

END TIME



Michael C. LaBossiere

Vertical text on the right edge of the page, likely bleed-through from the reverse side. It consists of several lines of Chinese characters, including 'END TIME' and 'Michael C. LaBossiere'.

END TIME

a Call of Cthulhu supplement
Dr. Michael C. LaBossiere

Introduction

In 1993 Pagan Publishing's End Time product came to an unceremonious end. Contained herein is the material I wrote for the project. While the project was never completed, you will find here the results of many hours of work.

The End Time grew out of my Blood Moon adventure, published in Chaosium's *Strange Aeons*. Essentially, it is a dark future in which the stars have become right (or nearly right) and humanity has been forced to flee the earth.

If the material proves to be popular, I will revise the text to make it more organized and complete. I also have unfinished material, maps and such.

Legal Information

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KEY POINTS IN THE FUTURE HISTORY

Keeper's version

2020: The first human moon base is completed, despite several mysterious accidents and numerous setbacks due to political opposition and financial difficulties. The moon base, which is run by the UN, is operated by international teams and helps enhance the level of international cooperation in space.

2022: Dr. Rice, of NASA, receives a copy of the [Kerchez Fragments](#) from a friend and begins translating the work.

2027: Dr. Rice completes his translation and interpretation of the [Kerchez Fragments](#) and learns that the work details much of the Mi-Go's role in the development of humanity as well as secrets on how to unlock hidden potentials in the human mind. Attempting to use the spells within the book. Dr. Rice drives himself mad and is institutionalized. After his recovery, Dr. Rice forms the anti-space Brotherhood of Christ. His translation is found by his colleague Dr. Tensler. Tensler follows Dr. Rice in trying the secrets contained within the book and also drives himself mad. In the process Tensler's mind comes in contact with Domaag T'eel, a massive alien entity the Mi-Go have been growing in the moon for centuries in an attempt to forestall the return of the Great Old Ones. In his madness, Tensler decides that Domaag T'eel will reward him with the secrets of time and space if he frees it. Unknown to Dr. Tensler, Domaag T'eel is a mindless mass of alien flesh which only desires its freedom. After two years, Tensler returns to NASA.

2030: Due to political considerations, NASA's budget is threatened with a substantial reductions in order to fund a series of new welfare programs. Diane Saunders, the dynamic director of NASA, leads the fight against the budget reduction. Dr. Tensler, who is obsessed with reaching the moon, throws his considerable influence behind Director Saunders. In the end, the vote goes narrowly in favor of continued space development and Director Saunders is even able to persuade the UN into providing funding for a Mars mission.

2033: Director Saunders is assassinated by fringe elements of the Brotherhood of Christ. Without her guidance, NASA begins to flounder and the UN begins to cut back on its funding for the Mars mission.

2034: Dr. Tensler arranges to be transferred to the UN scientific moon base and begins taking steps immediately to free his "master." Shortly after his arrival, Dr. Tensler frees and is consumed by Domaag T'eel. At the cost of destroying the human outposts on the moon, the Mi-Go and humans are able to imprison the entity again. The Mi-Go, fearing further human tampering, contact the leaders of the earth and forbid humanity from ever returning to the moon. Abandoned and without shelter, the human survivors on the moon perish.

2035: Domaag T'eel, with its intelligence greatly increased due to its consumption of Dr. Tensler and several Mi-Go, begins to strain at the Mi-Go containment. The Mi-Go, in the guise of the "Grays", for unknown reasons, warn the human leaders of earth of the danger posed by this entity. At a secret UN meeting, which the "Grays" attend, the UN decides to study the problem. Dr. Wu, of China's space program, and David LeSarre,

the new NASA director, meet secretly to discuss the danger facing humanity.

2036: Wu and Lessarre meet again and decide to propose the construction of a space station which will be used in the construction of a vessel capable of reaching Mars. After sufficient pressure is applied, the American and Chinese governments agree to begin construction of the station.

2038: Construction begins on the space station and proceeds at a very slow rate. Political pressure results in a further decrease in its funding. "Pork barrel politics" as well as profiteering on the part of the involved corporations results in massive cost overruns, further slowing the project down. The project is further delayed by defective equipment supplied by the government contractors.

2039: The moon, under the influence of Domaag T'eel, begins to shift in its orbit. Minor coastal flooding and weather disruptions occur, killing several hundred across the globe. The corpse city of R'lyeh is briefly exposed as is the island of Ghatanothoa. Statistically significant increases occur the the worldwide rate of insanity and the crime rates as the influence of the Great Old Ones begin to grow. Dr. Wu pleads with her government for more funding and with the aid of information contained in ancient texts and the latest scientific data, she is able to persuade the Chinese government to increase their space development efforts. LeSarre is less successful in America, due to the prevailing attitude against spending further money in space.

2040-2044: Domaag T'eel gains more and more power and the situation on earth continues to worsen as it alters the moon's orbit further. The coastal flooding and weather disruption worsens and becomes severe in many areas, resulting in thousands of death. R'lyeh becomes almost completely exposed as does the island of Ghatanothoa. The world rates of insanity and crime begin to climb at alarming rates and odd, inexplicable events occur on a regular basis. Faced with the reality of the situation, many nations decide to become involved in the construction of the space station and in 2042 construction begins on the **Phoenix**, a large vessel capable of carrying nearly one hundred humans in suspended animation to Mars.

2045: The Phoenix is completed and sets out for Mars. When the Phoenix reaches Mars months later the crew and passengers begins the construction of a colony dome. Conditions continue to worsen on earth as the influence of the Great Old Ones continues to increase as the veils between the worlds begin to weaken. Driven by desperation, the nations of earth devote almost their full energies to the construction of space vessels. Massive, madness and fear induced riots become common in all major earth cities.

2046: The corpse city of R'lyeh is fully exposed as is the island of Ghatanothoa. The situation on earth continues to deteriorate. Around the globe, many small coastal communities are taken over by the Deepe Ones and the human inhabitants are killed or used as breeding stock. Deeper inland, many small communities fall prey to other Mythos entities. Ships at sea begin to vanish and aircraft lift off never to land again. Fear and paranoia become the order of the day. On Mars, the basic structures of the colony are established and construction of additional habitats begins at a rapid (and desperate) pace.

2047: A second space ship, the **Argo**, carrying 100 humans in suspended animation leaves for Mars. Construction begins on three more vessels as all doubt of the danger facing humanity vanishes. Though the profiteering and sloppy manufacturing continues to some degree, desperation and fear work speeds up ship production greatly and shifts work round the clock on each vessel.

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2048: The spread of madness infects nearly the entire world. Cities quickly degenerate into war zones and the few surviving small communities close themselves off to outsiders. Martial law is declared by all surviving governments. Only in space does life go on with some semblance of normalcy.

2049: Amid the turmoil, China launches three rockets into orbit which are rebuilt into crude space stations. Afterwards two large space planes are launched into orbit bearing some of the brightest and best of the Chinese as well as numerous government officials and the wealthy. The United States launches two more rockets, three shuttles and a space plane and the European Economic Community and Japan each launch a rocket and a shuttle. Though conditions in the makeshift stations are terrible, they are vastly superior to those on earth.

2050: Two of the vessels are completed and the third vessel is stripped for parts. The two completed vessels set out for Mars, each carrying 300 humans in suspended animation. One vessel, the **Ark**, suffers a massive power plant failure and the crew and passengers are killed. The other vessel, the **Hope**, eventually reaches Mars and join the colony. Earth is in nearly complete chaos as almost no government authority remains. Rioting, crime, madness and worse become the order of the day for the entire world.

2051-2054: The Hope arrives at the Mars colony. A few desperate attempts are made to complete the final vessel through 2052, but by 2053 all launches cease when the last operating launch site in Florida is overrun by desperate mobs and destroyed. By 2054, all human governments have effectively ceased to exist.

2055: Domaag T'eel finally frees itself of the Mi-Go containment field. After slaughtering and consuming as many Mi-Go as it can get its pseudopods on, it turns its efforts to shifting the moon further and further. In short order it is able to shift the moon enough to free Great Cthulhu and other Great Old Ones. The human survivors on earth are horrified to learn that the previous terror and madness they faced pales in comparison with the new age of horror that has dawned on earth. In an act of terrible mercy, LeSarre orders the firing of nuclear warheads from orbital battle satellites into the remaining population centers. Millions die in the nuclear fireballs, denying the Mythos beings the opportunity to give them more prolonged and terrible ends.

2056: Last transmission received from earth. The message, from the UN antarctic base, tells of "dark and horrible shapes moving across the ice" behind which moved "something large...something inhumanly huge..." Shortly after the message from the antarctic base, all contact is lost with the space station in earth's orbit. The last transmission from the station is a horrifying garble of screams, alien voices, and worse.

2057: The human Mars colony, population approximately 500 people, continues to struggle to survive. The Phoenix is converted into a space station and parts of it are brought down from orbit for construction materials. Images from a few operating satellites continue to be received on Mars. The images are deemed too horrible for general viewing and are kept secret by the colony leaders.

2058-2074: The Mars colony continues to survive. Due to the lack of adequate supplies and equipment, the colony is extremely harsh and many people perish. Driven by the need to terraform Mars, the colonists devote their efforts to genetic research in the hopes of producing organisms to bring oxygen to the atmosphere. Their efforts bear fruit in 2071 when a photosynthetic organism, nicknamed "Ohto" (pronounced "oh two") that is capable of surviving the harsh climate of Mars is genetically engineered. In 2072 the colonists begin to plant "farms" of these organisms in the hopes that the Ohtos will

produce a breathable atmosphere within a few centuries. To meet their current needs, the colonists continue to find ways to utilize the native materials in constructing shelters.

2076: Despite the harsh conditions, the colony begins to grow, though very slightly. The adult population of the colony reaches approximately 550 individuals. Mysterious ruins are found by Dr. John Taylor's expedition and they are carefully explored in the hopes that they will be usable by the colonists. The space station's receivers begins to pick up odd transmissions that defy translation from outside of the solar system. Colony scientists are divided into two groups: those who believe that the signal is of intelligent origin and those who believe it to be a natural phenomenon. Some of the scientists wish to respond to the signal, but the council (believing that humanity is in enough trouble without revealing its location to what might be more hostile beings) decides that no signals will be sent in reply.

2077: The colonists begin to convert the ruins found by Taylor into human habitations and the first colonists move in soon after the ruins are made air tight (or nearly so). Dr. John Taylor's second expedition vanishes while exploring another set of ancient ruins. The executive council, after receiving a report on the situation, decides to declare the ruins an off limit area. Shortly afterwards, three teenagers enter the ruins on a dare and never return. The entrance the ruins is then blocked off with stone.

2078-2093: The colony continues to grow and more people move into the alien structures. Over the course of the years more Ohto farms are created. The colony scientists detect minute increases in the planetary oxygen level. In 2078 another set of ancient ruins are located by Dr. Diane Layner's expedition. One member of the expedition, who became lost in the ruins and was later found unconscious, insists that he saw Dr. Taylor deep in the ruins. Despite the need for more habitation, the ruins are sealed by council order. In 2087 organisms are engineered that are capable of synthesizing water and in 2088 they are distributed across Mars. In 2091 a series of mysterious and incomprehensible radio transmissions are received from earth and shortly afterwards contact is lost with the satellites in earth orbit.

2094: The colony's adult population reaches a total of approximately 645 persons and oxygen levels continue to rise. Additional terraforming organisms are engineered and introduced into Mars simple ecosystem. A group of twenty five people, violating the council's prohibition, enter the forbidden ruins to set up their homes and are never seen again.

2095: In desperate need of manufactured material and equipment, the colonists begin to work on a plan to recover the crippled Ark. Plans are laid to refit the Hope and launch it on a salvage mission.

2096-2111: Life continues on the Mars colony and the oxygen content of the Mars atmosphere continues to increase in minuscule increments. Additional tailored organisms are introduced to speed up the terraforming process. Another series of strange transmissions is received from outside the solar system in 2098. The colony scientists, still baffled by the signals, engage in a heated debate over their nature and content. Once again, the colony council again votes not to reply to the transmissions.

2112: The adult population of the colony reaches approximately 700 and would have been larger if not for a serious accident in one of the habitats. One of the few remaining unmanned probes is launched for earth carrying a variety of instruments. After it arrives, the probe is able to send thirty minutes of images and readings before it sends its last image: that of a large, dark looming shape suddenly appearing before the probe. The technician viewing the images from the probes goes temporarily insane from what he sees and the

images are kept secret by the council to avoid any such further incidents.

2113: The Mi-Go journey from their base on Yuggoth (Pluto) and meet secretly with the council on Mars in their guise as "Grays". The council agrees to allow the "Grays" to establish a base far from the human settlements and to leave the "Grays" alone while the "Grays" agree not to interfere with the colony. The Mi-Go soon establish their base and go about their alien business in their usual mysterious manner.

2114: The colony scientists notice a dramatic increase in the percentage of oxygen in Mars atmosphere as well as an increase in the average temperature. The scientists suspect that "Gray's" activity is responsible for the changes, but the council orders the scientists to cease their investigation of the phenomenon. The Hope is launched to recover the Ark.

2115-2128: The colony continues to grow and the conditions on Mars become minutely more terrestrial. The Ohtos carpet fairly large sections of the Martian surface, pumping oxygen into the atmosphere and consuming carbon dioxide at ever increasing rates. In late 2115, the Hope returns to Mars with the Ark. Work begins in refitting and repairing the Ark almost as soon as she arrives in orbit. In 2116 a single message from earth, apparently of human origin, is received. The council decides to keep the content of the message a secret. In 2126 another barrage of transmissions from beyond the solar system is received. The chief scientist working on the project, Dr. Chan, vanishes soon after the transmissions are received. The only clue found in is a hastily scrawled mathematical code .

2129: The adult population of the colony reaches 1,000 individuals. A survey team of ten colonists who were searching for more habitable ruins, lead by Dr. Lin a noted planetologist , vanishes and only the team's vehicle and empty vacc suits are found. At the council's order, one of the colony's remaining three probes is launched to earth and sends back twenty three minutes of images and data before contact is lost with it. The images and data are classified as secret by the council.

2130: One of the last two probes is launched to earth's moon. When the probe arrives it sends back data for seven hours before contact is lost. The data and images from this probe are classified as secret. Non-council scientists begin to protest the secrecy and demand to be allowed to see the images and review the data. A three person survey team vanishes completely, leaving no traces behind. Another survey team reports seeing strange moving shapes that did not look human. The survey teams begin to carry military grade small arms on their missions. An expedition discovers another set of ruins and finds them to be safe.

2131-2145: The colony continues to grow and a second small colony is started in the newly found ruins. The planetary oxygen levels begin to increase and the colony scientists predict that Mars will have a breathable atmosphere within one to two hundred years at the present rate of increase. In 2132, three members of a four person survey team vanish and the fourth is found running wildly across Mar's surface, clutching his empty weapon. The man never recovers and commits suicide a month later. In 2138 another series of transmissions from outside the solar system are received and in 2139 a short transmission, apparently of human origin, is picked up. As before, the council keeps the content of the transmissions a secret. Wing Chan, an engineer who had constructed his own receiver, is found dead on the Martian surface, apparently due to a seal failure on his vacc suit. In 2143 two people vanish while planting Ohto.

2146: The adult population reaches approximately 2,100 individuals. The colony executive council announces that the Ark will be refitted for a mission to earth and volunteers are requested for the mission, which is scheduled to begin in four

years. Work begins on bases on Deimos and Phobos for use in the earth mission.

2147: Recommended start of the End Time campaign.



Key Points in the Future History: Players' Version

2020: The first human moon base is completed, despite several mysterious accidents and numerous setbacks due to political opposition and financial difficulties. The moon base, which is run by the UN, is operated by international teams and helps enhance the level of international cooperation in space.

2030: Due to political considerations, NASA's budget is threatened with a substantial reductions in order to fund a series of new welfare programs. Diane Saunders, the dynamic director of NASA, leads the fight against the budget reduction. Dr. Tensler, who is obsessed with reaching the moon, throws his considerable influence behind Director Saunders. In the end, the vote goes narrowly in favor of continued space development and Director Saunders is even able to persuade the UN into providing funding for a Mars mission.

2033: Director Saunders is assassinated by fringe elements of the Brotherhood of Christ. Without her guidance, NASA begins to flounder and the UN begins to cut back on its funding for the Mars mission.

2034: The testing of a prototype drive and power plant system for the Mars mission vessel goes horribly awry and results in a massive explosion. The Mars Mission Base is completely destroyed and the EMP produced by the blast destroys the life support systems in the UN Scientific Moon Base. The high radiation levels preclude any rescue attempt and all members of the UN teams are listed as killed in the line of duty.

2035: High level talks begin between the United States and China. The news media reports of a top secret meeting between NASA director David Lessarre and the Director of the Chinese space program, Dr. Wu.

2036: In a joint announcement, the US and China announce that they will be cooperating to produce a large space station. According to the governmental spokespeople, the US and China intend to use the station for "scientific research and to serve as a construction site for a Mars mission vessel."

2038: Construction begins on the space station and proceeds at a very slow rate. According to various media reports, political pressure results in a further decrease in its funding. Further, an inspired piece of investigative journalism by Leslie Cantor and Daniel Hsu reveals that the project has been badly slowed down by "pork barrel politics" and defective equipment from governmental contractors.

2039: The moon begins to shift in its orbit. Minor coastal flooding and weather disruptions occur, killing several hundred across the globe. Statistically significant increases occur the worldwide rate of insanity and the crime rates. Scientists announce that the lunar shift is due to some anomaly in the moon's gravitational field and social scientists attribute the increase in crime and insanity to the fear generated by the news about the moon. Oddly enough, a privately funded psychological study reveals that most people who suffered breakdowns were not concerned about the moon, but about something else (exact details of the study are not available). China announces that it will be substantially increasing its

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activities in space while the United States announces only a modest increase in funding.

2040-2044: The moon continues to shift in its orbit and scientific and pseudo-scientific theories about why it is happening are published daily and espoused on talk shows. The coastal flooding and weather disruption worsens and becomes severe in many areas, resulting in thousands of deaths. The world rates of insanity and crime begin to climb at alarming rates and odd, inexplicable events occur on a regular basis. Most scientists are at a loss to explain. Several other nations announce their commitment to space development and become involved in the construction of the space station. In 2042 construction begins on the Phoenix, a large vessel capable of carrying nearly one hundred humans in suspended animation to Mars.

2045: Amidst much celebration and media coverage, the Phoenix is completed and sets out for Mars. Each day, millions of people gather around their TV sets to follow the progress of the Phoenix. When the Phoenix reaches Mars months later the crew and passengers begin the construction of a colony dome. One by one nearly all the industrialized nations join into the production of space vessels. Massive increases in crime, madness and riots become common in all major earth cities. Psychologists and sociologists attribute the problems to such things as fear of the moon, the proletariat uprising against the wanton excesses of capitalism, gravitationally induced hysteria, and so forth. The number of religious groups, especially those preaching that the end of the world is at hand, increases even more. Nearly every talk show has some person talking about the worsening conditions and everyone of them has their own explanation.

2046: The situation on earth continues to deteriorate. Around the globe, contact is lost with many small coastal communities and stories circulate about how "fish-men" have taken over some of these communities. Contact is also lost with some small communities further inland and bizarre rumors circulate about what is happening. According to newspaper and TV reports, ships at sea begin to vanish at a disturbing rate and some aircraft lift off never to land again. Fear and paranoia become the order of the day. New theories attempting to explain the various phenomena are produced hourly but no real answers are forthcoming. On Mars, the basic structures of the colony are established and construction of additional habitats begins at a rapid pace.

2047: A second space ship, the Argo, carrying 100 humans in suspended animation leaves for Mars. Dr. Harold Jarven presents a computer model that indicates that the lunar shifting may well result in the deaths of substantial portion of humanity and his research suggests that the extinction of the dinosaurs may well have been due to an earlier shifting of the moon. After the release of Jarven's theory, construction begins on three more vessels as the world unites in response to the grave danger faced by humanity. Though the profiteering and sloppy manufacturing continues to some degree, desperation and fear work speeds up ship production greatly and shifts work round the clock on each vessel.

2048: The spread of madness infects nearly the entire world. Many social scientists, biologists and psychologists advance theories suggesting that the madness is due to a genetic memory of the previous cataclysm. Other scientists denounce such theories as pseudoscientific bunk. Cities quickly degenerate into war zones as desperate people battle for food and material goods. The few surviving small communities close themselves off to outsiders. Martial law is declared by all surviving governments. All 3,000 members of a religious group, the Order of the Lunar Dawn, commit suicide in a public park on worldwide TV. Several other religious groups follow suit. Only in space does life go on with some semblance of normalcy.

2049: Amid the turmoil, China launches three rockets into orbit which are rebuilt into crude space stations. Afterwards two large space planes are launched into orbit. The United States launches two more rockets, three shuttles and a space plane and the European Economic Community and Japan each launch a rocket and a shuttle. Though conditions in the makeshift stations are terrible, they are generally regarded as vastly superior to those on earth.

2050: Two of the vessels are completed and the third vessel is stripped for parts. The two completed vessels set out for Mars, each carrying 300 humans in suspended animation. One vessel, the Ark, suffers a massive power plant failure and the crew and passengers are killed. The other vessel, the Hope, eventually reaches Mars and joins the colony. Earth is in nearly complete chaos as almost no government authority remains. Rioting, crime, madness and worse become the order of the day for the entire world.

2051-2054: The Hope arrives at the Mars colony. A few desperate attempts are made to complete the final vessel through 2052, but by 2053 all launches cease when the last operating launch site in Florida is overrun by desperate mobs and destroyed. By 2054, all human governments have effectively ceased to exist.

2055: The moon continues to shift in its orbit and the earth is further disrupted by its gravitational influence. In orbit, three more vessels are completed and set out for Mars. A terrible computer error, triggered by some unknown factor, results in the firing of nuclear warheads from orbital battle satellites into the remaining population centers. Millions die in the nuclear fireballs.

2056: All contact is lost with the space station in earth's orbit. It is believed that the radiation from the earth somehow effected the station's power plant and electronics.

2057: The human Mars colony, population approximately 500 people, continues to struggle to survive. The Phoenix is converted into a space station and parts of it are brought down from orbit for construction materials. Images from a few operating satellites continue to be received on Mars. The images received are too badly distorted to provide any useful information about conditions on earth.

