materials and technology, but an unusual engine /propulsion system and some part that seems alien (to players) in origin, Unusual and bio-organic. Cross reference on HERMES will show these to be possibly of Saurian Design. The Hermes may provide information on the Saurians, all that is known is that they work with Black Book, consult the Rulebook. As the Players Investigate, they find the main part of the Ship has been placed in a Countdown Destruction sequence (ala Predator).

In playtest, I let the players actually enter the hull of the ship. I took the party going in aside (other players had elected to watch the perimeter. They find the ship in self-destruct mode. The players who were taken aside were instructed to rush back in screaming "Run! Run! It's going to blow!" which really freaked the perimeter guarding players out.

Players must make run out of the blast zone (it's a normal blast, but you can play up the explosion Hollywood Style. Maybe secondary explosions as Trees explode around the players. Requiring dodge rolls etc. Anyone not fleeing the blast centre (?WHY?) will be killed.

THE KIDS

- **Screams in the Woods.**
- **Campers just attacked.**
- **Survivors interviewed? Some manner of Creatures.**

Camping nearby, 2 couples witnessed the crash. They were struck by unusual aspects to it, unusual lights and a strange spinning movement in its trajectory. More importantly, one kid filmed footage of the craft on a home camera. Though the footage is unconvincing and dark it may be damaging nonetheless.

As The PCs recover from the Ships blast, Screams are heard in the local environment. Or maybe a wounded kid stumbles out of the treelines towards a player? Or the MKUltra Psychic Asimov has a vision. He witnesses the Attack described below.

The students are Larry Summers, Michelle Teems, Bud Eager, and Lisa Gudrell.

Michelle is badly wounded (requiring First aids etc) and the others are terrified and claim some manner of Creature attacked them. Nearby Bud Eager lies unconscious (he was flung into a tree as he bravely tried jump the creature on Michelle). One has Video footage, filmed on a camera now lying on the ground, it shows a brief blur of movement and a huge shadow descending on Michelle. They claim that another Creature was seen carrying a human body on its shoulders.

The Campers are in shock, regards a description they can simply say it was huge, tailed and clawed and had "dead" eyes.

In playtest, a victim stumbled into the player area just after the ship exploded. The players backtracked to the camp. They found the others dead, wounded or catatonic with fear. The video camera footage was found. All the way through, I was trying to hold off the reveal

of the Aliens themselves. So Glimpses and blurs are alluding to the Saurians.

Nearby Blood trail. Tracks lead into the woods. Players roll tracking or the Psychic has a flash of the Fleeing Saurian near a visible marker that gives players an idea where to go?

As players pick up the trail, they each receive a Hermes Message.

INCOMING HERMES MESSAGE

The Pc's receive an incoming message at some point of your choosing in the above scenes. It insinuates the crashed ship may just have conducted a kidnapping of an important Bio-Chemist called Doctor Terrence Franklin. Doctor Franklin is perceived as a dangerous target by the Saurians due to his intelligence and their fear of humanity biological warfare capabilities.

"Warning. Suspected Abduction in local vicinity. Possible connection to downed vessel. Victim, Terrence Franklin, Biologist (file attached). Identify/Rescue."

Information on the Doctor includes his Picture. The psychic may recognise him in future psychic glimpses of the fleeing Saurians if so desired. The Doctor is a leading Scientist in DNA and cloning studies, his researches earning him commendations in several journals. He makes his lab in the nearby city...

AMBUSH

- **A Saurian ambushes the players**
- **He is killed /or Flees?**

The players proceed through the Trees. If moving stealthily, ask for appropriate rolls. They eventually reach an area, tree line ridge where one of the wounded Saurians now springs an Ambush. Should the players get in a position to kill the Saurian he activates a self-destruct device hoping to take a potential Captor with him. If not, it flees...

The First time the Saurian is glimpsed, require Fear Rolls from Players.

If the players are moving via Helicopter the Helicopter is struck by a Blast and spins requiring Piloting Checks from Parker. It goes down in the Trees. Then run the above scene also.