2058-2074: The Mars colony continues to survive. Due to the lack of adequate supplies and equipment, the colony is extremely harsh and many people perish. Driven by the need to terraform Mars, the colonists devote their efforts to genetic research in the hopes of producing organisms to bring oxygen to the atmosphere. Their efforts bear fruit in 2071 when a photosynthetic organism, nicknamed "Ohto" (pronounced "oh two") that is capable of surviving the harsh climate of Mars is genetically engineered. In 2072 the colonists begin to plant "farms" of these organisms in the hopes that the Ohtos will produce a breathable atmosphere within a few centuries. To meet their current needs, the colonists continue to find ways to utilize the native materials in constructing shelters.

2076: Despite the harsh conditions, the colony begins to grow, though very slightly. The adult population of the colony reaches approximately 550 individuals. Mysterious ruins are found by Dr. John Taylor's expedition and they are carefully explored in the hopes that they will be usable by the colonists.

2077: The colonists begin to convert the ruins found by Taylor into human habitations and the first colonists move in soon after the ruins are made air tight (or nearly so). Dr. John Taylor's second expedition vanishes while exploring another set of ancient ruins. The executive council, after receiving a report on the situation, decides to declare the ruins an off limit area. Shortly afterwards, three teenagers enter the ruins on a dare and never return. The entrance the ruins is then blocked off with stone.

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2078-2093: The colony continues to grow and more people move into the alien structures. Over the course of the years more Ohto farms are created. The colony scientists detect minute increases in the planetary oxygen level. In 2078 another set of ancient ruins are located by Dr. Diane Layner's expedition. Investigation of the ruins reveals radioactive contamination. With the best interests of the community in mind, the ruins are sealed by council order. In 2087 organisms are engineered that are capable of synthesizing water and in 2088 they are distributed across Mars. The council announces that earth's remaining artificial satellites have all been destroyed due to orbital deterioration.

2094: The colony's adult population reaches a total of approximately 645 persons and oxygen levels continue to rise. Additional terraforming organisms are engineered and introduced into Mars simple ecosystem. A group of twenty five people, violating the council's prohibition, enter the forbidden ruins to set up their homes and are never seen again. The council sends in a rescue team who reports that the radiation levels are still far to high for human safety and the radiation prevents the team from recovering any bodies.

2095: In desperate need of manufactured material and equipment, the colonists begin to work on a plan to recover the crippled Ark. Plans are laid to refit the Hope and launch it on a salvage mission.

2096-2111: Life continues on the Mars colony and the oxygen content of the Mars atmosphere continues to increase in minuscule increments. Additional tailored organisms are introduced to speed up the terraforming process.

2112: The adult population of the colony reaches approximately 700 and would have been larger if not for a serious accident in one of the habitats. The council announces that it has ordered the launching of one of the few remaining unmanned probes. The probe suffers a malfunction upon entering earth orbit and does not send any coherent signals back to Mars.

2114: The colony scientists announce a dramatic increase in the percentage of oxygen in Mars atmosphere as well as an increase in the average temperature. The scientists credit the environmental changes to the colony's terraforming microorganisms. The Hope is launched to recover the Ark.

2115-2128: The colony continues to grow and the conditions on Mars become minutely more terrestrial. The Ohtos carpet fairly large sections of the Martian surface, pumping oxygen into the atmosphere and consuming carbon dioxide at ever increasing rates. In late 2115, the Hope returns to Mars with the Ark. Work begins in refitting and repairing the Ark almost as soon as she arrives in orbit. The noted scientist, Dr. Chan, vanishes after leaving behind a suicide note. Extensive searches fail to find him and he is presumed to have carried out the intent expressed in his note.

2129: The adult population of the colony reaches 1,000 individuals. A survey team of ten colonists who were searching for more habitable ruins, lead by Dr. Lin a noted planetologist, vanishes. Some badly damaged equipment from the expedition is later found and it is concluded that they perished in a sand storm. At the council's order, one of the colony's remaining three probes is launched to earth. The transmissions from the probe are badly scrambled and provide no useful data about conditions on earth.

2130: One of the last two probes is launched to earth's moon. The probe arrives at the earth and send back a few images of the earth but the transmissions soon become badly garbled. A three person survey team vanishes. An expedition discovers another set of ruins and finds them to be safe.

2131-2145: The colony continues to grow and a second small colony is started in the newly found ruins. The planetary oxygen levels begin to increase and the colony scientists predict that Mars will have a breathable atmosphere within one to two hundred years at the present rate of increase. In 2132, three members of a four person survey team are lost and the fourth is found running wildly across Mar's surface. It is believed that the man went insane and killed his other team members. Noted colony engineer Wing Chan is found dead on the Martian surface, due to a seal failure on his vacc suit.

2146: The adult population reaches approximately 2,100 individuals. The colony executive council announces that the Ark will be refitted for a mission to earth and volunteers are requested for the mission, which is scheduled to begin in four years. Work begins on bases on Deimos and Phobos for use in the earth mission.

2147: The Present.



PLANETARY INFORMATION

End Time Luna:

Physical Data:

The moon is 3,476 kilometers in diameter and has a surface gravity one sixth that of earth. While this entails that objects weigh one sixth of what they do on earth, it does not entail that people can carry six times what they normally can, since the objects remains just as bulky and cumbersome as they do on earth. People (and other things) can move about rapidly on the moon by taking bounding leaps, but this can be dangerous and is not recommended. This is not because a person is likely to fly off into space, but because a bad landing could injure a person or damage a suit.

The moon, as is well known, is extremely hostile to human life. The day equatorial surface temperature is 127 degrees centigrade and the night equatorial surface temperature is -173 degrees centigrade, making the moon a place of extremes. The moon also lacks an atmosphere. These factors will spell a very quick death for any inadequately protected human on the lunar surface. Additional information and precisely detailed maps of the lunar surface can be found at your local library.

Current Conditions:

Located on the surface of the moon are the shattered remains of the UN Mars Mission base which was destroyed when Domaag T'eel broke through the lunar surface in its first escape in 2014. Near the remains of the Mars Mission Base is the mostly intact UN Scientific Moon Base. The base's power plant and most of its electrical systems have been burnt out (during the containment of Domaag T'eel in 2034), but the base is still structurally sound. The moon is currently the undisputed domain of Domaag T'eel. This massive, alien entity dwells within the hollow spaces of the moon and occasionally protrudes pseudopods to the surface in search of food. Mythos beings, determined to keep Domaag T'eel healthy and happy, provide it with a constant supply of food (mostly captive humans taken from the survivors on earth). Domaag T'eel is the key to the current Great Old Ones' domination of the earth, for it is Domaag T'eels' modification of the lunar orbit that has enabled them to break through into earth's dimension or awaken from their long sleeps. As such, the Mythos beings are dedicated to preserving Domaag T'eel and in preventing the troublesome humans and Mi-Go from tampering with Domaag T'eel. Naturally, the Mi-Go and humans are eager to do something about Domaag T'eel, but at this point neither race has the resources available to act against Domaag T'eel.

Death On the Moon and In Space

The Physical Environment:

Space is an extremely dangerous place for humans. The primary danger in space stems from the fact that space lacks sufficient oxygen and pressure for humans. A human exposed to vacuum without a suit will die extremely quickly (there is no need to roll dice). A leak in a pressurized vehicle, structure, or suit will result in a loss of air and pressure. Such situations should be carefully handled by the Keeper based on the conditions of the situation and plot requirements. If the life support systems of a structure, vehicle, or suit fail, those inside will suffocate when the air runs out.

The low gravity on the moon and the zero gravity of space make human activities a bit difficult. Such operations are governed by the skill of Low/Zero Gravity Operations.

Combat:

Combat in space or the moon is extremely difficult and hazardous. All relevant combat skills are averaged with the character's Low/Zero Gravity skill. Further, weapons that recoil (all firearms) may cause a loss of control. Each time a character fires a weapon, he or she must check against his or her Low/Zero Gravity Operations skill at a -% equal to twice the maximum damage of the weapon (for example, firing a twelve gauge shotgun would result in the skill being reduced by 48% for the roll) if the character is unbraced, and only at a -% equal to the maximum damage if the character is braced. A failed roll will cause the character to lose control and he or she will be pushed backwards (how far and to what result is left to the referee). The character will be out of control, and unable to act, until he or she can make a successful skill roll using Low/Zero Gravity Operations.

A being vulnerable to the effects of vacuum who has the misfortune of being damaged while in a space suit, will suffer the following effects in vacuum. The initial damage will be normal. If the damage does not exceed twice the suit's armor rating, it will seal itself if it has that capacity. If the damage exceeds twice the suits armor rating, the suit will be unable to seal itself and the being will suffer damage equal to half the original damage each round, until the character is dead, patched the damage, or gets to shelter.



End Time Mars:

Physical Data:

Mars is 4,217 kilometers in diameter at its equator and has a surface gravity 38% of earth's gravity. Its mean solar day is 24 hours, 39 minutes, and 35.23 seconds and Mars travels around the sun once every 686.98 days. While the lower surface gravity entails that humans can carry more on the Mars than they can on the earth, the volume of objects are not affected by the lower gravity. As such, the investigators will not be able to carry much more in practice than was carried by their earthly predecessors. Further, the fact that humans who have been on Mars for some time (especially if they were born on Mars) will find that their physical strength will be less than that of humans who live on earth.

Despite the changes wrought by the human and Mi-Go terraforming efforts, the surface of Mars is still no place for an unprotected human to be. The atmosphere currently has a surface pressure 1/86th that of earth (an improvement from the original 1/100th) and an oxygen content of 5% (an increase of 5% over the original level of close to 0%). Temperatures on the surface range from -139 C at the poles to 21 C at the equator which is an improvement over the original -140 C and 20 C temperature averages).

The surface of Mars is mostly rough terrain. The planet also has volcanic regions, numerous canyons as well as many dry riverbeds to break up the monotony of the terrain. The southern hemisphere of the planet is heavily cratered, much like the moon's surface while the northern hemisphere consists mostly of plains with much smaller impact craters than those of the southern hemisphere. The northern hemisphere also contains many volcanoes such as those of Tharsis. There are also numerous massive canyons (up to 200 km across and 7 km deep) in the northern hemisphere. Of course, no description of Mars would be complete without mentioning the canals of Mars. These canals, which are up to 30 km wide and several hundred kilometers long, are the result of erosion by the water that was once present on Mars during a warmer era. Mars also has ice caps on its poles which are mined for water by the colonists. Finally, Mars has two satellites, Phobos and Deimos.

END TIME

Human Presence:

A single human space station orbits Mars accompanied by the remaining space ships as well as two satellites. Work is currently underway on bases on Deimos and Phobos and they are expected to be usable within a year. The exact purpose of the bases has been concealed from the general colony population, but they are to play a role in Operation Homecoming. Operation Homecoming, which is still in the planning stages, is intended to lead to the restoration of human dominance on earth. Key to the plan is, of course, shifting the moon's orbit so as to undo the changes wrought in the spatial temporal fabric by Domaag T'eel.

On the planetary surface, the humans have established one colony consisting of the original habitats and the restored ruins as well as a smaller, more recent colony which was set up entirely within a set of alien ruins. Due to the lack of heavy manufacturing equipment and the scarcity of manufactured material, any future human expansion will have to be into the alien ruins. Because the surface conditions are still quite hostile, the human population is limited to living within the colony structures.

Life in the colony is difficult. The colonies are overcrowded, there are no luxuries and little in the way of recreation. Tempers often run hot and personal violence is not unheard of due to the stresses of colony life. There is also the constant worry that what happened on earth could soon happen on Mars, which takes its toll on the colonists. Death is also a constant companion on Mars and people often die in accidents, commit suicide, or simply vanish. Despite these conditions, the colonists are a strong and determined lot and get stronger with each new generation as the evolutionary pressures select those strong enough to cope with the harsh conditions and the enormous pressure of the situation. What serves to keep the colonists going from day to day is the hope that one day they will retake earth and that their children will be able to walk on green grass under blue skies. At this point, hope is almost all the colonists have and they are making the most of it.

Points of Interest:

Human expeditions on Mars have found several ancient ruins. Though the council has placed severe limits on expeditions into many of the uninhabited ruins, the colony scientists have learned that some of the ruins seem to be those of cities built by what may well have been native Martians. Other ruins seem to be the work of beings not native to the solar system and some of the scientists suspect that at least one site is of Mi-Go origin. So far, the humans have occupied only the native ruins as they are the most hospitable to humans (and the least psychologically disturbing). The human leadership is aware of the existence of a small "Gray" outpost on Mars, but the general population is not, since most humans would shoot any aliens on sight. These Mi-Go are not hostile to the human presence on Mars. Far from it, they seem intent on aiding the humans within certain limits. In truth, the Mi-Go primarily intend to use the humans as tools in their attempt to regain access to earth and its valuable resources (the Mi-Go, for their attempts to postpone the return of the Great Old Ones are not at all welcome on earth).

The colony scientists are quite right about the ruins. Several of the larger ruins are those of a sentient race that was dominant on Mars eons ago when Mars had free flowing water. These beings were extinguished by invaders from the stars. The cities of the Martians were occupied by these horrid beings and they later built their own terrible cities and conducted vile worship practices which brought the Great Old One Vulthoom, known to these beings as Gsarthotegga The Devourer of Worlds, to the planet. Vulthoom, who feeds off the ecosystems of entire planets, severely damaged Mar's ecosystem as it drained the life from the world, corrupted the atmosphere, and in general wreaked havoc. As the world died, the horrid beings from the stars retreated deep into their cities. Eventually, Vulthoom's 1,000 years of consciousness came to an end and

he plunged back into a thousand year sleep in the heart of an alien city. It awoke every thousand years only to find no way to leave Mars and is still awaiting the day when it will awaken to find beings to bear it to a new world upon which it can feed.

Finally, at least one of the ruins the humans have located is of Mi-Go origin. The Mi-Go arrived on Mars at roughly the same time they arrived on earth. They found some materials worth mining on the dead world and also brought proto-humans to the planet and used them as labor and as experimental subjects. Some of the modified proto-humans were later returned to earth and used in the Mi-Go's ongoing experimentation with humans on earth. During the Mi-Go's operation, a disaster befell their main base and it was gradually buried beneath the sands. The Mi-Go are eager to keep the humans from learning the secrets within the base, but wish to avoid taking direct action in the matter. For now they are content to watch the humans and guide them along their (the Mi-Go's) carefully laid plans.

Death on Mars:

The Physical Environment

Despite the terraforming efforts, the surface of Mars is still an extremely dangerous place for humans. The primary dangers are that the oxygen % is not high enough to support human life, the atmospheric pressure is too low for humans, and the temperatures are too extreme for humans. A human exposed to surface conditions without any protection will die relatively quickly and painfully (there is no need to roll dice). A leak in a pressurized vehicle, structure, or suit will result in a loss of air, pressure and heat. If the life support systems of a structure, vehicle, or suit fail, those inside will suffocate when the air runs out and may well freeze to death. Such situations should be carefully handled by the Keeper based on the conditions of the situation and plot requirements. For example, the Keeper may decide that a heroic investigator attempting to save her friends stays alive long enough to weld the hull of the vehicle together before her eyes explode from her head. The important thing is the story, not getting all the scientific details right.

Combat:

Combat on Mars can be quite a bit more hazardous than combat on earth. While the lower gravity of Mars relative to earth would effect combat and other activities, the impairment would be so slight as to not make it worth incorporating into the game rules. The Keeper who wishes to be exacting in his rules may wish to take into account the lower gravity using the Low/Zero Gravity rules provided above. However, the lower pressure of Mars cannot be ignored in combat.

A being vulnerable to the effects of low pressure who has the misfortune of being damaged while in a space suit, will suffer the following effects on Mars. The initial damage will be normal. If the damage does not exceed twice the suit's armor rating, it will seal itself if it has that capacity. If the damage exceeds twice the suits armor rating, the suit will be unable to seal itself and the being will suffer damage equal to one quarter the original damage each round, until the character is dead, has patched the damage, or gets to shelter.



End Time Earth:

Physical Description:

The earth's size, gravity and so forth have not changed. However, certain important physical alterations have occurred. Due to the shifting of the moon, many areas that were once under water are now exposed (including, unfortunately, R'lyeh) to the light of day and many areas that were once above

water are now beneath the waves. Because of the magical nature of many of the alterations, the exposures and floodings do not correspond exactly with what would have happened in more mundane disasters. Several areas which were once human cities, such as New York, are now radioactive wastelands due to LeSarre's action. Unknown to LeSarre at the time, his action actually saved humanity greater suffering. If the Great Old Ones had been able to sacrifice the millions of humans that perished in LeSarre's bombing in the course of a ritual, they would have been able to secure their position on earth for eons. Denied the sacrifice, the Great Old Ones are only precariously on earth, at least until the human population regrows enough for the required sacrifice.

Humanity:

Though millions perished in the disaster that befell humanity, the human race still continues on earth. The humans on earth fall into the following groups. The largest group consists of those who live as vassals and slaves to the Great Old Ones and their servants. These humans range from loyal and powerful priests to individuals enslaved by their fear. This group also includes those humans who have (either voluntarily or involuntarily) become part of the Deep Ones' community. Many of these humans are insane in one way or another and all are disturbed. The next largest group consists of those humans who lived in or have fled to various places that are ignored by the Great Old Ones. These humans generally exist at a very primitive level, though they will sometimes possess technological items (mostly weapons). Though they rarely take any action against the Mythos, they do not aid the Mythos beings. The smallest group of humans consists of those who actively fight the Mythos. These people range from small paramilitary units equipped with light armored vehicles to tribes led by a shaman. These groups have a high mortality rate, but new ones keep emerging. The Great Old Ones, who consider humans as largely unworthy of consideration, have left the human problem to their servants. Unfortunately for the servants, the problem humans are rather dangerous and tend to give what they take in battles with Mythos beings. The smallest group of humans, which was once the largest, consists of the wandering insane. At one point there were literally millions of people walking about in dazes, running about screaming, etc. However, over the years these people either recovered in some manner or died. The rate of insanity on earth is still extremely high, but those who go insane generally die quickly or meet some other fate (such as joining a cult).

The Mythos:

The shifting of the earth's moon has brought about a set of metaphysical conditions that permits an increased degree of freedom to many of the powerful Mythos beings. However, these beings do not have complete freedom as the stars are not completely right and LeSarre denied these beings the sacrifice that would have given them a much greater degree of freedom. The lesser mythos beings also gained a greater degree of freedom, if only due to the reduced human resistance to their activities.

End Time Earth Mythos

The following section provides details regarding the condition of the various beings and races.

Abthoth: no change.

Ahtu: Has come to dominate a large section of Africa, though its cult is facing resistance from African shaman and others.

Atlach-Nacha: It is still working on its web and has a long way to go. As such, it knows that this is not the end of the world.

Azathoth: No change.

Bast: Because the human colonists rescued many cats by bringing them along to Mars, humans are currently in Bast's favor. Though loath to become involved in mundane affairs, she may act to benefit humanity generally by aiding an important individual who is very kind to cats.

Bokrug: No change, although the Dream Lands have been badly disrupted in places.

Byakhee: These beings frequent the earth and travel often from the earth to the moon. They avoid Mars since humans would kill them on sight.

Chaugnar Faugn: This being has many more servants than before, but seems content to remain his pedestal.

Chthonians: The Chthonians seem to be content with remaining beneath the earth's surface most of the time although they visit the surface more often than before. G'harne is now a place of constant Chthonian activity and humans (and many Mythos beings) avoid the place.

Colours out of Space: No change, though they may find the shift in the metaphysical structure of the area attractive (or may find it repulsive).

Cthugha: Remains at Fomalhaut, though it has visited the earth on several occasions.

Cthulhu: Cthulhu is now free of his long sleep. He now rules a vast section of the earth and has as vassals the Deep Ones and many human worshipers. He generally remains in coastal or island regions.

Cyaegha: This being is free only for the time period of the full moon. During this time it ranges free, destroying all it encounters. When the moon ceases to be full, it is forced back to its place of imprisonment.

Dagon and Hydra: Are generally at Cthulhu's side.

Daoloth: No Change.

Dark Young: These terrible beings roam freely and openly across vast sections of the world in search of human prey.

Deep Ones: With the collapse of the human civilization on earth, the Deep Ones took over numerous human cities and used the humans as food and breeding stock. Most coastal sections of the world contain Deep One controlled cities populated by a mix of hybrids and humans.

Dholes: None on earth.

Dimensional Shamblers: These beings continue to wander the dimensions and appear somewhat more frequently on earth.

Eihort & Brood: Eihort still resides in his tunnels and regularly makes his terrible Bargain with humans that blunder into his tunnels (or are forced into them by his cult). His brood have grown, but not to their full size, since the conditions are not fully right for them.

Elder Things: A few Elder Things remain in the very deepest ocean trenches. A small group of them has formed a shaky alliance with a group of humans (descendants of naval personal who have several submarines and surface vessels). The Elder Things seek to undermine the Great Old Ones, more out of their hatred for Cthulhu than out of any ambition or retaking the earth.

Fire Vampires: Frequent earth and the sight of a Fire Vampire gleefully chasing down victims and burning them to death is not entirely uncommon.

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Flying Polyps: These mysterious and terrible beings are still content to remain in caverns, but any being which troubles them generally meets a horrid fate.

Formless Spawn: These beings still remain in their caverns.

Ghasts: These foul beings have become more active but are still restricted by their vulnerability to light.

Ghathanotha: This horrid being still resides in his volcanic cone but is free to wander the earth. It is aware that its island may be sunk again at any time and that it may be imprisoned again.

Ghouls: These repulsive beings have become quite active due to the lack of human opposition and they have taken over some abandoned cities and have feasted well on the bodies of the dead over the years.

Glaaki: This creature dwells on within its lake and has gathered a sizable cult of undead servants. His ability to send his dream pull increased greatly when the moon shifted and he has taken full advantage of it to expand his army of undead servants.

Gnoph-Keh: With the reduced numbers of humans and the end of human scientific expeditions in the colder parts of the world, these beings have become far more active.

Great Race Of Yith: These beings, being able to travel through time, are well aware of what is going on. The Great Race has been providing some small degree of aid to the humans and they continue to visit this time period in search of information.

Gugs: These vile beasts are able to enter the surface world at night now.

Hastur: Hastur's worshipers on earth have created a huge V out of massive monoliths which enable Hastur to freely visit earth (similar to the situation described in [Cthulhu Now](#)). He is, however, still unable to leave the area of the V, but can remain within its confines for as long as he wishes.

Hound of Tindalos: With the reduction of living creatures on earth, these beings visit this time period less frequently than the more recent past.

Hunting Horrors: These beasts frequent the earth and derive great pleasure in hunting down humans. They are still dispelled by daylight.

Hypnos: No change.

Ithagua: Ithagua frequents earth more often than previously, but his visits are still rare.

King In Yellow: No change.

Leng Spiders: No change.

Lesser Other Gods: No change.

Lloigor: These beings are less active now that humanity is in dire straits, since they have a great need for humans. It is not uncommon for Lloigor to control small human settlements and defend the humans within from other dangers so that the Lloigor may make use of the energy of the humans.

Mi-Go: The Mi-Go have been driven from the earth and from earth's moon. Because of their attempt to postpone the return of the Great Old Ones they are not welcome on earth. The Mi-Go continue to operate extensively on Yuggoth and they have a small base on Mars (posing as the Grays) and perhaps other bases in the solar system.

Moon Beasts: No change.

Nightgaunts: The Nightgaunts remain active on earth and have been known to assist humans in some instances, probably at the direction of Nodens.

Nodens: Nodens, who was not a frequent visitor to earth any ways, visits the earth even less now. When he does visit the earth, he generally takes several humans away with him. Nodens seems to be almost friendly to humanity and it is believed that he may aid humanity greatly at some later date.

Nyarlathep: This Outer Good is immensely pleased with the current situation on earth and revels in contributing to the madness and insanity. Humans who are well informed about the mythos but are still sane (extremely rare) fear Nyarlathep more than any other being for it is likely that he destroys humanity and eventually destroys the earth.

Nyogtha: This formless being still dwells within its caverns, but it journey's forth occasionally to gather victims.

Quachil Utaaus: This being manifested itself when LeSarre's bombing killed millions, and has manifested itself on a few other occasions. Being interested in death and decay, it finds the earth of the present very interesting indeed.

Rat Things: With the massive increase in cult activity among humans, the number of Rat-Things has increased.

Rhan-Tegoth: Partially freed from his stasis, this Great Old One has returned to Alaska, where he once ruled. This being must hibernate for six hours for every eighteen it is active. He has a moderately large cult in Alaska whose members insure that he is well fed.

Sand Dwellers: These eager little humanoids are thriving along with their Great Old One masters. They still dwell in the deserts of earth, but have begun constructing cities composed of sand that they somehow fuse into a stone-like consistency.

Serpent People: While there have been degenerate specimens of these creatures dwelling in various desolate parts of the earth, as Yig's power grew, humans with Serpent People genes began to change into hybrid human-serpent people and there were births of full blooded serpent people to the degenerate specimens. In some places, there are small cities of serpent people and hybrids. These beings consider humans to be markedly inferior, suitable only as lab animals and servants.

Servitors of the Outer Gods: No change.

Shaggi, Insects From: These unpleasant insects have taken advantage of the situation to take control over groups of humans by possessing them. These creatures, within the bodies of their hosts, roam about the earth worshiping Azathoth and spreading pain and terror.

Shantaks: These beings have been breeding heavily and there are now many of them on earth. They often are used to transport sacrifices from the earth to the moon.

Shoggoths: These creatures are found among the Deep Ones and other races as servants, but many of them have become intelligent enough to want to be their own masters. Such Shoggoths have fled to various places away from those who would use them as slaves. These free shoggoths are even worse than their brethren and will quickly slay any who encounter them.

Shub-Niggurath: Worship of this deity has increased greatly and she has rewarded her faithful followers with fertile land and bounteous crop yields. Sacrifices occur to her regularly.

Shudde M'ell: This great Chthonian, who has never been restricted, continues to do as he will. He does tend to visit the surface and G'harne more than in previous days.

Star Spawn of Cthulhu: Like their master, these beings are free to travel as they will about the earth. They often serve as the rulers of Deep One communities.

Star Vampires: These invisible beings frequent the earth somewhat more often than in the past and there is at least one reported incident of a Star Vampire attack on Mars.

Tcho-Tchos: These horrible semi-human beings have spread from the blasted plateau of Tsang and out into Tibet. These creatures have been facing surprisingly stiff resistance from the strong-minded inhabitants of Tibet. There is near constant warfare between the Tcho-Tchos and Tibetan warriors and monks.

Tsathoggua: This furry toad like Great Old One is a bit more active than in previous eras and a small cult has developed that worships him. If encountered, there is a 60% chance that he will be hungry and try to eat those who encounter him. Otherwise, he pretends to be asleep.

Tzulzscha: This Outer God, which thrives on death, corruption, and decay is currently doing very well. While few still worship it, its cults have swelled somewhat, mostly with people hoping to avoid death.

Ubbo-Sathla: No change.

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Xiclotl: These carnivores are more active on earth and have been bred extensively by their insect masters. They are still quite rare on earth, but are not pleasant to meet.

Y'Golonac: Y'Golonac has a fairly substantial following in this era, though his concept of evil remains quite shallow.

Yibb Tstll: No change.

Yig: Yig, whose serpent people have been in decline for centuries, has enjoyed an upsurge in his power. He is taking full advantage of it and is attempting to re-establish his people as the masters of the earth.

Yog-Sothoth: The conditions on earth are ideal for Yog-Sothoth and it can enter earth's dimension almost at will in order to feed upon humans. Membership in its cult has increased substantially.

Zhar: This being (or beings) still dwells beneath Tsang but is much more active and has a fair sized cult following. Its Tcho-Tcho worshipers have been fairly successful in this era.

Zoth-Ommog: This being was freed when R'lyeh arose. It is worshiped by some Deep Ones and a few badly misguided humans but still does not have much of a cult following.



COLONY INFORMATION

Introduction:

The following sections detail the physical aspects of the two human colonies on Mars. There are two human colonies on Mars. The first colony, Hope, consists of eight earth made habitat modules, two command modules, as well as a refurbished alien structure. The second colony, Bradbury, is located entirely within a refurbished alien structure.

Hope Colony

The first structure of Hope colony was assembled in 2045, shortly after the Phoenix arrived at Mars. Over the next year the colonists continued their desperate construction efforts and were able to expand the colony. In 2051, a second colony vessel arrived at Mars, carrying 300 colonists as well as habitat modules. Over the next two decades, the colonists continued to struggle against the harsh conditions of Mars and the battle was often a losing one. In 2076, a colony exploration team discovered the first alien ruins and only a short year later one alien structure is readied for human habitation. The Hope colony continued to expand until 2112 when the original colony dome structure collapsed, killing nearly all of those who were in it. Despite the loss, the colonists continued to struggle on.

Hope Colony Main Map

The Hope Colony main map details the general layout of the colony.

Alien Domes: The alien domes structure are eons old, but still have eons left before their materials crumble into dust. The domes were first discovered in 2076 and first inhabited in 2077. The domes are detailed below.

Colony Structures: There are eight colony habitat modules and two command modules present in Hope Colony. These structures were manufactured on Earth over a hundred years ago and they are showing their age. Both the habitat modules and the command modules are detailed below.

Control Tower: The control tower contains sophisticated communication and navigation equipment. It is used to guide craft to the landing site as well as to maintain communication with the orbiting ships and space station.

Landing Site: This landing site is basically flattened Martian soil. Only small vessels land near the colony. The larger craft land on a nearby landing field, which is basically a large area of flattened Martian soil.

Standard Habitat Module

Habitat modules are two storied, bulky looking structures intended to house ninety-six people in slight discomfort. Ideally, each habit module is supposed to be a self contained environment, complete with a closed system of recycling (all water and other material are re-used). In addition to providing housing, the habit modules contain an advanced laboratory for scientific work. Unfortunately, the habitat modules never reached the standard they were intended to meet.

The standard habitat modules on Mars were designed and produced by Enviotech, Inc. and they are outstanding examples of poor design and shoddy materials. Due to the

defects, the habitat modules are currently marginally habitable. Nearly every module is plagued with atmosphere leaks, water leaks, power plant failures, and other problems. In addition to the problems with the so called "closed environment" (its now more of a "leaky environment"), the "state of the art" laboratories promised by Enviotech turned out to be defective nightmares of obsolete and broken equipment. Hence, life in a habitat module is an uncomfortable ideal. Because of these problems, the colony leaders plan to move the current inhabitants of the modules into a new colony located in a nearby alien structure.

Level One

Laboratory: In all habitat modules the laboratory has been stripped of all equipment and converted to some other use (typically a laboratory is used as a makeshift living area). All scientific work is currently done within the alien domes.

Equipment Locker: The equipment locker is used to store equipment. Most of the equipment Enviotech stocked the lockers of the habits with has been recycled as it was found to be defective.

Air Lock: The air locks on all habitats are rather leaky and all of them have various patches that vainly attempt to hold in the air. In most of the habitats the airlock doors have to be manually opened as their motors have long since burned out and recycled.

Water Tank: Part of the so called "closed environment", the water tank was equipped to purify "recycled" water and make it drinkable. Unfortunately, the equipment proved defective and the tank is used as a simple storage tank. Water is recycled, but it is done using colony built equipment. The tank leaks slightly, so the outside of a habit module is coated with ice and the inside corridor is damp.

Oxygen: The oxygen system was also intended to be part of the habitat's closed system and it was equipped with devices designed to clean the CO₂ out of the air. Unfortunately, all of the equipment failed and has to be replaced with colony built equipment. The tanks tend to leak, producing a faint hissing noise which most people find particularly annoying.

Dining/Rec: This dining/rec area was to be equipped with the latest in fitness and entertainment equipment. Amazingly enough, the equipment worked flawlessly. Unfortunately for the habit inhabitants, most of the electronic equipment has been scavenged for use in important systems.

Galley: Enviotech was contracted to develop a food system that could turn basic food stuff into culinary delights. Unfortunately, the equipment tended to turn out, at best, flavorless goop. The equipment on all modules was replaced with a system that produces nutritious, if barely palatable, food stuff.

Elevator: The elevator was originally a working elevator. However, they soon locked up on all the habits. The colonists simply removed the elevators with cutting torches and put in reliable, if old fashioned, ladders.

Hydroponics: Intended to be part of the "closed system", the hydroponic section was supposed to produce enough food for the habitat module. However, like most of the equipment on the habitats, the hydroponics equipment failed. The hydroponics section is still used to produce food, but it does not produce nearly enough to meet the needs of the colonists.

Engineering: The engineering section contains the habit modules power plant as well as the main life support equipment. The equipment is extremely worn down and was

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not terribly reliable to begin with. Power failures in the habitat modules are quite common, making life rather unpleasant.

Level Two and Level Three

Quarters: Each quarters was designed to hold six people in some degree of discomfort. Each room is equipped with fold up, stacked beds, a small bathroom, and a small living room like area. Due to the poor materials used and the age of the habitats, the quarters are rather uncomfortable. Most of the bunks have long broken and have been replaced, as has most of the rest of the furniture. The bathroom facilities have been completely rebuilt, but still suffer from various problems.

O2 This is part of the atmosphere processing system. It is used as an emergency oxygen supply.

H2O: This is an emergency water tank.

Command Center

the colony command modules are solid structures intended to provide command and control functions as well as scientific instrumentation to the colony leadership. Each command center is nearly a self contained environment, with highly effective recycling equipment for both water and atmosphere. In short, the command centers' environmental systems are everything that the habitat modules' systems were supposed to be.

Manufactured by Boeing Aerospace, the colony command centers (in contrast to the habitat modules) are technological marvels. Each command center is equipped with two command rooms which are equipped with highly advanced equipment. The equipment manifest includes advanced radar and communication systems, a wide variety of scientific instruments, highly advanced computers, and a plethora of other devices. Each command module is capable of guiding and monitoring space vessels and probes and one could easily provide the command and control functions for a small army. It was hoped, by the earth leadership, that communications would be maintained between earth and mars via the command centers advanced electronics and that they would be used in future military action. However, the circuits dedicated to earth communication have long laid dormant. The Command centers also contain highly advanced, and very reliable, power plants which were intended to help provide power to colony structures.

While life is cramped in a command module, many colonists seek to receive positions in them. Unlike the habitat modules, all the equipment works properly and the interiors are quiet and almost pleasant. Needless to say, competition for command positions is very stiff as only eight people are assigned to live in each command center.

Air Lock: Though over a century old, the airlocks of the command center still work surprisingly well. Although they are showing their age, air loss is minimal.

Equipment: The equipment lockers of the command centers are fairly well stocked and have some earth made equipment.

Water and Oxygen: This section composes the environmental systems of the command centers. These system work quite well, despite their age and there is minimal leakage.

Command 1: The main command centers of the command modules were intended to be used for communications with earth and to play a role in military operations. The systems are still manned, but have not been used for decades. Some colonists are convinced that earth is and will remain a dead planet and they want to scavenge the equipment here and turn it into a living area. Most colonists do not want to do this and the colony leaders see the maintenance and manning of these command centers as being key to maintaining colony morale. After all, tearing out the controls would be tantamount

to giving up all hope of ever going home, which would be disastrous.

Command 2: The secondary command centers of the command modules are used to maintain colony communications, monitor the colony vessels, and for scientific research.

Living Quarters: The quarters are equipped to house eight people in relative discomfort. However, the bathroom facilities work well and there are functional entertainment systems in the common area.

Engineering: The engineering sections of the command modules contains the power plants as well as the life support systems. The command centers' power plants are powerful and efficient and they supply emergency power to the habitat modules and the alien domes.



Alien Domes

The alien domes were discovered, more or less by chance, by Dr. John Taylor in 2076. After the domes were excavated and carefully examined, the colony leaders decided to turn the domes into a colony structure. The habitat modules and command modules were transported near the domes and work begin soon after. In 2077, the first colonists moved in. The domes are not, in actuality, domes. Rather, they look much like giant gum drops. However, when they were first being excavated only the tops protruded and they looked like domes. Further excavation revealed that they were not domes, but the name had stuck and was not changed.

Although everyone on mars knows full well that the domes are not of human construction, the colony scientists and leaders have revealed little to the general public. The domes are known to be incredibly old (rumor has it that they are millions of years old) and the work of native Martians. The material of the domes is also known to be nearly indestructible and the main structures bear little evidence of the passage of time. This is not true of the interior, which long ago passed into dust, leaving a hollow shell behind. While the domes are obviously alien, the structures are not unpleasant to the human eye and they seem to have clearly been built by beings not unlike humans. The builders of the dome are known affectionately as the "Marties" and telling stories about the "Marties" is a favorite colony pastime.

Access is gained to the domes via two heavy duty airlocks (built from material from the Phoenix). These airlocks were built into existing openings as the alien material was found to resist all available human cutting tools. The interior structures have been built out of a mixture of parts from the Phoenix, parts from defunct habitat modules, and from some natively manufactured materials. The interior is well built (especially considering the materials the colonists had to use) and there have been no structural failures to this date.

Life inside the domes is better than life inside the habitat modules, but there is not, as of yet, enough finished housing for all the colonists. The main day to day problems in the domes are overcrowding and the lack of privacy. However, these problems are slowly being alleviated as additional quarters are completed.

The colony domes have three floors. Maps for all floors are provided.

First Floor

Airlocks A and B

These are the external airlocks. They are of heavy duty construction and are equipped with their own backup

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generators. In an emergency, they can also be operated manually (this is a slow and tiring procedure, however). The locks are equipped with a safety feature that prevents both doors from being opened at once.

Airlocks C, D, E, and F

These are the internal airlocks and they are the same as the external airlocks. The air lock letter designations are also used to designate the area of the main dome. For example Area FD of the main dome is the area between the Medical/Quarters dome and the Engineering dome.

Science Dome

The science dome is used, not surprisingly, for scientific research of various types. The dome contains several laboratories and research areas which are well equipped, considering the conditions. The labs that are the most active are those involved with the production of tailored organisms that are to be used in terraforming mars. These labs are kept carefully sealed and strict safety precautions are always in effect to minimize the chance of an accident occurring. Most of the other labs are dedicated to the study of alien artifacts that have been found on mars. The research areas are mostly dedicated to developing new technology to make life on mars easier. Of course, there are many rumors about what goes on behind the closed doors in the science section. Among the most prevalent of the rumors is the one about a project to modify human beings so they can withstand the surface conditions of mars. Of course, these are just rumors.

Medical/Quarters Domes

Life on mars is extremely difficult and dangerous for humans and injuries are very common. In order to deal with the medical problems, a fairly large area of the Medical/Quarters dome has been dedicated to hospital grade facilities. Although only a small amount of medical equipment was brought from earth (and much of that has worn out), the colony medical facilities are fairly well equipped, thanks to the ingenuity of the colony engineers. Because of the high number of injuries, the medical personal are quite skilled (they get a great deal of practice). With the available medical techniques and technology, almost any injury or ailment can be taken care of quickly and efficiently (needless to say, there are no hassles with insurance). There are, however, rumors that the colony leaders have ordered doctors to terminate any colonist who would be unable to contribute to the colony, but who would survive. Naturally, all the doctors deny this.

The quarters section of this dome includes standard living quarters as well as areas that serve as hospital rooms. During particularly large disasters, many rooms are converted into makeshift triages and operating rooms. Those quartered here are typically young, unmarried males. They live in a large, barracks like area and are kept under fairly strict supervision. Most of the medical personal live in the central dome.

Quarters Dome

The quarters in this dome are currently being rebuilt, thanks to a madman with a bomb. There are currently four small rooms that are habitable, but the bathroom and galley facilities are not quite fully operational. For the most part, the area is lived in by the construction teams working on it. When it is completed, this dome is expected to house at least seven large families and four couples without children or with only one child.

Engineering Dome

This dome contains the colony's main power plant as well as the life support systems. The colony power plant was originally the Phoenix's main reactor. Despite some minor accidents, the plant has operated smoothly over the years. While it is obviously somewhat risky to have the power plant within the colony's main structure, there simply aren't enough resources available to make it possible for the plant to be located a safe distance from the colony. Also, the colony

scientists are fairly certain that the dome structure would largely contain the results of any accident. The colony dome material also seems to be impervious to almost all known forms of radiation, including cosmic rays and gamma rays. Because of this, the dome colony requires no special shielding as the other structures do.

The life support system of the dome is primarily from the Phoenix. It is an extremely reliable system and has not failed once during its operation. Of course, it has been cross wired and re-built so many times that the Phoenix's designers (were they alive) would probably not recognize it.

Main Dome Area C-F: Administration/Command

This area of the main dome contains six offices for the Hope colony leaders. The leaders are Colony Leader, Head of Sciences, Security Chief, Chief Engineer, Medical Chief, and Senior Computer Officer. The Colony Leader is elected by the colony council and the others are appointed by the Colony Leader. Each office is equipped with a computer suitable for the leaders' jobs as well as work areas for their assistants. The two large rooms are meeting areas where the colony council, which consists of the six leaders and representatives from the habitats, the Hope Colony domes and Bradbury Colony, meets.

Main Dome Area D-F: Computer Center/Technology Research and Development

If the Engineering dome is the heart and lungs of the colony, then this area is its brain. This area of the main dome houses the main computer from the Phoenix. This computer monitors and runs most of the colony systems (including the reactor and life support), handles PDA communication, and performs many other important tasks. The main computer is kept in a sealed clean room style environment and has its own backup generator and batteries. Access to the computer is limited to key personal and the access air lock has numerous security features to prevent unauthorized entry.

Two of the eight small rooms are dedicated to the controls and monitors for the computer. These stations are manned twenty four hours a day. The remaining rooms are used for technology research and development that involves intensive computer use. The most common work done here is developing new computer designs, refining existing designs, and software development.

Main Dome Areas D-E and C-E: Quarters

This area contains sixteen four person (typically families) apartments as well as kitchen, bathroom, etc. facilities. The apartments are fairly cramped, but they are well built and have been designed to maximize the available space. The kitchen facilities are very advanced and the cooks can do wonders with the food stuff produced in the vats on the second level. The bathroom facilities work quite well and are tied directly into the recycling system (a fact that the engineers do not advertise, even though the waste products are thoroughly processed or used to feed the food stuff). The quarters were built out of various sections of the Phoenix as well as from defunct habitat modules.

Level Two

Access to the second floor is via access panels and mechanized lift plates (shown as circles on the maps). The second floor was actually constructed first, as large items (such as the disassembled tanks) had to be brought in through the domes.

Second Floor Science Dome

This area contains the colony dome's primary oxygen tanks and air recycling equipment. The tanks were originally the oxygen tanks on the Phoenix. They were cut apart, brought in and then reassembled here. Access to the tanks is carefully restricted to avoid any accidents.

Medical/Quarters Dome

This area contains the colony dome's primary water tanks and water purification equipment. The tanks were originally the water tanks on the Phoenix. Like the oxygen tanks, they were cut apart, brought in and then reassembled here. Access to the tanks is carefully restricted to avoid any accidents.

Second Floor Quarters Dome

This area is a carbon copy of the quarters on the first floor. Due to the previously mentioned bomb, the area is still under reconstruction. When completed, it will house seven large families as well as four couples who do not have children. Right now, however, there are still holes in the floor from the blast.

Second Floor Engineering

Because of the large size of the reactor and the life support systems, there is no second floor to the engineering dome. The dome is open all the way to the roof.

Second Floor Main Dome

The area of the main dome closest to the medical/quarters dome is the colony's main hydroponic tanks. The food for the colony is grown here. Most of the food comes from a vat grown organism, closely related to yeast and algae, which is rich in both protein and carbohydrates. The mats of the material are harvested, processed and served in various forms. While very nutritious, the food stuff is not exactly gourmet dining. The colonists call the organism "food stuff" or simply "stuff." In order to provide some variety, certain crops are grown here, such as tomatoes. Needless to say, there is no real meat available (except human flesh, of course) on Mars. Real vegetables are often given as rewards or incentives to colony personal. The tanks were produced out of hull sections from the Phoenix.

The side of the main dome nearest the quarters dome contains the second levels living area. This area is the same as the quarters area beneath it on the first floor of the main dome.
Third Floor

The third floor is the most recently constructed floor of the domes. It will also be the last floor because the top sections of the domes is filled with alien machinery, made out of the same indestructible material as the domes. The colony scientists are baffled by the machinery and have no idea what its purpose is. However, the machinery seems to be completely inert, so the scientists are not terribly worried about it being dangerous.

The third level is reached by using various access panels (not shown) as well as lift plates (the small circles on the maps). The colony engineers plan to eventually install elevators that will allow easy access to all floors of the domes. For now, however, getting around can be somewhat difficult.