If things are going too fast in the scenario at this point, alternatively have a Bear encounter the Players. Maybe there's a Gorge needs crossing?

THE OUTPOST

- **Saurian seen entering**
- **Exploration**
- **More Saurians arrive**

The Players see the wounded Saurian go into some manner of Predator style camouflaged entrance. If they pursue, they find the entry way to a cave in the hills. The Wounded Saurian has fled inside and is contacting another Saurian Vessel. The players have a chance to explore the small outpost. Play up the darkness and the weird "alien" like walls? There's a tunnel and 3 chambers of interest. The entry to each chamber is via a Flesh Door, when it is touched the Flesh rolls back to allow access.

In playtest, I again used the psychic. Having him briefly witness the scene from the victims POV. He sees the aliens enter a rock formation. Later the players see it and touching it find the illusion covered doorway.

COMMUNICATIONS ARRAY

The Chamber is full of strange bio-organic style devices (think the Aliens movies), liquid flowing through them and strange electrical pulses. A Display like Device shows a series of Strange Glyphs and another flashes up Earth visuals. The Moon Dust operatives recognise this Alien Technology as possibly Saurian in nature?

This is the Saurian Outposts main communication and monitoring station. Perhaps have a face come up as the players enter, a face of a human seeking to have direct contact with the Saurians. As he talks, Glyphs flash beneath him. This Man is known to the PCs as a General Barnaby in a nearby Base, Hawkins Air Base. This may provide a hook for future Scenarios but for the moment is here merely to illustrate the Saurian-NDD connections and has no further use to this scenario.

THE SLEEPING VATS

This is the Saurian Resting Chamber. The room contains Liquid filled, Bio Organic tanks. The Individual Vats are empty and there are three of them. If the Pcs did not kill the 2nd Saurian who ambushed them, he's here in one of the Tanks. Perhaps Asimov the Psychic has a flash just before this Saurian Strikes the Players? Enough that they are not surprised? Players touching the liquid are unharmed, but feel electric pulses in the liquid within. Nearby Display like pods flash Saurian Glyphs.

THE LAUNCHING PAD

In the largest Cave the Saurians have a Launch Pad. Bio organic Devices are all around. The Wounded Saurian and his Captive sit here awaiting Pickup by another Vessel. The players need to Rescue the Doctor. There is Saurian equipment lying around including a Field Generator that a player might try use. It's basically a Force-field belt and might prove useful in the ensuing scene. As players move in or wait the Saurian Back up Vessel Hovers into the Chamber. The players may find themselves in a nasty Firefight. The Scene sees Bio Organic liquid filled pods in the chamber exploding as they are hit, Laser fire etc. How the Players play this out shall determine Success. The Saurians are keen to simply flee with their wounded comrade, so should the players secure the doctor the Saurians will not attempt to recapture. However, the players find the Chamber is in Self destruct. Cue a run out of the Chamber as the Base detonates! Cue outrunning flame, dodging rocks etc like in a Hollywood blockbuster.

In playtest, I adlibbed the existence of a load of military grade weaponry in the chamber, again possibly sign of Black Book cooperation with the Saurians. In this stockpile were missiles, Mobile missile launchers...in the game, a player secured one and used it. He aimed at the stockpile so...I didn't need the Count-down, the players basically fled the explosion he instigated! Indeed, one player died here.

THE SAURIANS

The Saurians are a Lizard-like Warrior race who are in collusion with the NDD. They are merciless, violent and will not allow themselves to be captured (hence self-destructs etc). They are technologically advanced in Plasma weapon, Force Fields etc. In this scenario it is assumed these forcefields were damaged in the crash though maybe they sporadically stop blows if you're feeling very nasty.

SAURIAN GNA-TALL Warrior

STR 5; DEX:5; CON4; INT5; PER 2; WIL 3; LP 65 (WOUNDED; 30); END 44; SPD20; ESSENCE 20

- Qualities: Hard to Kill 5; Natural Toughness; Psychic Void
- Skills: Brawling 3; Computers 3; Electronics 4; Guns (Plasma Claw) 3; Martial Arts 3; Pilot 3
- Weapons: Claws Natural d6 (3) x STR; Plasma Claw
- Psychic Assault: Willpower/Art of psychic vs; Difficult Willpower of target; resisted. Damage D4(2) per level of strength (5) Strength 5; Art 5.