Third Floor Science Dome, Quarters Dome and Medical/Quarters Dome

Each of these areas contains quarters for five families and four couples without children. The area also contains kitchen, recreation, and bathroom facilities. These quarters are quite similar to those on the second level, but are newer and somewhat better constructed. The third floor of the quarters dome is still inhabited because it was not damaged by the bomb. However, access to the third floor has been made somewhat difficult, even slightly dangerous, by the bomb damage.

Third Floor Engineering Dome

This level of the dome is largely empty.

Main Dome

The main dome houses thirty two family quarters as well as kitchen, recreation, and bathroom facilities. These quarters are similar to those on the first two floors, but are newer and are somewhat better in construction.



Bradbury Colony

The Bradbury Colony began in 2131 and was named after Ray Bradbury, the author of perhaps the most famous stories written about Mars. The Bradbury Colony is located fairly far from Hope Colony. It has the location it does for two reasons. First, the distance between the two makes it less likely for disaster to overcome both colonies. Second, intact, usable alien structures are rare and the Bradbury colony dome was the nearest discovered ruin at the time.

The Bradbury colony dome is of the same material and roughly the same design as the domes in Hope colony. Because of this, the colony scientists are fairly confident in their claim that the domes are the all the work of a single civilization. Unlike the Hope domes, the ruins in which the Bradbury colony is located has only a single dome. The scientists are not sure why only one dome is present, but the fact that the ruins that surround it are smaller than the ruins at Hope colony suggest that it was simple a smaller city, and hence there would probably no need for a larger structure. Like the domes at Hope, the Bradbury dome is actually more of a gumbdrop shaped structure.

Bradbury colony consists of a single alien dome as well as a control tower and landing site that are the same as those at Hope colony. There is also a small landing field near by that can handle larger landing craft.

Level One

The first level is entered via a heavy duty air lock which is every much like those at Hope Colony. The dome is divided into four main sections.

Quarters & Administration

This section contains four quarters as well as the administration offices. There are three offices in this section: the Colony Leader's office, the Chief Engineer's office, and the Security Chief's office. The other areas contain meeting rooms, and the command and communication center.

Quarters

The quarters section contain eight quarters. Each is designed to fold for people. There are public bathroom, recreation, and kitchen facilities. The facilities and quarters are in good condition as they are well built and fairly knew.

Science & Engineering

The science and engineering section contains the colony's power plant, life support systems, and labs. The colony's main power plant is the Phoenix's secondary reactor and the life support systems are the Phoenix's secondary life support system. The lab sections contain advanced equipment and most of them are dedicated to studying artifacts that have been retrieved from nearby ruins. The lab areas are strictly off limit to most of the colony personal and there have been rumors of serious accidents in the labs.

Level Two

Access to the second level is via a lift plate and various access plates. Plans are being made to put in a full elevator as soon as additional material becomes available.

Hydroponics

This area, which is perpetually damp, contains the three hydroponic tanks which provide the colony with food and a fair amount of its oxygen. The food produced here is the same "food stuff" produced in the Hope Colony vats. Access to this area is strictly controlled, to avoid any possible accidents.

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Engineering and Tanks

This area has an open section into which the power plant and life support systems extend. The tanks on this floor hold oxygen and water for the colony. This area also contains the water and air purifying systems for the colony. These systems were taken from the Phoenix and they work fairly well. This area is considered off limits to most colony personnel.

Quarters

The quarters areas are the same as those on the first level.

Level Three

The third level is reached via a lift plate as well as access plates. This level contains quarters areas similar to those on the first and second levels.



DENIZENS OF MARS

Cthunund Uleths, Lesser Independent Race

Cthunund Uleths are a horrid race of interplanetary travelers. Physically, Cthunund Uleths are amorphous beings capable of assuming almost any form by altering the distribution of their bodily mass, growing appendages, and changing their color and texture. In its natural, unmodified form a Cthunund Uleth appear as a mass of semi-translucent, grayish-green ooze. From the bodily mass protrudes whip-like tentacles coated with needle-like spines. Along the surface of the mass are various eye-like organs that move about and are constantly absorbed and extruded by the mass. Cthunund Uleths have a basic sensory capacity slightly superior to humans, except they have no natural hearing organs.

Cthunund Uleths are a race of interstellar wanderers and they travel from world to world, seeking lesser forms to prey upon. Like the Mi-Go and certain other races, Cthunund Uleths are capable of flying through interstellar space and surviving in hard vacuum.

Cthunund Uleths came to Mars untold eons ago and made war upon the advanced and peaceful natives of the then fertile world. The war raged for some time until the terrible Cthunund Uleths all but eradicated the Martians. The victorious Cthunund Uleths moved into some of the Martian cities and began constructing their own underground cities in which to dwell. The Cthunund Uleths attempted a few expeditions to earth, but were forced away by the other races that had already established themselves on earth. The Cthunund Uleths ruled Mars for some time until their priests brought Vulthoom to Mars. Vulthoom, known to the Cthunund Uleths as Gsarthotegga, soon turned the world into a wasteland and all but exterminated the Cthunund Uleths by feeding upon them. The few Cthunund Uleths that remain are either those few survivors that lurk within the ruins of the ancient cities or the surviving servants of Vulthoom who share its sleep cycle.

In their natural form, Cthunund Uleths attack other organisms with their whip like tentacles. These tentacles inflict only a moderate amount of damage, but are coated with needle like protrusions that embed themselves into victims. A victim struck by a tentacle will have several of these needles stuck into its body and these needles will inject toxins and a variety of micro-organisms into the body of the victim. These toxins inflict an extra 1D6 and the micro-organisms serve to break down the victim's body so that when the victim dies the Cthunund Uleth can feed off the liquefied remains. When a Cthunund Uleth feeds upon a victim, it absorbs some of the victim's genetic material as well as some of the contents of the victim's mind. After absorbing a victim, a Cthunund Uleth can form its body into a close facsimile of the victim. This facsimile can be seen through by those who knew the victim if they make an Idea roll (they will notice certain flaws in the imitation). The Cthunund Uleth will also have access to some of the victim's memories such that the Cthunund Uleth can do a fairly convincing imitation and make use of some of the victim's memories. In order to "remember" a particular bit of information, the Cthunund Uleth must roll under its INT x 5 with 5% added to the roll for every hour since the victim was absorbed. As such, Cthunund Uleth will eventually forget everything the stole from their victims. However, they retain the

ability to imitate the victim permanently. A Cthunund Uleth that is imitating a victim can make use of that victim's natural (bodily) weapons as well as its means of locomotion. Of course, a Cthunund Uleth can only imitate victims that are its size or smaller (it can compact its body to imitate smaller forms).

Cthunund Uleths, Polymorphous Evil

Characteristics	Rolls	Averages
STR	2D6+10	17
CON	3D6+4	14-15
SIZ	4D6+4	18
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11

Move: 6/8 Flying

Av. Damage Bonus: +1D6

Weapons: Tentacle* 45% 1D6 +toxins

*Can attack with DEX/3 tentacles per round (round up) at the corresponding DEX rank. For example, a Cthunund Uleth with a DEX of 9 would attack at DEX 9, DEX 6, and DEX 3.

Armor: None, but their alien matter causes all impaling weapons to do minimum possible damage.

Spells: Each has an INT X2 chance of knowing 1D3 spells.

Sanity Loss: 1/1D10 sanity points to see an Cthunund Uleth in natural form, possibly less (but no more) in other forms.

Martians, True, Lesser Independent Race

Driven nearly to extinction by the horrid Cthunund Uleth, the few surviving true Martians live on in hidden preservation chambers, awaiting the day when they will be rescued by gentler beings than the Cthunund Uleth. Physically, Martians are very tall, thin humanoids. They have virtually no body hair and have three pairs of eyes. One pair is mounted on the sides of the head, on slight protuberances. These eyes limited to sensing only motion and are incapable of fine discernment. The second set of eyes is located roughly where human eyes are on the human head. The vision of this set of eyes is slightly inferior to normal human. The third pair of eyes is located below the second and is just over the Martians mouth. These eyes are good for close viewing only, but are equivalent to a high quality magnifying glass. The Martian mouth is a vertical slit in the face and is lined with needle sharp teeth. The Martians have a second set of teeth at the start of their throat which are equivalent to human molars. The rest of the Martian body is shaped roughly like that of a human, except there are six digits on each extremity and breathing slits set in the chest. Martians range in color from light brown to dark gray.

The Martian civilization flourished for many thousands of years and they developed very advanced sciences and arts. Despite their great knowledge, they were ill prepared for the dark day when the Cthunund Uleth descended from the stars to kill them and take their cities. With almost no military capacity and no experience at fighting, the peaceful Martians were driven from their cities and most perished horribly. A few of the Martians were able to survive and these survivors sleep in suspended animation in a hidden Martian city, along with the sum of their races learning. They are awaiting the day when they can reclaim the surface of their home world and restore their lost civilization.

Martians find personal combat and violence distasteful, but do have an odd, carbine like weapon that fires a powerful blast of energy. The hidden Martian city is full of various technological marvels as well as stored information and artwork from the Martian culture.

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Martians, Sleepers from a Lost Age

Characteristics	Rolls	Averages
STR	2D6	7
CON	3D6	10-11
SIZ	3D6	10-11
INT	4D6	14
POW	3D6	10-11
DEX	3D6	10-11

Move: 8 Flying

Av. Damage Bonus: 0

Weapons: Energy Weapon* 25% 4D6

*The Martian energy weapon has 25 charges and a range of 90 yards.

Vulthoom (Gsarhtotegga, The Devourer of Worlds), Great Old One

"Somehow, the thing was like a giant plant, with innumerable roots, pale and swollen, that ramified from a bulbar bole. This bole, half hidden from view, was topped with a vermilion cup like a monstrous blossom; and from the cup there grew an elfin figure, pearly hued, and formed with exquisite beauty and symmetry..." - Clark Ashton Smith "Vulthoom."

Vulthoom is a horrid creature which appears to be an almost plant like being. However, its resemblance to normal plants is entirely a matter of a similarity in function. While normal plants derive sustenance by drawing small measures of nutrients, water, and other material through their roots, the horror that is Vulthoom siphons in great measure from the living worlds which it preys upon. Vulthoom draws forth from the hapless earth precious nutrients, water, and minerals and also draws the very life essences from any creatures unfortunate enough to become entangled in its pseudo-roots. Unlike normal plants, which give back to the environment, Vulthoom sucks entire worlds dry and then leaves the lifeless husk in search of a fresh world to devour.

Vulthoom is an exceedingly intelligent, clever and (despite its rather crude eating habits) possesses a very sophisticated and subtle intellect. Because of these traits, Vulthoom prefers to take a subtle approach to getting what it wants and will make full use of its powers of reason and persuasion to gain followers to aid it in its quest for sustenance. Of course, it is not adverse to methods of a more base nature to get what it desires.

Vulthoom has highly developed senses and has the capacity to extend its perceptual field over large expanses of both space and time. As such, Vulthoom is capable of viewing and hearing (and perhaps has other sensory abilities that provide it with additional data) areas that are far removed from it spatially and temporally. However, Vulthoom is not omniscient and needs to actively focus its attention to be aware of any particular area in space and time. While Vulthoom can speak it also has the ability to communicate via telepathic means with any sentient being capable within two kilometers. Vulthoom's mental voice is sweet and melodious and it can be extremely persuasive. It also has slight hypnotic qualities such that those listening to its voice must roll under their POW x 5 to avoid being influenced by Vulthoom (treat as a successful Fast Talk roll if the victim fails his roll).

Vulthoom's primary mode of gaining servants is to produce a sweet scented, conscious altering drug. Those breathing in this substance must roll under their constitution on percentile dice to avoid having 1D6 hours worth of vivid hallucinations of the glorious, Eden-like gardens of Vulthoom's (long ago devoured) home world. Victims who succumb to the substance must roll under their POW x 5 to avoid becoming addicted to

the substance. Those who become addicted to the substance are extremely vulnerable to Vulthoom's mental suggestion and such victims must match their power against Vulthoom's to avoid obeying him (should the victim desire to resist). Of course, since the drug is extremely physically addictive, most victims will obey out of their need for "fixes." Vulthoom can produce enough of this substance to affect an area with a 200 meter radius and it has plants from its home world capable of producing the substance in a twenty meter radius (with the same effect as Vulthoom's).

Vulthoom's life cycle consists of 1,000 years of sleep followed by a 1,000 years of activity. Through the use of special gasses produced it produces, Vulthoom can confer this same life cycle on other beings, granting them near immortality. Vulthoom's life cycle enables it to siphon as much as possible out of a planet: it will feed for a thousand years and then sleep while its host world recovers and then it will feed again. Of course, the host world inevitably wears out and becomes a desolate wasteland. When Vulthoom sleeps, its long reaching tendrils wither away. As such, humans have yet to find any specific sign of Vulthoom's presence.

Vulthoom's body consists of a central bole, which houses its thinking organs and other vital components, from which extrudes thousands of root-like tendrils that range in size from a few meters to thousands of kilometers. It is via these tendrils that Vulthoom feeds. Damage to the tendrils inflicts pain on Vulthoom, but only damage to the bole actually harms it. If Vulthoom's bole is destroyed, a far away tendril tip will blossom and grow into a new bole, thus allowing Vulthoom to survive. It will, however, require 1,000 years of sleep before continuing its life. As such, the only way to destroy Vulthoom is destroy every part of it, which is no easy task.

Despite Vulthoom's great power, it is incapable of transporting itself from world to world and must find followers to take it to its new feeding grounds. After consuming untold worlds, Vulthoom was brought to Mars long ago by priests of the Cthunund Uleth, a horrid race who had all but exterminated the native Martians. The vile Cthunund Uleth worshiped Vulthoom as Gsarhtotegga, The Devourer of Worlds and their priests were tricked and drugged into bringing Vulthoom to Mars. As Vulthoom drained the life from the world, corrupted the atmosphere, and in general wreaked havoc, the Cthunund Uleth retreated deep into their underground cities and their civilization eventually collapsed. Eventually, Vulthoom's 1,000 years of consciousness came to an end and it plunged into a 1,000 years of sleep in the heart of a Martian city. It has awakened every 1,000 years only to find no leave Mars and is still awaiting the day that it will awaken to find beings to bear it to a new world.

In combat, Vulthoom fights with his tendrils and is able to attack with 1-3 tendrils per attacker. These tendrils vary in size and will inflict anywhere between 1D6 and 4D6 points of damage on a successful hit. Each hit also drains the victim of 1D4 strength (due to fluid and tissue loss). Victims that survive an attack by Vulthoom can regain their lost strength at up to 1D3 points a day, with rest and proper medical attention. Vulthoom can attack anywhere it has tendrils. The statistics below are for Vulthoom's bole, which is its only truly vulnerable part.

Vulthoom (Gsarhtotegga, The Devourer of Worlds)

STR 25	CON 50	SIZ 20	INT 25
POW 25	DEX 6	Move 0	HP 35

Damage Bonus: n/a

Weapons: Tendril 70%, damage 1D6-4D6+ drain

Armor: None, but Vulthoom regenerates at the rate of 2D10 hit points a round (by re-absorbing tendrils).

Spells: At the Keeper's discretion.

Sanity Loss: It costs 1/1D10 to view Vulthoom.



END TIME SANITY AND INSANITY RULES

Psychoanalysis

Unlike in earlier areas, this skill has developed into a scientific discipline aimed at repairing injured minds. Treatment involves both traditional counseling methods as well as advanced chemical treatments and virtual reality therapy to help re-order and repair the patient's psyche. This skill may be employed in two manners. First, it may be used as a form of psychic first aid. In this case, successful use can restore a investigator suffering from Temporary Insanity or add Sanity points during indefinite insanity and perhaps speed recovery. See the section on Sanity. Second, it may be employed in a long term treatment. In this case, each week of regular treatment (about 2-4 hours a day) will restore 1D3 lost Sanity. An individual may only regain and not increase their Sanity in this manner. For example, an investigator who had an initial Sanity of 65 who lost ten points could only return to a Sanity of 65. In no case may use of this skill increase a person's Sanity points beyond POWX5, nor above 99-Cthulhu Mythos skill. Base skill level is 00%.

Sanity and Insanity

Sanity is the natural state of the human mind. The mental balance that constitutes sanity is threatened by exposure to terrors, most especially the horror of the Mythos (since the entities and activities of such beings are shocking, unnatural, and typically inexplicable).

Horrific encounters and experiences can cause Sanity points to be lost, which can result in temporary, indefinite, or even permanent insanity. While the mind's original balance can be restored and lost Sanity recovered, insanity will leave a lasting mark on the investigator.

Insanity is caused by the loss of too many Sanity points in too short a time. While insanity does not necessarily occur when Sanity points are low (but still above 0), a lower number of Sanity points makes an investigator more vulnerable to traumatic experiences.

The sanity of an investigator may be regained in a time span as short as a minute or as long as many months. In some cases, investigators will be lost to madness and never recover. It should be noted that recovering from insanity is not the same thing as regaining Sanity points, since an investigator can recover from an insanity without any increase in Sanity points.

Investigators can regain Sanity points and even increase their Sanity point maximum. Any increase in an investigator's Cthulhu Mythos skill lowers the investigator's maximum Sanity points by an equal amount. The increase in skill does not reduce the investigator's Sanity points directly. However, if the investigator's gain in Cthulhu Mythos skill somehow reduces her maximum Sanity below her current Sanity points, then the Sanity points must be adjusted accordingly.

Sanity is recorded by the player in three ways: the SAN characteristic (which is the investigator's POWx5 when the investigator is generated), maximum possible Sanity points (99 - Cthulhu Mythos), and current Sanity points (which can, and typically will, be different from the SAN characteristic).

Using SAN

The characteristic of Sanity is the product of POWx5 at the time of the investigator's creation. It does not change if POW subsequently increases or decreases. Even if an investigator loses all her Sanity points, characteristic SAN does not change. The SAN characteristic represents the maximum Sanity points that can be restored by psychoanalysis.

Maximum Sanity Points

An investigator's Cthulhu Mythos skill simulates his comprehension of certain aspects of the Mythos. Once gained, this horrible knowledge can never be fully forgotten, and the investigator consequently trades mental equilibrium for this knowledge. Because of the disrupting and permanent effects understanding the Mythos brings about, investigator sanity weakens as their comprehension of the Mythos increases.

In game terms, the current Sanity points of an investigator can never be greater than 99 minus the amount of the Cthulhu Mythos skill. Thus, an investigator with 15% in Cthulhu Mythos could have no more than 84 Sanity points (and is likely to have less).

As an investigator's Sanity begins to dwindle, players would be wise to consider retiring the investigator or withholding her from expeditions that are likely to be Sanity threatening.

Current Sanity Points

An investigator's current sanity points represents her current mental equilibrium and remaining mental resources. This number is recorded in the Sanity Points section of the investigator sheet.

Encountering gruesome, unnatural, or supernatural creatures and situations will often require the player to make a Sanity roll at the keeper's direction. When such a roll is called for by the keeper, the player must roll a D100 and match the result against the investigator's current Sanity points. If the roll is less than equal to the investigator's current Sanity points, then the roll is a success. Otherwise it is a failure. Sanity points may also be put at risk by reading certain books and by learning or performing Mythos spells. In general, any encounter with the Mythos is likely to cause some loss of Sanity.

A successful Sanity roll means that the investigator has managed to retain a grasp on his mind, either through force of will or luck. In such cases, the investigator may lose no Sanity points or a minimal amount (which may still be substantial), possibly without other effect. In published statistics and scenarios, Sanity losses are shown as two numbers or die rolls separated by a slash, such as 0/1D6. The first amount is the number of Sanity points lost if the roll succeeds, and the second amount is the number of Sanity points lost if the roll fails.

Exactly when Sanity rolls are required is a matter left to the keeper's discretion. However, each new Sanity-threatening situation requires a Sanity roll. Confronting several of the same sort of monster at once or in rapid succession generally only calls for one Sanity roll on the initial encounter. Encounter intervals of several game hours or longer might require separate rolls as the mind becomes relaxed and hence vulnerable once again.

A failed Sanity roll always means that the investigator loses Sanity points. The exact loss depends on the specifics of the situation and the keeper's ruling in the matter. When determining Sanity loss, it should always be remembered that making the game enjoyable should always take precedence to the strict application of rules and dice rolls.

While a small loss of Sanity might merely rattle the investigator momentarily, more severe losses might cause an investigator to go insane, as described below. If an investigator's Sanity points drop to zero, he is permanently insane and can only be restored by personality reconstruction.

Keepers should inspect the Sanity losses for various situations, Mythos beings, and Mythos tomes, and consult the discussion of Sanity losses below.

A keeper's description of a Sanity-shaking situation should always justify the threat to an investigator's physical or mental well being. For example, a cadaver on a medical examination

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table is not Sanity threatening to a colony doctor, but the shredded remains of a friend that dropped suddenly from an air vent would be.

Getting Used to Awfulness

Within a reasonable interval of play, investigators should not lose more Sanity points for seeing monsters of a particular kind than the maximum possible points an investigator could lose for seeing one such monster. For example, in the same game day or perhaps even the same game week, no investigator should lose more than six Sanity points for seeing any number of Mi-Go.

The exact time span of a "reasonable interval" must be set by the keeper. When the keeper decides that the horror has been renewed, then the reasonable interval comes to an end.

Sample Sanity Losses Table

Sanity Loss	The Prompting Event
0/1D2	Surprised to find horribly mutilated animal carcass.
0/1D3	Surprised to find a human corpse.
0/1D3	Surprised to find a human body part.
01/1D4	Seeing blood flowing out of a colony water supply.
1/1D4+1	Surprised to find a mutilated human corpse.
0/1D6	Witness a friend or relative's violent death.
1/1D6+1	Meet someone you know to be dead.
0/1D10	Undergo severe torture.
0/1D10	See a Dimensional Shambler.
1/1D10	See the dead rise and walk.
1D10/1D100	See Great Cthulhu

Increasing Sanity Points

Sanity points can be regained if lost and they can even be increased. While the total of an investigator's Sanity points may never exceed 99 minus the amount of Cthulhu Mythos, current and maximum Sanity points can be increased beyond the investigator's original SAN. However, an investigator's original SAN characteristic never changes.

Raising an investigator's current Sanity points above SAN is a difficult and time-consuming procedure. Whether investigator SAN can be increased or not is a matter left to the keeper's discretion. Some keepers believe that such self-improvement runs contrary to the spirit of Lovecraft's dark vision and do not allow such increases. Other keepers may allow an increase only with a D100 roll that exceeds the investigator's current Sanity points. Some keepers may even regard the issue to be of no consequence, since investigators will continue to go insane regardless of how many Sanity points they have. Players should be informed of the keeper's decision in this matter and it should be held to consistently throughout a campaign. In any case, investigators must be allowed the opportunity to at least regain lost sanity, so as to help maintain player interest in the game.

Keeper Award For Mission Accomplished

At the conclusion of an adventure or when appropriate (such at the end of a major section of a long adventure) keepers routinely allow Sanity point award rolls for the investigators. In published adventures, the suggested award is included in the conclusion of the adventure. In any case, the reward should be roughly proportional to the risk if the investigators tried their best and succeeded. If they failed in their mission, they might get a reduced award roll or even no reward. If the investigators were cowardly, brutal, or murderous, they might well suffer a loss of Sanity points. Except in unusual circumstances, investigators participating in an adventure will receive the same award roll when the award is made. If an

investigator stood out as being either particularly heroic or base, an investigator might receive a special award or penalty. The keeper should carefully consider such special treatment before applying special treatment to an investigator. In most cases, published adventures will provide guidelines for rewarding (or punishing) the investigators. When a keeper prepares her own adventures, she should prepare guidelines for giving rewards.

90% Ability

Mastering a skill through hard work requires mental discipline and can lead to an increase in self esteem and confidence. If, in the course of play, an investigator attains an ability of 90% or more in a skill, he adds 2D6 points to his current Sanity points. In no case may this bonus increase an investigator's Sanity points beyond her maximum. Naturally, the Cthulhu Mythos skill is an exception to this rule.

Defeating Monsters

Natural animals and normal humans might terrify, but they do not horrify. Defeating a small group of humans in a colony power struggle would not yield any new sanity points, but killing an Uleth might be worth up to 1D10 points. Defeating exceptionally evil humans, especially those in league with or altered by the Mythos, might result in a Sanity reward at the Keeper's discretion.

When an investigator foils, dispels, or kills a monster or monsters, the investigator's confidence naturally increases. Any victory, however small and temporary, can help the investigator believe that the Mythos is not omnipotent and that it can be thwarted. While this belief may be quite wrong, it does help soothe and strengthen the human mind. When the investigators achieve such a victory, the keeper may choose to make an on-the-spot Sanity award, or she may wish to wait to the end of the adventure or play session. Such awards are not granted automatically.

Criteria for defeating a monster or monsters are specific to each situation and hence only somewhat vague guidelines can be provided. The keeper must consider the goals and intentions of the monster, to what degree the investigators prevented the goals and intentions from being realized, and whether the investigators realized what they accomplished. In general, the greater the degree of investigator success and the greater the degree they are aware of their success, the greater the Sanity award.

If the monster aimed only at destroying or delaying the investigators, then defeating it consists of destroying it or permanently driving it away. If the monster's goals were very complex, then defeating the monster may be a very convoluted and difficult matter. Of course, such difficult situations have greater rewards (if the investigators survive).

The reward given for defeating a monster should not exceed the maximum possible Sanity loss roll for that type of monster. If many such monsters were defeated, a keeper might award the maximum. For example, if the investigators defeat several Uleths that are trying to infiltrate the colony they might receive a 10 point reward.

Therapy

Just as physical damage can be repaired through proper treatment and the body's natural healing faculties, mental damage can be treated and can heal naturally. Because of the conditions on the colony, there are many doctors who specialize in treating mental disorders and insanity. These doctors are known official as Psychotherapy Specialists, but are more commonly known as "head docs," "brain boys," "shrinks," "psych boys," and "watchers" (since they are charged with monitoring the mental health of the colonists). Despite the nicknames, such specialists are, with a few notable exceptions, respected by the colonists. Many of them also do double duty as religious ministers.

To give useful therapy, the therapist must have the skill Psychoanalysis. Intensive psychoanalysis and medical treatment can restore Sanity points an investigator has lost in

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the course of play. However, use of psychoanalysis cannot restore an investigator's sanity points in excess of his characteristic SAN: treatment can restore but cannot improve the investigator. An investigator can only benefit from one therapist at a time.

Once each week, a D100 roll is made for the effects of the therapy. Each week of successful regular treatment (about 2-4 hours a day) will restore 1D3 lost Sanity points. If the roll fails, no Sanity is regained. If a 96-00 is rolled, then the patient loses 1D6 Sanity points and can no longer be treated by that therapist. Such treatment accidents can result in insanity as per the rules.

Psychoanalysis can mitigate the effects of indefinite insanity and it can strengthen the investigator by restoring lost Sanity points. Recovery from indefinite insanity is not dependent upon sanity points. For example, an investigator can be sane with 24 Sanity points, while another can be insane but possess 77 Sanity points.



Insanity

End Time Investigators can become insane by a single or a rapid succession of shocking experiences or profoundly disturbing comprehensions. In most cases, investigators will be driven insane by events, beings, or knowledge related to the mythos directly or indirectly. The type of insanity an investigator suffers from is contingent upon the extent of the sanity loss relative to the investigator's sanity at the time of the loss. The duration of insanity varies from case to case.

Particularly horrifying encounters can cause three states of mental disturbance. The first two, temporary insanity and indefinite insanity, can be treated successfully by skilled individuals. The third type, permanent insanity, occurs when the investigator's sanity is reduced to zero or less. Permanent insanity cannot usually be cured, except with desperate measures (such as personality rebuilding).

Effect on Cthulhu Mythos

The first time an investigator goes insane as the result of a Mythos experience he receives a 5 point increase in his Cthulhu Mythos skill (and hence lowers the investigator's maximum sanity by 5 points as well). After the initial mythos induced insanity, the investigator receives a 1 point increase in her mythos skill (and the associate 1 point reduction in her maximum sanity). Insanity generated by non-mythos causes results in no increase in Cthulhu Mythos skill (and hence no reduction in maximum sanity).

Temporary Insanity

Whenever an investigator loses 5 or more sanity points from a single roll, she has suffered enough psychic shock to potentially upset her mental balance. In such situations the player must roll an Idea roll. If the roll succeeds, then the investigator grasps enough of the experience to be driven temporarily insane. If the player fails her Idea roll, then the investigator does not go insane, but may not clearly remember the experience in question. In such cases, the investigator's memory of the event may be badly distorted or she may have no recollection whatsoever.

Temporary insanity might last a few minutes or up to a few days. The exact duration of the insanity is determined by rolling on the Temporary Insanity Table. The effect of the insanity may be a temporary phobia or fetish, a brief fainting spell, hysteria, an attack of nervous twitches, or the investigator may run madly away from the source of his insanity. The exact result is to be determined by the keeper, using the situation as a guide. The insanity must be described in a manner that permits the player to act it out, provided the investigator is still functional. In other cases, the investigator will fall to the ground and twitch, run away screaming, start pulling at his own clothing and hair, or stare blankly in one direction until the condition passes.

Investigator's with the psychoanalysis skill may alleviate or remove the effects of the temporary insanity of others. The skill may be used to speed up the insane investigator's recovery. Successful use of the skill in this manner will reduce the time required for recovery by one half. During the period of insanity and once the individual has recovered, the skill may be used to restore the lost sanity points, as described below. If, during the course of the insanity, the investigator regains enough sanity to replace the loss that lead to his insanity, the keeper may decide that the investigator has fully recovered.

If an investigator is not successfully treated, the temporary insanity will come to an end at the time indicated by the Temporary Insanity Table, or when the keeper believes it to be appropriate. During the time of the insanity, the investigator's behavior will change in a very noticeable manner for a short time. In most cases, the keeper and the player should work out the exact details of the madness.

While temporary insanity eventually ends, the effect on the investigator's mind may well be profound and lasting. In certain cases (such as those involving substantial sanity loss), the keeper should work out with the player what sort of lasting effect the madness has had. These effects should never be as serious as full blown phobias or fetishes, but they may be based on them. In general, these lasting effects should be interesting but not particularly harmful and they should gradually fade away. For example, an investigator that is driven temporarily insane while reading a passage on space-traveling Mythos beings may be left with a vague fear of space for several months after his recovery. Such personality quirks provide an excellent opportunity for creative role-playing.

Temporary Insanity Table

roll 1D10	Length of Insanity
1-4	1D10 Combat Rounds
5-7	4D10+10 Combat Rounds
8-9	Till sunset, sunrise or a similar length of time.
10	1D3 or 1D10 game days, keeper's choice.

Indefinite Insanity

If an investigator loses 20% or more of his current sanity in the course of one game hour, he goes indefinitely insane. The decision of whether an investigator goes indefinitely insane or not is up to the keeper. In order to avoid removing investigators from play too quickly, the keeper may well wish to apply indefinite insanity only in cases in which the 20% loss results from a single die roll. Keepers may also wish to chose other means to regulate the occurrence of indefinite insanity among investigators (such as mitigating the effects of unlucky rolls).

The effects of indefinite insanity begin immediately and they last 1D6 game months or until the keeper decides to remove the effects. The effects of indefinite insanity may be alleviated by the use of psychoanalysis. The insane investigator must spend at least two hours a week with the psychoanalyst and the psychoanalyst must make a psychoanalysis skill roll. If the roll is successful, the insane investigator is able to function normally for that week. If the roll fails, the investigator is unable to overcome her affliction and she suffers the full effects. One attempt may be made each week, whether the previous week's attempt was successful or not. During the period of insanity and after it comes to an end, the investigator may be able to regain some of the lost sanity using the procedure described below. If, during the course of the insanity, the investigator regains enough sanity to replace the loss that lead to his insanity, the keeper may decide that the investigator has fully recovered.

Indefinite insanity is typically incapacitating for an investigator because of the serious nature of the mental disruption. As an extreme example, an investigator who suffers from catatonia will be unable to react to external events and hence will be unable to play an active role in any game

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session. In certain situations, the keeper and player may decide that the investigator is still able to take an active role in affairs, albeit in a restricted capacity. For example, an investigator suffering from megalomania would be able to function, but would consider himself infallible and destined for greatness. Such investigators would attempt to usurp command of any operation and would certainly react to any criticism with great hostility.

Playing an afflicted investigator properly can require a great deal of role-playing skill (assuming that the malady permits the investigator to function enough to take an active role) and in many cases will place a player under more restrictions than she will desire to face. If the player is not up to the task or does not desire to play an insane character, the keeper may find it best to simply remove the investigator from play until she recovers.

After the individual recovers, the extreme shock of the experience will certainly leave traces in his mind and personality. The player and keeper should work out the exact effects. These effects should not be particularly harmful to the investigator and should, instead, be aimed at giving the investigator more personality and the player more opportunity for role-playing. For example, an investigator who has recovered from ballistophobia may shy away from using guns and an investigator who has recovered from megalomania may gravitate towards leadership positions and still have an inflated view of their own abilities.

Indefinite Insanity: Recovery

As noted above, the effects of indefinite insanity last 1D6 game months or until the keeper decides to remove the effects. The effects of indefinite insanity may be alleviated, as mentioned above, by the use of psychoanalysis. During the course of treatment, the investigator might also be able to regain lost Sanity. Each week of successful treatment (about 2-4 hours a day) will restore 1D3 lost Sanity. In this context, a successful treatment involves making a psychoanalysis roll. If the individual rolls a 96-00, then the analyst accidentally inflicts psychic harm of the patient. In such a situation, the patient will lose 1D6 Sanity points and will not be able to work with the psychoanalyst any more. An individual may only regain and not increase their Sanity in this manner.

The above treatment rates assumes that the psychoanalyst is using advanced methods and has access to special psycho-medicines and equipment. If such drugs and equipment are not available (such as in field treatment), then the recovery rate is 1D3 Sanity points every month, with a successful roll. A roll of 96-00 still results in a loss of 1D6 Sanity points and prevents further treatment from the psychoanalyst.

If an investigator is unable to receive any treatment, the keeper might wish to allow the investigator a Luck roll every two months. If the roll succeeds, then the investigator regains 1D3 Sanity points. If the investigator rolls a 96-00, then the investigator has to wait four months before another roll is made. The Luck roll represents the mind's natural healing ability. This natural recovery of Sanity points can only take place if the investigator is in a stable environment and has some degree of emotional support from others.

If an investigator becomes a wandering derelict, struggling for control of her mind, then she will eventually recover, but will not regain any Sanity points. Such an individual will typically take up residence in a habitable alien ruin or an emergency shelter. Colony policy is to attempt to recover such individuals, but the policy also precludes using force in the recovery attempts.

Indefinite Insanity: Types and Descriptions

When an investigator goes indefinitely insane, the keeper must determine the nature of the affliction. In many cases the cause of the insanity will dictate the nature of the affliction. For example, a male investigator driven insane after being turned over to Mythos horrors by a woman would be a good candidate for Gynephobia. If no plausible insanity for the situation can be found among the insanities described below,

the keeper should carefully craft an appropriate insanity. In certain cases, the cause of the insanity may not suggest a particular affliction. In such cases, the keeper may wish to assign one at random from the list. However, this should be done cautiously. Alternatively, the keeper may wish to assign an insanity that would fit the investigator. In such cases, the insanity would be an exaggeration of one of the investigator's personality traits. Perhaps the insanity was lurking there all along, simply waiting for the proper trigger. For example, an investigator who is very suspicious of others is a likely candidate for becoming paranoid when driven insane.

The descriptions provided are not intended to be accurate medical descriptions of the conditions. Rather, they are intended to serve as general guides for describing and role-playing the conditions. In the actual world, many of these conditions are not acquirable from shock at all and may arise from such things as prolonged periods of abuse or chemical imbalances.

Indefinite Insanities

Indefinite Insanity Tables

D6 Roll	Table
1-3	Standard Insanities Tables
4-6	Phobias and Fetishes

Standard Insanities Table

D10 Roll	Resulting Form of Madness
1	Catatonia
2	Amnesia
3	Panzaism or Quixotism
4	Paranoia
5	Stupefaction
6	Obsession, Addiction, Tremors
7	Megalomania
8	Schizophrenia
9	Criminal Psychosis
10	Multiple Personalities

Phobias and Fetishes

D6 Roll	Table
1-2	A
3-4	B
5-6	C

Phobias and Fetishes Table A

D10 Roll	Phobia/Fetish
1	Acrophobia/Acrophilia
2	Agoraphobia/Agoraphilia
3	Ailurophobia/Ailurophilia
4	Androphobia/Androphilia
5	Bacteriophoba/Bacteriophilla
6	Ballistophobia/Ballistophilia
7	Belonephobia/Belonephilia
8	Bibliophobia/Bibliophilia
9	Botanophobia/Botanophilia
10	Chromophobia/Chromophilia

Phobias and Fetishes Table B

D10 Roll	Phobia/Fetish
1	Claustrophobia/Claustrophilia
2	Clinophobia/Clinophilia
3	Demophobia/Demophilia
4	Doraphobia/Doraphilia
5	Entomophobia/Entomophilia
6	Gynephobia/Gynephilia
7	Hematophobia/Hematophilia
8	Iatrophobia/Iatrophilia
9	Monophobia/Monophilia
10	Necrophobia/ Necrophilia

Phobias and Fetishes Table C

D6 Roll	Phobia/Fetish
1	Peccatophobia/Peccatophilia
2	Pediphobia/Pediphilia
3	Psychrophobia/Psychrophilia
4	Pyrophobia/Pyrophilia
5	Scotophobia/Scotophilia
6	Technophobia/Technophilia
7	Verbophobia/Verbophilia
8	Vestiphobia/Vestiphilia
9	Xenophobia/Xenophilia
10	Zoophobia/Zoophilia

a lying position and pull her arms and legs close against her body. A catatonic investigator will be oblivious to nearly all events and will not resist being moved by others. Catatonic investigators will not walk, stand, or speak. In cases of direct, physical danger (such as the investigator being set on fire), the keeper must decide the victim's reactions. In many cases, the victim will simply pull her arms and legs in tighter and perhaps whimper.

Stupefaction: When not being led by others, investigators that suffer from stupefaction will simply stand and stare off into middle space. Victims will exhibit no interest in anything and will not communicate, though they may babble incoherently. Victims may be led or be forced to walk and can be made to stand, sit, or eat. However, a victim will take no independent action. Exactly how a victim reacts in cases of direct, physical danger (such as being physically attacked) is left up to the keeper. In many cases, a victim will simply suffer with little or no reaction.

Amnesia

This insanity can be applied to an investigator as a result of almost any type of extreme mental shock that does not suggest a more specific sort of insanity.

An investigator that has been inflicted with amnesia will suffer some degree of memory loss. The loss may be relatively minor (the victim loses a few hours or days of memory) or fairly extreme (the victim loses years or decades of memories). Typically, languages and physical-based skills are unaffected by memory loss, but intellectual skills that rely on memory (such as History and Chemistry) are often lost for the duration of the amnesia. Once the investigator regains his memory, all skills will be restored to their normal levels, unless the keeper deems otherwise (there may be some permanent memory loss).

When investigators suffer from amnesia, the keeper must be careful to insure that the player does not act on information that her investigator no longer has access to. In many cases, the investigator may have to be removed from play.

Recovery from amnesia can often be speeded up by exposing the victim to strong stimuli that are relevant to the memories that were lost. For example, taking an investigator to where the incident that drove him insane took place may help restore his memory of the horrible event. Then again, he may simply relive the fear and terror and run away screaming. The exact effects of such methods are left to the keeper. In general, such methods should either yield a small bonus to the psychoanalysis skill roll or reduce the time of the insanity slightly.

Panzaism/Quixotism

Panzaism and Quixotism are typically brought about by psychic shocks that involve particularly bizarre or fantastic experiences. In the case of Panzaism, the victim's mind retreats into desperate delusions of normalcy. In the case of Quixotism, the victim's mind is incapable of correctly perceiving the normal world.

Panzaism: Victims of Panzaism see the most extraordinary creatures, objects and events as perfectly common and ordinary. For example, a Mythos tome would seem to be a book of horror stories and a humanoid monster would appear as an ugly human. In game terms, the afflicted investigator will treat all Mythos phenomena as mundane. The keeper should be careful to describe even the most fantastic situations as being perfectly normal. This inability to recognize such situations as what they really are can be extremely dangerous for an investigator, for obvious reasons. However, the investigator is still capable of recognizing and reacting to threats. So, although an attacking Mythos being would be seen as a mundane creature, the investigator would be aware that she was under attack and could take defensive and offensive measures. At the keeper's discretion, afflicted investigators may not be able to use any spells they might know or any Cthulhu Mythos skill they might possess. The keeper might also decide that afflicted investigators no longer need to make sanity rolls for as long as they are inflicted or perhaps only grant them an automatic

Catatonia/Stupefaction

These insanities can be produced by almost any kind of extreme mental shock and can often be applied when a more specific type of insanity is not suggested by the situation.

Catatonia: When not being actively guided and manipulated by others, a catatonic person will lower herself into

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success on their rolls (not all of the sanity loss from Mythos beings is just from seeing them...). It is virtually impossible to convince a victim of this condition that all is not as it seems. The keeper and the player must decide whether the investigator can remain in play during the period of insanity.

Quixotism: Victims of Quixotism will see many mundane and common events, objects, and creatures as fantastic and supernatural. Humans in space suits can appear to be horrible monsters, electrical cables seem to be twisted, monstrous tentacles, and the wheezing of an old life support system might sound like the raspy breathing of a monster. Such perceptions can also be completely hallucinatory, with the victim seeing and hearing things that simply are not there. The degree of impairment and its effects are left to the keeper's discretion. A victim suffering from a minor case of Quixotism might be fairly normal most of the time and able to function most of the time, while a victim of a severe case might be incapable of functioning in a normal manner as his world has become a twisted and horrifying nightmare. Whether or not the investigator can continue to be played is left up to the keeper and player.

Paranoia

A horrifying situation that would lead an investigator to severely mistrust others (such as having a trusted companion turn out to be a horrid creature in disguise) is a likely cause for this insanity.

The afflicted investigator loses the capacity to trust others, even his former friends. He will engage in behavior that demonstrates this lack of trust, such as keeping his back against walls, entering rooms last, carefully checking his food, and seeking to be well-armed and protected at all times. Every gesture and action of others will be interpreted as threatening, conversations will be taken to be secret plotting, and so forth. Individuals or types of individuals who the investigator disliked before his affliction or those who are seen as different (such as people from the other colony or from orbit) will be the focus of special attention by the victim. Victims will often conceal their true feelings, while undergoing secret and elaborate preparations for defense and revenge.

Afflicted investigators may be able to function well enough to remain in play, but the keeper must be careful to enforce the paranoia. This can be done by describing situations, individuals and actions in a threatening manner as well as encouraging the player to play in a paranoid manner (this is often surprisingly easy to do).

Obsession, Addiction, Tremors

When exposed to great horror, the mind will sometimes act to narrow its horizons to make its perceived reality more manageable. In each of these afflictions, this narrowing leads to certain potentially harmful alterations in the investigator's behavior.

Obsession: Investigators who suffer from obsession become fixated on some activity such as a goal (like converting others to one's faith) or some sort of personal behavior (such as repeatedly washing one's hands), or become fixated on a person or object. Investigators afflicted with this condition will dedicate their time and energy to their obsession to the general exclusion of the rest of life. Former hobbies and jobs are abandoned, friends and family members are ignored, and anything not at least indirectly relevant to the obsession is cast aside. Obsessed investigators will go to great lengths in their pursuit of their obsession. For example, an individual obsessed with collecting a certain type of item would gladly trade his other possession to get these items. Driven by the force of his obsession, the investigator might become an insomniac, and experience alternating periods of manic euphoria and crushing depression. Communication with others will often be erratic, secretive, and will typically focus on the victim's obsession. In many cases, the victim will become violent if the pursuit of his obsession is interfered with. This affliction can severely interfere with an investigator's ability to function and the keeper and

player will have to decide whether the investigator should remain in play while still insane.