Remember Saurians are psychic voids. All Psychic attempts on them are at level 1.

Plasma Claw

- Unpowered D6(3)x Str+1
- Mode 1: a slow moving plasma ball steered by the user. Range 5-10-15-20-30. Damage: d6x8(24)
- Mode 2: A Fast Plasma shot, uncontrolled but aimed. Range 5-15-30-50-100. Damage: d6x8 (24)

OTHER PLOT IDEAS

For those of you who wish to try do a follow-up to the above. The Scenario includes some deliberate unresolved questions.

For example: How did the Vessel Crash? A simple fault? Or maybe it was shot down by another Vessel? What was Doctor Franklin doing of such interest that they kidnap him? A DNA/ Cloning experiment? What of Colonel Barnaby, Is he Black Book? The scenario has several hints of Black

Book connection but the actual visual of Barnaby provides a significant follow up lead for players.

In the playtest, I had the players hear the approaching Emergency services. The CDC player quickly tried distract them and stall them by calling in a Quarantine. Though this temporarily held off this problem, it could be built on in subsequent sessions?

Besides the questions above, you may wish to do an actual site Clean-up session with Emergency departments enroute that need to be dealt with, players may need concoct a cover story?

FURTHER DOWN THE RABBIT HOLE

A Follow up to the BURNOUT scenario. The scenario can however be played unconnected to that scenario.

The Players are asked to investigate General Marcus Barnaby, who is believed to have Black Book or Saurian links. The players must covertly observe the General in the opening scenes. They then learn of a facility location where they discover further Saurian/NDD plotting.

The Scenario has a relatively free form slant in its individual sequences (how they monitor/spy Barnaby. How they break into the facility. Etc etc) and certain action moments are keyed to occur at dramatically appropriate points to propel the plot.

LINKING EVENTS

If players have played BURNOUT, they may have glimpsed the General in the communication area of the Saurian Hideout prompting further investigation. Regarding the crash itself, Aegis and the players have covered up the explosions as a crashed military plane, the crash also unfortunately killing some Campers and any PCs killed in the BURNOUT scenario. Having reported to Aegis the events, they are instructed to further investigate and given a Location to meet another Aegis agent.

INDOCTRINATION

- **Hermes Summons Message**
- **Mister Spencer's Debriefing**
- **Espionage**

HERMES MESSAGE

The players each receive a message from Aegis via their Hermes links.

Investigate activities General Marcus Barnaby (File attached). Suspected Black Book/Saurian Affiliation and connection to recent foiled kidnapping of Geneticist. Surveillance

Operation and as necessary follow up investigations.

Meet Agent Spencer, Map co-ordinates provided. Further Debriefing.

AGENT SPENCER

The message directs them to a cabin in the woods. When they get there, they are met by a young man in casual clothing, who identifies himself as Mr. Spencer and flashes his Hermes link as evidence of his Aegis connection. He informs them that he is a computer expert and has received an instruction from Aegis to assist them in monitoring General Barnaby. He gives the players a small button sized device, that he says they need to place on the Modem connection USB to allow them remote access to the general's computers. He provides 2 such devices (one for home/office computers), the device shall bypass antivirus protections etc. It will essentially send the players onscreen copy of the Generals drive and computer activities. The hard part is to initially place the device (ASPHYXIA link) on the computers requires a break in.

Having given them the device and instructions, Spencer departs into the night. He is very careful to lose any attempted tail.

Besides this the players may bug the Generals home or surveillance it in whatever way they chose depending on equipment available.

ESPIONAGE

How the players proceed at this point is up to them. The Players need stage break-ins and surveillance. Some information on the General's own security measures etc are given below.