Addiction: Investigators who become addicts find comfort from terror in various chemical depressants, stimulants, and others forms of drugs. Some find solace in less mundane ways by retreating into virtual reality entertainment systems or make use of medical nerve stimulators (to activate the brain's pleasure centers directly). While the Mars colony is too small and well controlled to have a drug or criminal culture, chemical substances can be readily produced by anyone with some degree of training and access to the proper equipment (which is almost anyone, given the ready access to computer tutorials). Investigators who become addicts will find their lives disrupted in several ways. First, the thing they are addicted to may well have detrimental effects on the investigator. Potent drugs may reduce the investigator's intelligence or lead to aberrations in behavior or hallucinations. Second, the investigator will become fixated with maintaining his access to the object of his addiction. If anything threatens his access or if he is denied access, he may well become extremely depressed or even violent. In some cases, there will be withdrawal symptoms. The type and degree of addiction is left to the keeper (in general, the more severe the cause of the insanity, the greater the addiction and the more severe the object of addiction) and the player and keeper must decide whether the investigator remains in play or not.

Tremors: In some cases, the mind conceals from itself the terror of the experience, perhaps in the subconscious. While hidden from the conscious mind, the disruption brought about by the terror can surface in the form of tremors. Investigators who suffer from tremors experience extreme physical symptoms when under stress or perhaps even when in normal situations. Examples of this sort of behavior include nervous twitching, facial tics, grimaces, muscle spasms, excessive perspiration, and even vomiting and severe convulsions. The investigator who suffers from tremor might be aware of what is happening and admit their condition, while others might deny that anything is wrong and refuse to recognize their condition. The exact effect and severity of the tremors is left to the keeper, based on the magnitude of the the sanity loss. For example, one case might result in a one point loss in dexterity from trembling when the investigator is in dangerous situations. Other cases might be much more severe (the investigator loses four points of dexterity and 20% of all physical skills due to constant shaking and spasms) or totally disabling.

Megalomania

In certain cases, a severe mental shock might result in the victim forming a false sense of superiority as a defensive mechanism. Investigators who suffer from megalomania believe that they have a special understanding and knowledge that exceeds that of all other people. Hence, the megalomaniac will believe that she cannot be wrong, only not yet understood. Typically, the victim feels that they have been singled out by fate or history for future greatness. In some cases, certain individuals will find the unshakable confidence of the megalomaniac very appealing. When confronted with failures or setbacks, the megalomaniac will be convinced that the treachery, incompetence, or corruption of others is to blame. Naturally, the megalomaniac will never blame himself.

An investigator afflicted with this insanity will always insist on being in charge of everything and will want to make all of the important decisions. He will also be resentful of others suggestions or attempts to "usurp" his authority. Such investigators will be difficult to get along with and will often be dangerous to themselves and others. In many cases, the player will be able to continue to use the investigator, although the keeper must be careful to monitor the way the investigator is played.

Schizophrenia

Extreme psychic shock can drive investigators to create an interior world of their own, safe from the cause of their madness.

Investigators who suffer from schizophrenia create a world of private, but extremely systematic and well-developed meaning. A schizophrenic firmly believes that all significant and important events (which may or may not really be significant and important) are linked together by a single cause that most are ignorant of. Understanding this cause will seem to reveal all the mysteries of life, although such an "understanding" is often totally divorced from reality. In many cases, the cause will be a special group (alien beings, a secret religious order), a being or beings (such as a god), or force (such as the force of History, Laws of Nature, or a Cosmic Power). While victims with moderate cases of this affliction will often take great pains to convince others of the truth of their "knowledge," advanced sufferers often do not bother to communicate with others and might even cease to take care of themselves (they stop bathing, changing their clothes, etc.) as they become totally wrapped up in worlds of their own creation. Investigators who tell all they know about the Mythos to those who are ignorant of the truth will often find themselves diagnosed as schizophrenics.

It can be difficult to play a schizophrenic investigator. If the player decides to continue to play the investigator, the keeper should work out the nature of the schizophrenic's "personal world" and carefully enforce the affliction's limits. For example, the investigator may well refuse to acknowledge the threat of the Mythos in favor of her own explanation for the causes of major events.

Criminal Psychosis

In some cases, mental shock can cause an investigator to see herself as beyond the realm of morality and human society. Investigators who become psychotics believe that human beings are separate from one another and that social connections such as love, truth, friendship, and morality are lies and fictions used for personal gain. Life has no meaning or value. Bullying, threats, fraud, theft, and murder become acceptable means to get what one wants. The only restrictions recognized are restrictions that protect the psychotic from being caught and punished by others.

Investigators with this affliction will be amoral and self-centered at best. In most cases, afflicted investigators will be extremely evil. In most cases, the investigator will be a threat and a danger to others and will not be a cooperative member of the group. In short, an afflicted investigator will act much like those he was previously dedicated to fight against. In most cases, the player will not desire to play such an investigator until the investigator recovers.

Multiple Personalities

In some cases, terrible mental shock can cause the mind to generate extra personalities as coping mechanisms or even fragment the mind into distinct personalities. An investigator who suffers from multiple personalities will play host to his original personality plus a (possibly) ever-increasing number of additional personalities that are created as strategies to cope with the terrible experience as well as liabilities and dysfunctions in the original personality. Strictly speaking, each new "personality" is actually a subset of the original personality or a mode of behavior. Each new personality is distinctive and recognizable and typically has a name. These personalities will sometimes appear and disappear with surprising swiftness. Each personality typically exemplifies an general emotional state, such as sweet, childlike, pushy, abusive, angry, nurturing, caring, malign, or frightened. Personalities can be male or female in character (though once set they almost never change), regardless of the afflicted investigator's gender. A given personality's gender will be based on the investigator's biases towards and characterizations of the various personalities' emotional states. While the personalities will begin as little more than extreme and rapid mood swings, they will continue to develop over time and may begin to overwhelm the original personality unless treatment is effective. Even after successful treatment, a victim may continue to retain some traces of the personalities, especially if they become well-developed.

The keeper will need to decide how many multiple personalities the investigator has and at what times new ones are added. In some cases, only three to seven personalities will be developed, in other cases there will be dozens. The keeper will also need to decide the nature of each personality as well as what triggers a shift and which personality emerges with each shift. The investigator's actual physical and mental statistics and skills remain unchanged. However, certain personalities may not use certain skills or may not use the investigator's full abilities. For example, a childlike personality would not act as an adult and hence probably would not use the investigator's full strength and weapon and vehicle skills. In many cases, the memories of one personality are not accessible to the others. In the course of successful treatment, the extra personalities will become weakened and less numerous as they are gradually integrated back into the primary personality.

Phobias and Fetishes

A mental disruption sufficient to bring about indefinite insanity might trigger an investigator's latent phobias or fetishes. In other cases, the terror of an experience might create a phobia or fetish in an investigator's troubled mind.

Phobias and fetishes vary in their intensity and the keeper must decide how severe the investigator's condition is. Phobias and fetishes that arise from temporary insanity will typically be less intense than those that arise from indefinite insanity. The number of Sanity points lost by the investigator will also affect the severity: the more points lost, the greater the severity. For example, an investigator with a minor case of Pyrophilia might be fascinated with small fires, while an investigator with a severe case may dismay his friends and associates by burning things at every opportunity. The nature of the affliction should also be tailored to the investigator and the player. For example, an investigator who works in the colony morgue might develop necrophobia.

If a phobia or fetish appropriate to the investigator's situation is not found below, the keeper should consult a thesaurus (Roget's has a substantial list of phobias) or a psychology text, or simply make one up. Phobias and fetishes should be selected to allow interesting or entertaining role-playing rather than to render the investigator unplayable.

Acrophobia/Acrophilia

The higher you are, the closer you are to Those Things from the Stars. An investigator with a fear of heights will find being on top of high structures, being in air or space vehicles, or being on mountains very uncomfortable. If the affliction is minor, the investigator will be uncomfortable and visibly nervous. An investigator with a severe affliction might be almost unable to function while in such situations. The keeper might penalize certain skill rolls, such as Pilot Aircraft, in such circumstances.

The higher you are, the farther you are away from Those Things in The Ground. An investigator with a love of heights will fearlessly seek out high places for the thrill. In minor cases, the victim will be content with climbing onto high hills and taking a safe route to the top of a colony structure. In severe cases, the victim will seek the heights with a wild abandon and find the more dangerous situations all the more exciting. Victims of such a severe affliction will find heights irresistible and will be drawn to them.

Agoraphobia/Agoraphilia

The sky spreads out into infinity! Who knows what things are watching up there? An investigator with a fear of open places will find open areas (such as outside the colony structures) threatening. Investigators with a minor case will find being in open areas unsettling and will tend to seek shelter at the earliest opportunity. An investigator with a severe case will find being out in the open extremely disturbing and will be frantic about finding cover. The keeper may wish to penalize certain skill rolls as the investigator will be extremely nervous and will probably be looking around wildly most of the time.

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If you're not out in the open, you can't see Them coming! An investigator with a minor case will prefer open places and will spend a great deal of time outside of colony structures and vehicles. She will probably also suffer from a minor case of claustrophobia. An investigator with a severe case will spend large amounts of time away from enclosed areas and will probably suffer from severe claustrophobia when unable to get outside.

Ailurophobia/Ailurophilia

Cats are sinister monsters...so quiet and mysterious...they must be hiding some great evil! The little demons should have been left behind! An investigator who fears cats will find the presence of cats very disturbing. An investigator who has a minor affliction, will find the presence of cats unsettling, may develop psychosomatic allergies to cats, and will certainly try to drive cats away. An investigator with a severe case will see cats as demonic and threatening. Such individuals will not be able to tolerate the presence of cats and will even resort to violence against cats. In extremely severe cases, an investigator may plot to eliminate all colony cats.

Cats are intelligent and friendly. They are much better friends than humans. An investigator who loves cats will find great pleasure in their presence. An investigator with a minor case will take care of several cats and will feel uncomfortable when cats are not present. Such an individual would be upset by cruelty to cats, but is unlikely to take violent action. An investigator with a severe case will keep many cats and may become obsessed with increasing the colony cat population (extreme individuals may even push colony geneticists to reconstruct terrestrial big cats from the colony's genetic stock). Such individuals are apt to prefer cats to human beings and would be prone to severe reactions against those who harm or mistreat cats.

Androphobia/Androphilia

Men are vessels of cruelty and lust who seek to ravage and hurt. Never trust them! An investigator who suffers from fear of men will find the presence of human males unsettling. A victim of a minor case will feel hostility and fear towards men, but will be able to work with them, if need be. A victim of an extreme case will develop a deep terror of men and will be unable to be in the same area with men. The touch of a man is likely to cause a hysterical or violent reaction. While this phobia almost always afflicts only females, it is possible for a male to suffer from it. A male with this affliction would loathe himself and fear other males.

Men are wonderful "Prince Charmings" who will protect us from danger! An investigator with this affliction views men with great, unreasonable affection. An individual with a mild case will seek to be around men and will have some difficulty in recognizing wrongs done by men. In severe cases, the victim will idolize men and will be blind to any wrong doing on the part of men, even to the point of self-deception. While this affliction is typically limited to females, it is possible for males to suffer from it.

Bacteriophoba/Bacteriophilia

Tiny little monsters...bringing disease and death...they're everywhere! An individual with a fear of bacteria will show great distress in areas that are likely to have a large amount of bacteria. An individual with a mild case will avoid contact with areas that are not very clean and will express great discomfort when people get too close, especially sick people. Typically, the victim will become extremely concerned with personal hygiene. A victim with an extreme case will have a profound fear of any area that is not sterile and will do his best to avoid all contact with people. If contact is necessary, he will wear protective clothing. Such individuals will be nearly obsessive in regards to personal hygiene and cleaning.

Bacteria are our little friends. We must make sure we have many little friends. An individual who loves bacteria will do his best to increase their number. Individuals with a mild affliction will neglect personal hygiene and cleaning to some degree

and will be mildly ill most of the time. Individuals with extreme afflictions will be health hazards as they will cease all efforts at personal hygiene and will turn their quarters into bacteria farms. Such individuals are likely to contract severe illnesses.

Ballistophobia/Ballistophilia

Gunfire means death is not far away. Gunfire attracts Them. An individual with a fear of bullets/guns will find it difficult to remain in the presence of guns, especially when they are being used. An individual with a mild affliction will be visibly uncomfortable around guns, will flinch when guns are fired, and will balk at carrying or using one. The keeper may wish to impose a penalty on an afflicted investigator when they try to use one in combat. An investigator with an extreme case will be unable to stand the sound of gunfire and the sight of guns. She will attempt to flee from such sounds and sights. In any case, she will refuse to use a gun and is likely to hide or even destroy guns if given the opportunity.

Guns are power. Guns make bad things dead. Guns are good. An investigator who loves guns will find guns extremely attractive and will enjoy the sound of gunfire. An individual with a mild affliction will probably have a small collection, will always want to look at and try out any gun she sees, and will like the sound of gunfire. An individual with an extreme case will have as large a collection of guns as she can get, will carry as many guns as she can at all times, and will be prone to borrowing other people's weapons. Such individuals will be extremely possessive of their guns (they will often name them) and will become extremely agitated if asked to go unarmed. Naturally, they love the sound of gunfire and will often fire off a few rounds for the hell of it.

Belonephobia/Belonephilia

Small, sharp things can pierce the skin...letting blood out and who knows what in! An investigator with a fear of pins and needles (and other small, sharp objects) will feel decidedly uncomfortable around the objects of his fears. An investigator with a mild case will dislike pins, needles, etc. and would have a difficult time working as a doctor or nurse. A person with an extreme case would become extremely upset at the sight of such objects and hysterical or violent if the objects are brought too close. Such an individual would be incapable of administering or willingly receiving medicines from hypodermic needles and would have great trouble with any small, sharp objects (such as the tips of electrical wires, and various electronic and medical equipment). At the keeper's discretion, this phobia might be extended to sharp objects in general (such as knives and scissors).

Sharp things are fun. I like sharp things. An investigator who loves small, sharp objects will certainly collect them and will be prone to sticking himself on occasion. An investigator with a mild case will be attracted to small, sharp objects and will often carry them about his person, except when doing so would be dangerous. An investigator with a severe case will exhibit a marked fascination for sharp objects and will always have a few on hand to play with. Such individuals will tend to have such objects on or about their persons at all time, even when it dangerous to do so (such as when wearing surface or space suits). At the keeper's option, this affliction may be extended to cover sharp objects in general.

Bibliophobia/Bibliophilia

Books contain great evil and madness! Who knows what really lies behind written words? An investigator with a fear of books (and related mediums) will be fearful of printed words, be they in a real book or a computer screen. A person with a mild case will be averse to reading certain books or words (such as any occult or Mythos tome), but will be able to handle mild fare. An individual with an extreme affliction will have nothing to do with books of any kind and may even seek to destroy such works. At the outer limits of the affliction, an individual will fear anything written, no matter how innocuous.

Books contain truth and knowledge. Books are wonderful. An individual who loves books will be drawn to them and will

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often prefer the printed word (or computer-displayed word) to the real world. An individual with a mild case will spend a great deal of time reading and will collect books as a hobby. An individual with an extreme affliction will spend as much time as possible reading and will become obsessive about collecting (and protecting) books. Such an individual is likely to be vary of others who want to use his collection. At the outer limits of this affliction, the individual will collect and read anything written, such as tags from equipment and clothing.

Botanophobia/Botanophilia

Plants are frightening. They feed off dead things...they want us all dead so they can feed on us! An investigator who suffers from a fear of plants will find the presence of plants distressing. An investigator with a mild case will dislike plants and not permit any in her personal space. Such an investigator may well be fond of eating plants. An investigator with an extreme case will avoid plants unless it is impossible to do so. If forced to be around plants, he will watch them carefully. At every opportunity he will attempt to kill plants. A severely afflicted individual will typically not eat plants, for he fears they will grow inside him.

Plants are our friends. They produce oxygen and food for us and all they expect in return is our love. An investigator who loves plants will seek to be around them and will try to grow as many as possible. An investigator with a mild case will be favorably inclined towards plants and will have dozens of them. Such individuals will occasionally eat plants, but might feel guilty. Investigators with extreme cases will be obsessed with plants. They will fill their personal space with plants and put them everywhere. They will be very protective of plants and will never eat plants. They will be extremely upset by anyone eating plants in their presence.

Chromophobia/Chromophilia

Certain colors represent monsters and draw them...maybe some colors are even monsters themselves! An investigator with fear of colors will be extremely distressed by the sight of certain colors (the keeper must decide which color or colors). An investigator with a mild case will be vaguely disturbed by the color or colors he fears and will, of course, never own, wear or use anything of that color. An investigator with an extreme case will become hysterical at the sight of the color and even violent if anything of that color is forced against him. Such individuals will seek to paint over, dye or destroy anything with the color or colors they fear.

Certain colors have special powers to soothe and protect...colors are good. An investigator with a love of colors will be drawn towards a certain color or colors (the keeper must decide which colors). An investigator with a mild case will be given to excessive use of the color or colors she loves, but will still be amenable to reason. An investigator with an extreme case will be obsessed with the color or color she loves and will attempt to make everything the color or colors he loves. Such an individual will not be amenable to reason and will, for example, see nothing wrong with painting over computer monitors and safety instructions.

Claustrophobia/Claustrophilia

This room's too small...can't breathe...the walls are getting closer! An investigator who suffers from a fear of enclosed spaces will be very uncomfortable in such areas. An investigator with a mild case will break out in a sweat in small areas, such as closets, access crawl-ways and walk-in equipment lockers. Afflicted investigators may also be uncomfortable in vehicles. Investigators in such situations will feel nervous and will seek to get into a more-open area as soon as possible. An investigator with a severe case will refuse to enter small, enclosed areas and will be visibly uncomfortable even in larger areas, such as within the colony structures. Such investigators will not be able to travel in most vehicles and may even find it impossible to wear an enclosed helmet. If forced into a small, enclosed area, afflicted investigators will find it almost impossible to function (the keeper may wish to impose penalties on skill rolls in such

situations) and will seek to flee as soon as possible. If their escape is blocked or hindered, they are likely to become violent.

Small areas are safe. You can see everything and it's easier to hide in a small area. Big monsters can't fit in small spaces. Investigators who love small, enclosed spaces will seek out such places and will vastly prefer them over open areas. Such individuals need not fear open spaces, however. An investigator with a mild case will feel more at ease when inside and will actively seek out small areas. An investigator with an extreme case will seek out small, enclosed areas and spend as much time as possible in them. An investigator with this affliction might move into the crawl spaces, or build more walls in her quarters, or even build a box to sleep in.

Clinophobia/Clinophilia

People die in bed...monsters get people in their beds...monsters lurk under beds! An investigator with a fear of beds (this includes almost any type of furniture designed to be slept on) will never sleep in a bed and will be wary around them. An investigator with a mild case will sleep very poorly in a bed and will avoid them whenever possible. An investigator with an extreme case will be visibly afraid of beds and will never sleep in one. If a bed is present in a room, the investigator will constantly watch it and will check under it frequently. The investigator will sleep on the floor. In very extreme cases, the victim will sleep on the floor, without even a blanket under him. In most cases, individuals with this affliction will have a special fear of hibernation capsules.

Beds are safe, warm and comfortable...why ever leave? An investigator with a love of beds will be reluctant to leave their bed. An individual with a mild case will tend to stay in bed as long as possible and get into bed as soon as possible. An individual with an extreme love of beds might spend all his time in bed and refuse to leave. In some cases, afflicted individuals will try to get into hibernation capsules.

Demophobia/Demophilia

Who knows what might be lurking in a crowd of people? Some of the "people" might not be people at all, but Them! An investigator with a fear of crowds will feel more and more uncomfortable as the number of people around her increase. An individual with a mild case will be okay around small groups of friends, but will become nervous and agitated when in large groups. An individual with an extreme case will become nauseous, even hysterical when other people are present. Such individuals will avoid groups and try to find places to be alone.

Groups are safe. There is strength in numbers. Monsters can only get you when you're alone. An investigator with a love of crowds will seek out groups of people and prefer being in groups to being alone. An investigator with a mild case will actively seek out groups of people and will be loathe to leave groups. In extreme cases, the afflicted individual will attach himself to a group and be impossible to get rid of. Such an individual will often become an annoying pest as he will never be able to be alone. If others attempt to force an afflicted individual out of a group, the investigator will resist and become increasingly hostile and might even become violent.

Doraphobia/Doraphilia

Monsters have fur, and animals have fur, so animals are monsters! An investigator with a fear of fur will consider any creature with fur a threat. An investigator with a mild case will be wary of any creature with fur (possibly including humans) and will be visibly nervous around such creatures. An investigator with an extreme case will be terrified of anything with fur and will either flee from such creatures or attack them violently regardless of the actual degree of the threat.

Fur is cute, warm and cuddly. Furry creatures are our friends. An investigator with a love of fur will be attracted to furry creatures and will have difficulty perceiving furry creatures as threats. An investigator with a mild case will be very favorably inclined towards furry creatures, but will be able to recognize severe threats. An investigator with a severe case will

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be obsessed with furry creatures and will be almost incapable of harming anything with fur or recognizing it as a threat.

Entomophobia/Entomophilia

Insects are everywhere... crawling... flying... stinging... infesting! An investigator with a fear of insects will be frightened by any insect and prone to violence against even innocuous species. An investigator with a mild case will react with great agitation if an insect touches her body and will be uncomfortable if insects are around. Such an individual will go out of their way to kill insects, even insects used by the colony to control other insects and beneficial insects like honey bees. An individual with an extreme case will become frenzied should an insect contact his body and will be almost paranoid about insects being present. To such an individual almost anything (a piece of lint or a small bit of wire, etc.) will appear to be a hated insect. Such individuals will lose all reason when confronted with an insect and may do things like fire weapons at them, which can be very dangerous.

Insects are our friends... they make honey for us and are often beautiful to look at. An investigator who loves insects will collect and breed them. An investigator with a mild case will do things like raise butterflies or honeybees and be a bit obsessive about it. An individual with an extreme case will raise a great deal of insects, even the really ugly or dangerous ones, and will not let anyone harm his pets.

Gynephobia/Gynephilia

Women are calculating and cruel...they are temptresses and witches...they lure us into evil! An investigator with a fear of women will perceive women as threatening. An investigator with a mild case will be vaguely suspicious of women and will be visibly uncomfortable around them. An investigator with an extreme case will perceive every action taken by women to be mysterious and threatening: If women are talking, then they are plotting. If women are laughing, they are laughing at the investigator. If they are working, they are working on some terrible fate for the investigator. Such individuals will be paranoid in regards to women and will be prone to flee from them or act violently towards them. In extreme cases, the fear will blossom into hatred and the investigator will take action against the threats he perceives. While this affliction is vastly more common among males than females, it is possible that a female investigator might be afflicted. In such as case, she would be burdened with feelings of self loathing.

Women are wonderful and beautiful beings. An investigator who loves women will be very favorably inclined to them. An investigator with a mild case will want to be around women and will treat women very well, even at his own expense. An individual with an extreme case will be obsessed with women in general and will treat them like queens and goddesses, no matter what the reality of the situation is. While this affliction is one that men are more likely to suffer from than women, it is possible for a woman to suffer from it. In such as case, the woman would have an irrational love of all women and hence herself.

Hematophobia/Hematophilia

Monsters love blood...blood draws them...blood means death! An investigator with a fear of blood will be severely distressed at the sight of blood. If the affliction is mild, then the victim will be upset when seeing blood and will be inclined to clean it up or hide it as soon as possible. An investigator with an extreme case will be horrified by blood (hers or that of others) and might well stand paralyzed if she sees a large quantity of it. Investigators with a fear of blood will not be inclined to harm or kill creatures in ways that would make them bleed.

Blood is life...blood is beautiful...I love blood! An investigator who loves blood will have an unnatural attraction to it. In the case of a mild affliction, the investigator will stare at any visible blood and will not be inclined to clean or cover it up. They will still be rational enough to allow themselves to be treated for severe wounds, but will stare, fascinated, at small cuts and other bleeding wounds. Investigators with an extreme

case will stare fixedly at any visible blood and will do all they can to see blood. Such individuals are likely to harm themselves or others in order to see blood and are unlikely to permit anyone to treat the wounds. In some extreme cases, the victims will collect or even consume blood.

Iatrophobia/Iatrophilia

Doctors appear when people are sick and dying...doctors might be turning people into monsters...stay away from them! An investigator with a fear of doctors will perceive doctors as threats. An investigator with a mild case will be inclined to avoid doctors and will always be suspicious of them. He will only seek medical attention when absolutely necessary and will watch the doctor carefully. An individual with an extreme case will be terrified of doctors and will never willingly seek medical attention from them, out of fear they will kill him or make him into a monster. However, an afflicted investigator is unlikely to simply attack a doctor. At the keeper's discretion this fear may extend to anyone in the medical profession.

Doctors save people's lives...they must be angels. An investigator who loves doctors will be favorably inclined to them to an unnatural degree. An investigator with a mild case will have an unreasonable degree of faith in doctors' abilities and will have some a slightly exaggerated view of what doctors can do. Such an individual will be very trusting of doctors. An individual with an extreme case will perceive doctors as miracle workers and will have a vastly exaggerated view of what doctors are actually capable of. Such an individual will have complete faith in doctors in the face of almost any behavior.

Monophobia/Monophilia

If you are alone, monsters will come to eat you or demons will come to steal your body...you could vanish if you are alone...nobody would know! An investigator with the fear of being alone will dread being by herself. An investigator with a mild case will be very uncomfortable when alone and will only be relieved when other people or even friendly animals are around. In extreme cases, an individual will become extremely frightened when left alone and will be in a frenzy until she can find another person or an animal to keep him company. Unlike demophilia, an individual with monophobia will be content with being around only a few people, whereas an investigator suffering from demophilia will want to be around groups of people (the larger the group, the better).

I don't like being around others! I want to be alone! An investigator who suffers from monophilia will behave in many ways like an investigator with demophobia, except the investigator will not be motivated by a fear of other people, but out of love of being alone. An investigator with a mild case will tend to go off by herself for long periods of time and will be mildly resentful of intrusions. An investigator with a severe case will seek areas of solitude and will be very agitated if others intrude on her privacy. In extreme cases, an afflicted investigator will try to get as far from others as possible, which is very dangerous on Mars.

Necrophobia/ Necrophilia

Dead things are horrid...maggot and hate filled...they envy the living and want to drag them into the darkness with them! An investigator who fears dead things will find the presence of the dead to be far more upsetting than normal. A person with a mild case will have vague fears about dead things rising up and will be excessively uncomfortable around dead things. If faced with actual undead, an investigator is sure to become hysterical. An individual with an extreme case is convinced that the dead are merely biding their time before they act. Such an individual will be terrified by the presence of the dead and will insist on making sure that any corpses are destroyed (preferably by cremation). Such individuals are likely to have hallucinations about ghosts and spirits, which will drive them into hysterical frenzies. If forced into contact with the dead, an individual will become frenzied and violent. If an afflicted individual actually confronts undead, they are likely to be paralyzed with terror.

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Death is a wonderful thing...the dead are at peace and know things we cannot...death is fascinating and so are dead things. An investigator with a love for the dead will suffer from an unnatural attraction to dead things. These individuals will generally not desire to kill others, but may become suicidal if the love of dead things becomes too severe. An investigator with a mild case will be attracted to dead things and will probably collect skeletal remains. Such an individual is also likely to become very interested with occult means of contacting the dead and may be given to some minor scientific experimentation with dead things. An investigator with a severe case will try to spend as much time around dead things and will be given to collecting remains of any kind (since the colony "recycles" its dead, this will be difficult). Such an individual is likely to become obsessed with occult means of contacting the dead and might be given to disturbing scientific experiments involving dead things. In very severe cases, an investigator may feel unnatural sexual desires towards the dead.

Peccatophobia/Peccatophilia

Evil thoughts tempt us...we must not give in...Hell awaits those who sin! An investigator with a fear of committing sin will live in dread of practicing whatever acts he considers to be sinful. An investigator with a minor case will suffer extreme guilt when engaging in such behavior and will live in fear of divine punishment. An investigator with an extreme case will live in mortal fear of committing sin and will begin to consider almost any thought or action as sinful and themselves as unworthy wretches. If such an individual gives in to any sin, he will later become hysterical and enraged and is likely to engage in severe self-punishment.

We're all born into sin, so it's natural to us...we should revel in our wickedness! An individual with a love of committing sin will be drawn to doing acts they consider to be sinful. An investigator with a minor case will feel drawn to sinful actions and will regularly give in to small sins without guilt. An investigator with a severe case will be unable to resist committing the deeds he considers most sinful and will revel in his actions. Such individuals know full well they are doing wrong, but they love doing it.

Pediphobia/Pediphilia

Children are evil and sly...they kill and maim thoughtlessly...evil forces work through children. An investigator who fears children will find the presence of children very disturbing. An investigator with a minor case will have a vague fear of children and will feel uncomfortable around children. Such an individual will look upon the activity of children with suspicion. An investigator with a severe case will see children as wicked, plotting, and evil and will suspect that they are harboring evil spirits. Innocuous play will be seen as malign plotting, any singing will be perceived as spell casting, and so forth. Such an individual will be prone to violence against children if provoked (and almost any child's activity will be seen as threatening).

Children are so wonderful... An individual who loves children will be the victim of an unnatural degree of attraction to children. An investigator with a mild case will be very favorably inclined to and attracted by children, to a degree that will make many parents nervous. An investigator with an extreme case will be very attracted to children to a degree that will frighten and dismay parents. Such individuals may not have any harmful intentions, but their behavior will certainly terrify many children. In some cases, the attraction will be extremely perverse and twisted and the individual will have terrible designs on children.

Psychrophobia/Psychrophilia

Cold blackens and kills flesh...it destroys...it takes peoples' limbs and lives! An investigator with a fear of cold will be very inclined to stay away from cold areas (such as the surface of Mars and space). An investigator with a mild case will be nervous when the temperature is below a comfortable level and will always be overly concerned with protective clothing

and equipment. An investigator who suffers from an extreme case will be obsessed with avoiding cold regions and will be loath to enter such regions. A cold draft will be perceived as a demonic intrusion, a drop in temperature as the work of a demon sucking the life out of an area, and so forth. Such individuals will be obsessed with protective clothing and equipment.

Cold is good...cold preserves food...chills our drinks...it's wonderful! An investigator who loves cold will be very inclined to seek out or create cold areas. An investigator with a mild case will keep his living area colder than normal, keep his freezer unit well-stocked with ice, and get out on the surface as often as possible. An investigator with an extreme case will keep his quarters extremely cold and will often turn off his suit heaters while on the surface. Such individuals often suffer from frostbite at some point.

Pyrophobia/Pyrophilia

Fire burns and kills...fire is wild, malign, and uncontrollable! An investigator who is afraid of fire will feel uncomfortable around flames. An investigator with a mild case will shy away from flames and will extinguish them whenever possible. They will also find things like welding torches very disturbing. An investigator with an extreme case will be terrified of flames. She won't be able to operate anything like a welding torch or even deal with laboratory burners. When confronted with large fires, such an individual will panic and become hysterical. Any damage sustained from a fire source will terrify the investigator, and he will be forced to flee as fast as he can.

Fire is beautiful and powerful...I love fire...I love to burn! An investigator with a love of fire will be drawn to flames and will be inclined to burn things. An investigator with a minor case will exhibit an excessive interest in flames and will set things on fire when doing so would not be overly hazardous. An investigator with an extreme case will be obsessed with flames. If flames are visible, he will stare at them and be oblivious to everything else. If the investigator has chance to set a fire, he or she will do so, even if it would be dangerous. Such individuals will typically keep many flammable materials on hand to keep themselves entertained.

Scotophobia/Scotophilia

Things hide in darkness...darkness itself might be a monster! An investigator with a fear of darkness will show an inordinate amount of fear for shadows and other dark regions. An investigator with a mild case will regard darkened familiar areas with suspicion and will be very afraid of dark, unknown regions. If such an individual is ever in complete darkness, she will be panicked and will desperately seek a way out or a light source. An investigator with an extreme case will be terrified of any areas of darkness and will be convinced that things lurk in such regions (or that such regions are things). Such an individual will refuse to enter any dark area. If an afflicted investigator is in complete darkness, she will become hysterical and become fixated on getting to or creating light. Investigators with this affliction will generally begin collecting light sources and will be obsessed with always having several backups to any lighting system.

Technophobia/Technophilia

Technology is taking our souls...technology destroyed the Earth...it will destroy us too! An individual with a fear of technology will find technological devices frightening and threatening. The keeper must decide what sort of technology the investigator fears. Typically, individuals will fear relatively advanced technology. So, a colonist wouldn't fear a watch, but would fear a PDA. An investigator with a mild case will feel uncomfortable around technological items and will have a vague fear of technological progress. Such individuals will tend to remove as many technological items from their quarters and will shy away from jobs which require exposure to such items. Investigators that suffer from a severe affliction of this kind will be terrified by technology and will become frenzied or violent if exposed to it. Such individuals will be inclined to destroy

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technological items. Afflicted individuals often begin to fear that the machines are trying to take over. Not surprisingly, many technophobes have a special fear of computers.

Technology is what makes humanity great...technology keeps us alive...I prefer machines to humans. An investigator with a love for technology will be drawn to technological items and will tend to insist on a technological solution to any problem, even when simpler methods would be superior. An investigator with a minor case will tend to collect items of technology, be fairly preachy about the virtues of technology, and will have little patience with those who fail to share his vision. An investigator with an extreme case will be obsessed with technology, will be extremely preachy about the virtues of technology, and will spend far more time around machines than human beings. In extreme cases, an individual might begin some sort of "special project" to propagate or accelerate technology, even at the expense of humanity.

Verbophobia/Verbophilia

Words are vehicles of falsehoods and evil...words form spells...words convey terrors and ideas that corrupt...I must stop speaking! An investigator with a fear of words will be frightened by words in any form (spoken, written, appearing on a computer screen, etc.). An investigator with a mild case will avoid reading and speaking as much as possible and will become agitated if forced to speak or read for extended periods of time. An investigator who suffers from a severe case will not speak or read and will refuse to listen to others. If anyone attempts to speak to the victim, she will attempt to flee. If that fails, she will try to stop her ears or make noises to drown out the speakers. If all else fails, the victim will become violent.

Words are wondrous tools to convey truth and beauty...I love words... An investigator with a love of words will collect anything involved with words (books, tapes, etc.) and will be enamored of speaking and hearing others speak. An investigator with a mild case will have a small collection of words (books, tapes, disks, etc.) and will talk constantly if no one else is, even when alone. An investigator with a severe case will plaster the walls of his quarters with printed words, will read and talk constantly (even when others are talking). In some cases, individuals will see great significance behind any word and might well ponder a scrap of print for hours, repeating the words over and over.

Vestiophobia/Vestiophilia

Clothing is unnatural...people wearing clothes must hide terrible sights...maybe they are monsters and not people at all! An investigator with a fear of clothing will seek to wear as little clothing as possible and will be suspicious of those who wear clothes. An investigator with a minor case will only wear clothing when absolutely necessary and will be suspicious of those who wear lots of clothes. He will be suspicious of anyone who he has not seen completely naked. An investigator who suffers from an extreme case will simply refuse to wear clothing and will be terrified of those who do, thinking them to hide some dread secret. The only way to put such an individual at ease is to be naked like them. Such individuals would be horrified by the very thought of wearing a surface suit or space suit. However, except in very extreme cases, an individual's sense of self-preservation will outweigh his fear (although the experience will be terrifying and may cost them more Sanity points).

Clothes protect us...being unclothed is wicked...our clothes conceal our ugliness from the sight of others! An individual with a love of clothes will always cover as much of his body as possible and will be uncomfortable around those who don't do the same. An investigator with a mild case will wear a great deal of clothing, even when sleeping or bathing. He will be suspicious of those who expose too much skin and will suspect that they are deviants or exhibitionists. An individual with an extreme case will wear several layers of clothing or perhaps a full space suit and refuse to ever be without clothes. If ever forced to go unclothed, the investigator will be horrified and attempt to cover himself with anything. Those who do not

cover themselves to the investigator's standards will be seen as perverts and subhumans and will be met with hostility and fear.

Xenophobia/Xenophilia

My friends are okay and people like them...other people and other types of people...well, they could be anything. Nonhumans? Monsters! All monsters! An investigator with a fear of foreigners will be afraid of people and beings not like herself. An investigator with a mild case will be suspicious of any people not from his particular group or ethnic background. While the colony is well-integrated, the various cultural identities have been preserved and a xenophobic investigator will find people to fear. Non-human beings will all be perceived as terrible monsters, whether they really are or not. An investigator with an extreme case will fear all those people who are not just like him, even if the differences are very minor. Such an individual will typically be paranoid about those she fears and will suspect them of plotting or being inhuman monsters. Anything that is actually non-human will be an object of terror and dread, whether it is actually a monster or not.

Difference is great...people that are different have special wisdom and mystery I lack...I love them for it... An investigator who loves foreigners will be very attracted to and favorably inclined towards people and beings not like himself. An individual with a mild case will seek out people that are different from him and imitate their ways in a way that will annoy and disturb others slightly. An investigator with an extreme case will see people and beings that are not like them as special beings that deserve the investigator's love. The investigator will pester such people constantly and seek to imitate them in ways that others will find frightening. These individuals will be fascinated by and drawn to non-humans and will be loath to harm them.

Zoophobia/Zoophilia

Animals bite, claw, and shred...monsters are animals...they carry diseases and vile parasites...they hate us and will rise against us! An investigator with a fear of animals will find their presence disconcerting and will be hostile towards them. An individual with a mild case will be visibly nervous around any kind of animal and will exhibit a vague, but perceptible, hostility towards animals. An investigator who suffers from an extreme case will be visibly frightened by animals and will be inclined to inflict violence on them (if the victim can work up the nerve to do so). Such individuals will often harbor thoughts that animals are actually monsters or that they are plotting against humanity. In some cases an afflicted investigator will refuse to eat meat because they believe that doing so will expose them to some dread corruption from the animal.

Animals are wonderful creatures...they are our fellow travelers through life...they are better than people. An investigator who loves animals will be favorably inclined towards them to a degree that is not normal. An investigator with a mild case will be very kind to animals and will be very upset at anyone who harms animals. Such an investigator will certainly not eat any animal's flesh. An investigator with an extreme case will have an overwhelming love of animals. He will raise and protect as many as possible and will prefer the company of animals over that of humans. Such an individual is likely to become violent if animals are threatened. They will not eat any meat and will not permit anyone else to do so if they can prevent it.



Permanent Insanity

Investigators who have their Sanity points driven down to zero will go permanently insane. At this point, unless the investigator is saved by personality restructuring, the investigator is no longer a player character. If the keeper has plans for the

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investigator, the keeper should prepare a copy of the investigator's sheet. Otherwise, the investigator is retired.

The keeper must decide what insanity the investigator permanently suffers from. This insanity should be carefully chosen, as it will be a central feature of the investigator's life of madness. If no insanity suggests itself, the keeper can select one at random from the previous charts.

In the End Time, Sanity is most often lost by encounters with Mythos beings and through personal crises. An investigator with a zero Sanity can continue to function in the world and may even be outwardly distinguishable from normal people, even when their mind is twisted in madness and their soul rotten with corruption. An investigator who has lost an arm, leg or an eye can succeed in the End Time. An investigator who has lost his sanity and along with it his ethics and moral sense cannot, since he will no longer have any reason to resist either the Mythos or the disintegration of the human spirit. Such an individual will be beyond the realm of humanity and will be closer to the horror and madness of the Mythos. Investigators who reach these depths of corruption will cease to be investigators and will instead be vile enemies of humanity. Such characters should be turned over to the keeper or retired and should not remain as player characters.

However, investigators may be driven to permanent insanity by forces other than the Mythos. In such cases, moral and mental corruption might not occur and the keeper will need to characterize the insanity in a different manner. Investigators who are permanently insane, but uncorrupted, might have hope for recovery and might even be able to remain in play. Playing a permanently insane investigator would be a challenge, but would certainly be interesting. A natural, guided recovery from permanent insanity might take years, and should be carefully considered by the keeper. Of course, there is always the option of personality restructuring.

Permanent Insanity: Natural Recovery and Personality Restructuring

An investigator whose Sanity points have reached zero has crossed a threshold between the realm of sanity and the realm of permanent madness. Once this threshold is crossed, it is difficult (if not impossible) to cross back. If an investigator has been reduced to zero Sanity points, but the majority of the losses did not stem from the corruptive influence of the Mythos, then the investigator might be able to make a natural recovery, at the keeper's discretion. Such a process would take at least a year, perhaps longer. A keeper might wish to allow a Luck roll for the afflicted adventurer every six months. If the roll is successful, the investigator will now be indefinitely insane instead of permanently insane. If this stage is reached, recovery may begin as governed by the rules concerning indefinite insanity, above. If the majority of the investigator's Sanity point losses came from the corruptive influence of the Mythos, then the investigator cannot make a natural recovery, since she is tainted and corrupted by the Mythos. However, all hope is not lost for such investigators. Such corrupted individuals might be reclaimed by personality reconstruction.

If the investigator needs to recover from permanent insanity rapidly or the investigator has fallen victim to the corrupting influence of the Mythos, then the investigator can be treated with an extreme therapy: personality reconstruction. Personality reconstruction is a highly advanced, very experimental, and dangerous procedure that aims at rebuilding the psyche. The procedure consists of three stages. In the first stage, medical examination, psychoanalysis, and virtual reality memory reconstruction are used to map out the investigator's brain and psyche. From this map, the nature of the madness is determined. The second stage involves the use of surgery, drugs, and psychoanalysis to excise the madness. Not surprisingly, this process destroys much of the investigator's memory along with the madness. Third, the investigator's personality is reconstructed using surgery, drugs, psychoanalysis and virtual reality therapy. If the process is successful, the individual is restored to some semblance of sanity and their

former self. Of course, there will be a few things missing, so to speak.

The first stage of the process takes 1D4 months to complete and requires an individual or individuals with Computer (for the virtual reality and other computer aspects), Medicine (for the medical examination), and Psychoanalysis. Each skill has to be successfully rolled each month in order for the next step of the treatment to begin.

The second stage of the procedure is of indefinite length. The intensive therapy requires Medicine (for the surgery and drugs), and Psychoanalysis. Each skill is rolled each week. If both rolls succeed, the investigator loses 1D10 points of Cthulhu Mythos and 1D10 points of every other skill as his memory is excised. If either or both rolls fail, there is no effect. For every 96-00 rolled on either skill, the investigator loses 1D10 points of each skill, but loses no Cthulhu Mythos points. Any individual who rolls 96-00 can no longer continue the therapy and must be replaced. In no case may a skill be reduced below zero. The process of treatment may be continued indefinitely, but each week the patient must roll under her CON X5 or suffer 3D6 points of Stamina Point damage. If the roll is successful, the damage is only 1D6. This damage reflects the terrible stress of the process on the body and mind. This damage may be treated normally. If the investigator being treated has no Cthulhu Mythos skill points (unlikely, but it could happen), the keeper must decide how many weeks it will take to excise the madness.

The third stage of the process takes an indefinite length of time and requires the use of Computer, Medicine, and Psychoanalysis. Each week of treatment the skills are rolled. A successful use of all the skills restores 1D10 points to each skill and 1D3 Sanity points. A failed roll results in no gains and wastes a week. Each roll of 96-00 results in an additional loss of 1D10 points of each skill, and each individual who makes such a roll can no longer continue to treat the patient. The process can continue until each 1D10 of lost skill points has been matched by a 1D10 of restored skill points. In no case may an investigator gain more points than he lost in step two. When the therapy is finished, the investigator can be treated further using more conventional measures. There will be some gaps in the investigator's memory from the treatment and individuals undergoing the treatment often report that they feel that "pieces of their souls" are missing. The keeper and the player should work out the effects of the therapy on the investigator.

Not surprisingly, a full personality reconstruction session would consume an enormous amount of colony resources in terms of drugs, computer resources, and person-hours. Despite the cost, each colonist is supposedly guaranteed the right to such treatment should it be required. However, very few people are aware of the treatment and even fewer are ever in need of it.

Personality Reconstruction Example

Thanks to a terrifying experience with a Mythos artifact, Dr. David Tsung is driven permanently insane. After his companions render him unconscious and return him to the colony, he is scheduled for personality reconstruction (so the colony leaders can continue to make use of his abilities). The first stage takes only a month as the keeper makes all the skill rolls for the NPC treatment team. Dr. Tsung has 30 points of Cthulhu Mythos. To condense the process, the keeper rolls for four weeks treatment. Dr. Sung's player is lucky and each week the team succeeds in his rolls. The keeper rolls 4D10 to determine how many Cthulhu Mythos points are excised and another 4D10 to see how many skill points are lost. The keeper gets a result of 27 on the first 4D10, thus reducing Tsung's Cthulhu Mythos skill to 3. The keeper gets a result of 32 on the second 4D10 roll, reducing Tsung's skills by 32 points each. For the first three weeks Dr. Sung's player also manages to make his CON X 5 roll (thus taking a non-life threatening 1D6 per week, which the doctors quickly treat), but in the fourth week he fails and suffers 3D6. Tsung survives the damage, but the keeper rules that the treatment team decides to end this stage, out of fear of harming Tsung further. The team then commences stage three. Tsung is lucky during the process and the NPCs succeed in their

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skill rolls over four successive weeks. Since Tsung lost 4D10 skill points, he can only regain 4D10. The keeper rolls 4D10 for a result of 26 and Tsung regains those points from the 32 he lost, leaving him six points under his original level. Tsung also regains 4D3 Sanity points, and the keeper rolls a total of 7. Tsung is now indefinitely insane and has 7 Sanity points. The road to recovery still lies ahead of him, but he is far better off than he was before the treatment.