THE GENERAL'S HOME

The General is recently divorced and lives alone but owns a large Doberman dog. His house also has an alarm system fitted to the doors and windows. His computer is located in an office on the first floor overlooking a large garden. The General is away most days from early morning (6am until 9pm approx). A Maid cleans the house on the Tuesday and Thursday mornings from 9-

12pm. The General keeps his office closed. The office computer is on the large mahogany desk and a safe is located under the desk behind a false shelf front. The House is surrounded by a high tree line for privacy.

THE GENERAL'S OFFICE

The first thing is that it is located on a secure military base and the office is located in a building that has a staff of about 20. Even at night, there are 2 military guards posted. The Facility is alarmed and has cameras which one of the guard's surveys from a secure room. The office has a safe in the wall and the computer on a desk, with photos and recommendations on the walls. To access the facility would require someone with military clearance to get in. The base fence is patrolled and lit but there are one or two weak points.

THE GENERAL'S ACTIVITIES

The General keeps a regular routine, rising at 5am then departing to the base. He works from his office mainly until 8pm, stopping in a restaurant for food on the way home where he is given the same window side table each night and is known by name. Here he occasionally reads files pertaining to work.

Basically, until players have set up Bug's or Asphyxia or began monitoring via sound devices the Generals activities show nothing untoward or suspicious. Once they have (hopefully without detection) begun surveying, move to the Next Scene. If they are in some way detected, read Complication segments.

RESULTS

Once players have instigated the surveillance, they may get the following results:

COMPUTER SURVEILLANCE

The players find nothing untoward on the computer. But an Accounts folder shows a discrepancy. Evidence in a Hidden folder show certain expenses are faked, and money is being siphoned to a Project entitled ICARUS. The folder shows expenses for security items (wire/camera)

personnel. But most importantly it has an Address. 2138 Lexington DW.

AUDIO SURVEILLANCE

Whether they do it by bugs or audio surveillance using scopes, the PC's pick up a conversation that Barnaby receives. The Caller is unidentified and can be traced to a mobile phone. The Caller is male (any voice recognition software detects an unusual but undetermined vocal quality to the voice). Barnaby speaks to him and reassures them that the recent incident has been covered up. Unless the PCs were detected the core statement is:

The Project can continue. Our security at the Facility is good. Not having the geneticist is a small set back, it may hurt our timeline a little but we're progressing. We will meet our end of the bargain and I trust you will meet yours? Of course. (hangs up)

COMPLICATIONS

If the PCs are in some way detected by Barnaby or he feels he's under threat, he is seen breaking pattern one day and using a Phone Kiosk. If players listen in on Audio surveillance, they hear him say (paraphrase to suit the Game situation that has set Barnaby on edge):

I think we may have a situation. I can't be sure, but I think I'm being watched.

We will deal with it.

He may also break Pattern and use a Cyber Café to relay an email? Your decision. Both these actions may alert players that they are exposed...Essentially Barnaby is the Scenario Hook to direct players to the Facility. Players may at this point feel the need to actively go after Barnaby and kidnap him. Have the Men in Black show up and interrupt the Kidnapping and have Barnaby killed maybe by a stray blast...Perhaps even have the Players being watched by MIB/NDD in some way?

THE LEXINGTON FACILITY

At some point the players are led to this address. The facility site sits nestled into the tree line overlooking a dam. According to any research

into the site, the building was a closed Dam operations site and is under maintenance. In fact, the builders etc are military in disguise. The site is wired, and cameras are up on the building. To find out what's going on, the players need access the Facility.

The Factory floor level has some cameras and men patrolling. Covered trucks sometimes arrive at the site.

If players break in. Allow them to gain access by whatever plan they try (within reason), Perhaps hidden in the back of a Truck (requiring a Truck Hijack beforehand, maybe they get a Truck schedule from Barnaby's computer?). Perhaps faking ID or just the whole covert Black suits, infrared goggles and stealth entry?

Whichever way, they find a tunnel leading down in the Factory Floor. A Guard Booth is positioned and 2 Guard's are here at all times. The tunnel leads down and connects onto another similar tunnel apparently, Some empty trucks are parked sporadically.

Off from this vehicle size tunnel there are several small rooms, and an entry into a lab. The Small rooms are storage chambers of normal items etc for day to day maintenance etc and a room with lab spare pieces.

In one sealed room, Groans of pain can be heard muffled. If players enter (requiring break-in skills), They find two mutated men chained to the floor in the room. These men are grotesquely altered with extra appendages, or no eyes or mouths etc. They cannot be communicated with...The sight of these may require Fear Rolls.

The main room of interest is the Lab.

THE LAB

In here there is evidence of genetic experimentation on human tissue. In jars around the lab are human body parts. In one cell, a man has been mutated, with extra limbs or similar such mutations, he cries in anguish (Fear tests if the players missed the mutant cell) as a doctor conducts testing monitoring on a computer. The main doctor, Dr Gar Havisham, might be captured by the players in here. He is easily convinced to divulge the facility operations if threatened.

"The Saurian's have given us clues, clues for cloning. They have been able to alter their own kind to make themselves appear human. They're providing us with assistance in body alteration and gene level manipulation. Black Book is hoping to perfect clones for their own purposes, to replace high level people with the perfect clone. I don't know what the Saurians are getting in return! I don't know all the details; I was simply recruited to work on the project."

And he doesn't.

At the dramatically appropriate time the room is entered by Men in Black and begins opening fire? Alarms start to blare. The players will be forced to flee. They may very well try destroying the lab in some manner, perhaps having brought explosives? Or by utilising whatever chemicals/resources are on hand to destroy the lab or perhaps the Fire fight with the Men in Black is the catalyst to the lab burning? The Test victim (a Homeless man the NDD kidnapped) is beyond saving and perhaps best put out of his misery. With Black Book agents closing in they can try hijack a truck for their escape? Black Book may pursue in Trucks or SUVs too, allowing for a dramatic chase.

SOME CHASE EVENTS

- In the tunnels, a pipe is hit, shooting out water or steam at someone beneath.
- An Oil Drum is shot and ignited?
- A Stack of Metal Drainpipes is kicked loose?
- Or a canister of gas is hit, torpedoing and deflecting off the tunnel walls?

VEHICLE CHASE EVENTS

- The classic side by side slam!
- One of the chasers has a single shot Rocket Launcher? Or the players locate one on the back of the truck they stole.
- The Chase goes off road, through the woods?
- The Black Book agents are using Saurian weapons?

If the players make good their escape, the scenario comes to a close. The Facility is either destroyed or vacated rapidly by Black Book. Any explosions etc covered up. If they return, they

find it empty. They report to Aegis and in the meantime return to their normal life's until further instruction. They might let it be known about Barnaby's financial discrepancies through media etc, forcing Barnaby if still alive, to be called to answer to a congressional board. He dies the night before he is due to answer, apparent heart attack.

NPC STATS

NDD AGENT

STR 2; DEX 3; CON 3; INT 3; PER 3; WIL 2; LP 42; END 26; ESSENCE 20

- Qualities: Hard to Kill 4; Influence Military 1; Military Rank 2; Official identity (No records); Nerves of Steel
- Skills: Brawling 2; Computers 2; Dodge 2; Drive (cars) 3; Electronic Surveillance 2; First aid 2; Gun (handguns) 4; Notice 2; Stealth 3; Surveillance 2
- Gear: Pistol (d8x4 (16))

MEN IN BLACK (A Saurian Agent genetically altered to appear human)

STR 4; DEX 3; PER 3; CON 4; INT 3; WIL 3; LP 57; END 38; ESSENCE 20

- Qualities: Hard to kill 5; Psychic Void
- Skills: Electronics 2; Brawling 2; Computers 3; Drive (cars) 2; Guns(handgun) 2; Guns (Plasma Claw) 3; Pilot 3; stealth 3; Surveillance 2
- Gear: Plasma Claw (see below)

Plasma Claw

- Unpowered: Damage D6(3)x Str+1
- Mode 1: Slow-moving plasma ball steered by the user; Range 5-10-15-20-30; Damage d6x8(24)
- Mode 2: Fast Plasma shot; uncontrolled but aimed; Range 5-15-30-50-100; Damage: d6x8 (24)