Preventative Medicine

Because of the very stressful conditions of colony life and the extreme danger of an individual going insane, the colony requires that each colonist have their mental health evaluated every three months or less. The more stressful the colonist's occupation, the more often they are required to undergo evaluation. Investigators are likely to undergo checkups at least once a month. The standard checkup is conducted by a colony medical tech who has psychoanalysis skill. The standard test is quite effective and will give the tech a general estimate of the individual's mental health with only a single skill roll required. If the tech succeeds in her skill roll, then she will have a very good idea of the individual's mental state. If an individual being examined attempts to deceive the individual conducting the test, the person attempting the deception must match his intelligence against the examiner's intelligence on the resistance table. If the deceiver is successful, they are able to pose convincingly as sane. If not, the examiner will be aware of the individual's mental state. If the examiner also makes an Idea roll, she will release that an attempt has been made to deceive them. The keeper might also wish to consider other factors when an individual attempts deception (such as intruding Mythos beings masquerading as humans).

Once the checkup is completed, the tech will send her report to the colony administration. If the report indicates that the investigator's mental health is beginning to deteriorate, the investigator will be assigned to a regular therapy schedule. If the investigator is found to be insane, they will be detained for treatment. Colony security also receives detailed reports on individual psych profiles, for "security reasons" and they will keep a careful watch on potentially dangerous individuals.

In addition to after-the-fact treatment, the colony medical stores include drugs that have been specifically designed to temporarily reduce the impact of terrifying events on the human mind. Of course, these drugs do have serious side effects. While these drugs are available, their use (and even knowledge that they exist) is severely restricted by the Colony Council. These drugs are only distributed to investigators when the Council deems it necessary.

There are two main types of drugs that are available. The first is known as an "Emotion Buffer." The drug is administered by a hypo-injector and it serves to reduce the extremes of the mind's reaction to horrifying events by chemically limiting the scope of certain chemical responses in the brain. Each dose of the drug lasts 30+3D10 minutes. While the drug is in effect, any Sanity point loss the investigator experiences is treated as if were half of what it actually is (round up). The investigator deducts the full Sanity point loss from his total, however. While the drug cannot prevent insanity, it does make its occurrence less likely. For example, an investigator who loses 7 Sanity points while under the influence of drug will be treated as if she lost only four points, which would not be enough to make her go insane.

The Emotion Buffer is not without its side effects. Since the buffer limits the range of emotions, an investigator under its influence will be incapable of extreme emotional reactions and hence they will be fairly cold and distant. To an investigator under the influence of the drug, emotional ties (such as love and friendship) will seem weaker and less important. The keeper

must be certain to enforce these conditions and be sure that the player takes them into account. Another serious side effect is that the experience of the drug is terribly disturbing to individuals. Once the drug wears off, the investigator loses one Sanity point per use. The drug is nonaddictive.

The second drug is known as an "Emotion Inhibitor." The drug is administered by a hypo-injector and it serves to prevent the mind from reacting to horrifying events by chemically inhibiting certain chemical responses in the brain. Each dose of the drug lasts 30+3D10 minutes. While the drug is in effect, it is impossible for the investigator to go insane, unless the investigator's Sanity points are reduced to zero. However, the investigator deducts the full Sanity point loss from her total.

The Emotion Inhibitor is not without its side effects. Since the drug inhibits emotions, an investigator under its influence will be incapable of emotional reactions. To an investigator under the influence of the drug, emotional ties (such as love and friendship) will seem meaningless. The investigator will also be incapable of negative emotions, like hatred or rage. Despite the lack of emotions, the investigator will still be able to take action as her memory and reasoning abilities will be unimpaired. The keeper must be certain to enforce these conditions and be sure that the player takes them into account. Another serious side effect is that the experience of the drug is terribly disturbing to individuals. Once the drug wears off, the investigator suffers a 1D4 Sanity point loss. The drug is nonaddictive.

Option: Insane Insight

An insane individual may gain an unnatural insight into the problems or monster facing her. An investigator can gain such an insight immediately after going insane if the player can roll over the Investigator's INT times five. Because the insight is unnatural, the keeper provides the insight, not the player. Of course, whether the investigators are able to make any sense of the insight is up to the players.

A small team of investigators, led by Dr. Janet Barnes, encounters a Hunting Horror while surveying alien ruins. Dr. Barnes, already a bit shaky from arcane research, loses her mind. Her idea roll is 85% and her player rolls a 95, gaining an insight. Her player has no idea what her character has run into. The keeper decides that in her madness, she remembers some fragmentary description from a vile tome regarding Hunting Horrors. The keeper informs the players that Dr. Barnes cries out "Turn on the lights" and begins to shine her light on the Horror. The players might realize that this is a reference to the Hunting Horror's vulnerability or perhaps they might not.

A Heroine Gone Mad: an example

Following council orders, Security Team Leader Lynn Chiang leads her squad into a Martian ruin in search of a missing scientific team. Scouting ahead of her team, Lynn spots something in a narrow passage and crawls into it. Deep in the passage, she encounters the horribl- mutilated body of one of the scientists. The keeper rules that the mutilation is horrible enough to severely shock her. Lynn currently has 60 Sanity points. Her player rolls a 75 and she fails the roll. The keeper rolls 1D4+1 and gets a 5. The keeper informs the player of the result and directs her to lower Lynn's Sanity points to 55. Since the cause of her shock was not immediately due to the Mythos but rather due to a horrific human situation, she gains no Mythos points.

Since a five point loss is enough to cause temporary insanity, the keeper asks Lynn's player to make an Idea roll. Lynn's player rolls a 12 and Lynn completely grasps the terror of her situation. The keeper decides that the terror in the tunnel has given Lynn a temporary case of claustrophobia. The keeper then rules that Lynn panics and flees the confined spaces of the passage as fast as she can.

Shortly after she emerges from the passage, she hears Davis, a member of her team, screaming over her suit radio. Lynn sprints towards the man's location just in time to see a

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horrifying, amorphous creature dragging him into a narrow passage (an Uleth, as the keeper knows, but Lynn has never had the misfortune of seeing one before). At the sight of the creature, the keeper asks Lynn's player to make another Sanity roll. She rolls a 56 this time and fails, since her current Sanity point total is 55. The Sanity point cost for seeing an Uleth is 1/1D10. Since Lynn's player failed the roll, Lynn loses 1D10 Sanity points. The keeper rolls an 8 and Lynn loses that many Sanity points. Since Lynn has lost a total of 13 points, she has lost more than 20% of the total she had at the start of play and Lynn becomes indefinitely insane. (And incidentally, she receives 5 Mythos points as this is the first time she has gone insane due to a Mythos encounter.)

The keeper halts the action and discusses the situation with the player. Lynn's player suggests that the fact that the monster apparently came from and is returning to a confined space has reinforced her claustrophobia. The keeper, who was thinking about Xenophobia, decides that it is a reasonable suggestion and accepts it. Lynn's Sanity point total is now 47.

Lynn's player states that Lynn runs to the passage, firing at the monster. Lynn fires her weapon on full auto and empties a clip into the monster. The Uleth survives the burst, but the keeper decides that it has had enough for one day and that it retreats into the passage, dragging Davis along with it. The keeper tells Lynn's player that she can still hear Davis screaming. Lynn's player says that Lynn reloads as she enters the passage. The keeper reminds Lynn of her current insanity. Lynn's player states that she freezes as soon as she enters the tunnel and then backs away quickly, trying to block out Davis' last screams.

Seconds later the rest of her team bursts into the chamber and find a white-faced Lynn kneeling on the floor, clutching her rifle, the screams of Davis getting fainter somewhere down the passage.



KEEPERS LORE

The Sanity Rules

The threat of insanity in the End Time rules portrays the Mythos as a way which permits no compromise. No sane human would freely and knowingly chose the Mythos, for the Mythos is innately loathsome and vile. The very nature of the Mythos is repellent to the sane human mind and it runs contrary to what any rational human being would hold dear and worthwhile. The connection of Sanity points and Cthulhu Mythos skill points emphasizes the power of the Mythos, which can corrupt and ruin by proximity. Merely knowing about the Mythos weakens the delicate balance of the human mind. The Sanity rules indicate the inherent fragility of humanity. The things humans have put their strongest faith in, such as God and Justice, turn out to be mere illusions. The so-called truths that humans have put so much stock in turn out to be confused falsehoods. The world is not as people believe. In the world of the Mythos, madness becomes the necessary condition for truth and human life is without value.

While the terror of the Mythos casts its dark shadow throughout the universe, the players should retain a sense of hope and the sound of laughter should be heard around the gaming table. While the Mythos is the ultimate reality and madness and corruption is the natural order of the cosmos, humans create their own meaning and shine like candles in a dark and drafty cavern. A key part of the game, as emphasized elsewhere in the rules, is the struggle of humanity against the Mythos and of a small, flickering hope against a universe of black despair.

Dealing with the Verge

The Sanity rules presented above are quite clear about it: when an investigator reaches zero Sanity points, she is permanently insane. However, as long as an investigator has at least one point of Sanity left, she is still in control of her mind. An essential part of role-playing in End Time is the portrayal of the nearly-mad investigator. As the investigator's mental fortitude weakens under the impact of terror and corruption, evidence of the deterioration should be made evident by the way the investigator is played. Keepers and players should keep in mind that portraying the deteriorating condition of an investigator calls for stronger role-playing and is by no means a reduction of player control.

In the course of the game, players should role-play their investigators speaking about their mental conditions. This is important for a variety of reasons. First, this enable other players to understand the situation and react to it appropriately in their own role-playing. Second, it makes the game more enjoyable and interesting. If a player simply says "my character is running low on Sanity points," he doesn't enhance the game. If a player role-plays his investigator's terror ("The things I value, they're all slipping from my grasp. Like tears...in the rain..."), then the game will be enhanced and the mood of terror heightened.

If an investigator has ten or fewer Sanity points, he will know that his situation is serious and that his mind is in deadly peril. At this point the investigator will be inclined to pull back from the action and seek help. If the investigator doesn't pull back on his own, it is likely that others will seek to intervene on her behalf. If the player persists in driving his investigator into madness, he should have a very good reason for doing so. The Quality of Insanity

Investigator insanity displays the power of the Mythos by causing the investigator to adopt behavior that is limited in what it can achieve. However, this sort of behavior is often

interesting to role-play and can add a distinct and entertaining tone to a campaign. Because of this, insanity should be interpreted and dealt with in ways aimed at enhancing the campaign. Having investigators locked up in a colony psych ward at the first hint of madness would hardly further play! Investigators should also receive insanities which will offer the players a reasonable chance for eccentric, twisted, or even ridiculous role-playing.

For example, an investigator might become convinced that the Martian soil is somehow being affected by Mythos beings and that the clue to the mystery lies in the soil. Such an individual would rant about soil, would be constantly running about with soil sample bags, and would stop at various moments to test the soil. Such behavior can amuse other players and baffle NPCs.

Giving an investigator an interesting madness she can work with transforms insanity from a mere punishment into a role-playing opportunity that can make the game more enjoyable for everyone. Phobias and fetishes are particularly useful in this regard since they typically are not so disabling that an investigator cannot remain in play. They also offer the player an apt focus for odd behavior.

In some cases a player will act out too many elements of his investigator's insanity, overplay the insanity, or simply wear it out through overuse. If the player's actions interfere with the game or begin to test the other players' tolerance, then the keeper must discuss the matter with the player for the sake of the game. To fail to do so would be unfair to the other players and can ruin an otherwise enjoyable game. Perhaps such overplaying can be interpreted as a sign that the investigator has passed through the worst of the effects and is beginning to recover.

Negotiating Investigator Madness

When an investigator suffers from temporary insanity, the keeper must be concerned with how the player portrays the madness in her role-playing and how the madness affects the game. While the role-playing aspect is left to the player, the keeper has control over the duration of the madness and its quality. It is important that both the keeper and the player understand their responsibilities in the matter so that the game will run smoothly.

Indefinite insanity lasts a month or longer and the investigator is likely to be largely incapacitated during this time period. The keeper and the player must work out the exact effects of the madness, such as how long the investigator remains out of play and what effect the madness will have on later role-playing.

Cooperating

Even when an investigator has gone mad with criminal psychosis, the keeper should not encourage or allow investigators to turn against one another. Only in dire circumstances and with adequate provocation should violent conflict be permitted among investigators. It should be kept in mind that playing the game as an exercise in back-stabbing is likely to result in anger, resentment and hurt feelings. It is also likely that such a campaign will have a short life and the memories of it are likely to be unpleasant. Paradoxically, the only time such investigator competition should occur is when the players are able to cooperate effectively to make the game run smoothly and enjoyably. A campaign in which investigators are arch rivals can be the pinnacle of creative role-playing, but it is rarely the case that it can be effectively carried out.

In most cases, the players will find that the Mythos and various NPCs will provide them with as much conflict, violence, and trouble as they need. Infighting, internal bickering and treachery loses sight of the point of being an investigator.

Personality Reconstruction: the true story

According to official colony policy, any colonist who suffers from permanent insanity is entitled to personality

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reconstruction. This treatment is extremely costly (in terms of resources and person-hours) so it is fortunate that this treatment is rarely required. However, there will be times when the treatment will be needed.

When an individual goes permanently insane, a sub-committee of the colony council will secretly meet and decide the individual's fate. If the individual is deemed to be worth the cost of the treatment, the process will be approved. Since human life is considered one of the most precious colony resources, the process will typically be approved. If the investigator is deemed to be not worth the cost or a threat to somebody in power, then the sub-committee will decide to do one of two things. First, the sub-committee may decide to withhold approval. In this case, the investigator will be put into hibernation until "such time as treatment becomes practical." Second, the sub-committee may decide to give approval, but with no intention of a successful treatment. In this case a convincing "accident" will be arranged and the investigator will "exhibit a mortality response to a complication in the reconstruction procedure." For notes on what the Council may do with such unfortunates, see the "Secrets: Keeper's Information" section on page 40.

The keeper might also wish to explore other uses of the personality reconstruction process. Some examples of this include erasing memories, electronic lobotomies, subliminal programming, and the replacing of an individual's personality with an artificial one. These uses are left up to the keeper's discretion.

A Sanity Loss Guide

As discussed above, Sanity points are lost by encountering Mythos beings, experiencing terrifying events, and the like. While Sanity point loss will often be specified in the rules or in scenarios, a set of general guidelines is a useful keeper tool. The following are some suggested levels of Sanity point losses.

1 or 1D2 Sanity: Discomfort or Slight Confusion

A low level of loss that will not be particularly noticeable to the investigator (provided her Sanity is not already dangerously low) and will not create alarm or fear in the players. This level can serve to remind them of what is waiting for them, deeper in their investigations. An example of an event that might result in this sort of loss would be finding a mutilated animal corpse or a minor but inexplicable manifestation of some unnatural event.

1D3 Sanity: Fright, Confusion, or Disgust

A relatively low level of loss that might drive an unstable investigator insane after three or four experiences. An experience of this level will dismay the investigators and serve as a warning to players. An example of an event that would lead to this level of loss would be stumbling onto a corpse.

1D4 Sanity: Panic, Disorientation, or Loathing

This level of insanity is unlikely to drive the typical investigator insane, provided they suffer only one instance. This level is useful to frighten and harass the investigators and to instill fear in the players. A natural event might be able to create this level of loss. Seeing blood flowing from a colony water supply or seeing someone the investigator doesn't know undergo explosive decompression might result in such a loss.

1D6 or 1D6+1 Sanity: Nausea or Stupefaction

This level is the lowest level that is likely to provide an immediate threat to investigator sanity. Alien and bizarre Mythos beings that are relatively weak, such as the Mi-Go, are in this category of Sanity loss. Terrestrial Mythos beings that are dangerous but not particularly alien, such as ghouls and Deep Ones, also fall into this category. This level of Sanity loss poses an actual threat to the

investigators and should be used accordingly. Seeing a close friend killed in a violent and disturbing manner (such as explosive decompression) would cost this much Sanity.

1D8, 1D6+2, 2D4 Sanity: Shock

The average loss at this level is close to five (4, 5, and 4 respectively), so it constitutes a serious threat to investigator Sanity. Beings capable of creating such a level of Sanity point loss are worthy of respect and terror. Such beings should be particularly strong or exceptionally alien, loathsome or disturbing, such as a Ghast. Events in this category would have to be particularly disturbing.

1D10 Sanity Points: Major Shock

At this level, temporary insanity is likely. Because of this, this level of Sanity should be used very sparingly, perhaps only at the high point of the scenario. Mythos beings that inspire this level of Sanity point loss are very alien and deadly, such as Uleths. Severe torture can create this level of Sanity point loss as would seeing the walking dead. An event that creates this level of Sanity loss would have to be extreme.

2D6 or 2D8 Sanity: Mind Damaging Horror

This level of Sanity loss is extremely likely to drive an investigator insane and hence its use should be carefully considered. Particularly terrifying and powerful Mythos beings can create this level of Sanity point loss. Because of the devastating effect of this level of Sanity loss, a single improperly planned loss of this level can ruin an entire scenario.

1D20, 2D10, 3D6 Sanity: Extreme Horror

At this level of Sanity loss, most investigators will be driven insane. Because of this, this level of loss should only be used in extremely rare circumstances. Monsters that inspire such a level of loss must be appalling, diabolical, lethal, and wildly alien. Monsters within this categories include such horrors as Flying Polyps, and certain Great Old Ones. Few experiences short of being raised from the dead as an undead horror can create this level of Sanity point loss. Because of the devastating effect of this level of Sanity loss, a single poorly-planned incident at this level can ruin an entire campaign.

3D10 Sanity: Give Up Now Before It Gets Even Worse

This level of Sanity loss will reduce nearly any investigator to madness. As such, a keeper should use extreme care before planning such an occurrence. Incredibly terrifying, alien, and powerful beings in the category of minor deities and Great Old Ones would cause such a loss. Willingly and single-handedly causing the annihilation of the human race might create such a loss. Because of the extreme nature of the loss, beings and events that create this level of insanity can easily put an end to a campaign by driving investigators insane.

D100 Sanity: Ultimate Cosmic Evil

This level of loss represents the outer limit of Sanity loss. It should not be used for any keeper created monsters or events. It should be reserved for encounters with the incredibly powerful and terrifying alien deities of the Mythos, such as Great Cthulhu, Nyarlathotep in his more fearsome manifestations, and Yog-Sothoth. This level of loss can cause permanent insanity in a single instance. Because of this, this level of loss can put an end to a campaign instantly.

The Kercez Fragments

Untold centuries years ago, in what is now Greece, a Mi-Go expedition met its end in an earthquake. Centuries later, a Greek mathematician named Alcibacus was journeying to Athens in 535 BC when an earthquake exposed the base. Alcibacus entered the base and was able to retrieve some Mi-Go writings before forced to leave. Alcibacus returned to Athens and translated the writings over the course of several years. When he finished, he made use of the spells within the book and drove himself mad. He was killed in 528 BC when he attacked two Athenian soldiers and ancient Greek records state that he died "in a fit of madness, while making horrible noises." His writings were kept at Plato's Academy for some time, until they were eventually lost. Parts of them later turned up in the Middle East and eventually a translation in Latin called, for unknown reason's, the Kercez Fragments was produced by a scholar who later went mad and perished. The original Mi-Go writings were never found, and may have been recovered by the Mi-Go.

The name "Kercez Fragments" became what Alcibacus' work was known by. The original fragments are in Greek and are in a private collection in France. Versions of it exist in Arabic and Latin (in private collections) and there is one English version, which is Doctor Rice's translation. The surviving portions include a table of contents which indicate that vast amounts of the work are missing. The surviving sections provide detailed mathematical formulas, descriptions of various planets in the solar system, and some spotty information about the Mi-Go's interference in human development.

The mathematical sections are written in an odd code which would require years to crack (only months with computer assistance). These sections describe the nature of space-time, other dimensions, and the Mi-Go modifications of humanity in exacting, though often incomplete, detail. The non-mathematical sections only require a translation into a language the reader can understand. These sections deal with the planets of the solar system, primarily the earth and its moon, and give details to a degree which no human work until the 20th century could be expected to provide. The most complete version of the work, the Greek version, contains three spells within the mathematical sections. These spells are Attune Crystal, Activation, and Contact Mi-Go.

Version	+ To Knowledge	Spell Multiplier*	Effect on SAN
Greek	+10%	X3	-2D6
Arabic	+8%	X2	-2D4
Latin	+5%	X1	-1D4
English	+9%	X3	-2D6

The spell multiplier indicates the number of spells the book contains (for example, a X2 multiplier means the book contains two spells). The spells can only be learned by a person who can read the mathematical code or has a translation of it.

Spells

Attune Crystal

This spell allows the user to attune a crystal for use in the Activation spell. The crystal to be used must be of high quality, with no imperfections. Each point of power put into attuning the crystal adds +10% to the chance of success when casting the Activation spell (power loss is permanent). Casting the spell involves one hour of concentration per point of power expended and costs 1D4 SAN. The crystal remains attuned as long as the person who attuned it remains alive. If an actual Mi-Go crystal is used, each point of power expended yields a +20% chance of success to the casting of Activation.

Activation

This spell requires a specially attuned crystal to cast. The caster can cast the spell on himself or another. Casting it on himself requires the enchanted crystal to be held by the caster and requires a period of concentration in minutes equal to the number of magic points expended. Each magic point expended in the casting gives a +5% chance of success. In order for the spell to be cast on another, that person must have an attuned crystal in close proximity and the caster must be within 10 meters and if the spell is cast successfully (using the procedure detailed above) the caster must still overcome the target's power if the target is resisting. The spell only works on humans. Casting the spell costs 1D4 SAN. The spell may be repeated.

If the spell is cast successfully, the caster will activate one or more of the hidden Mi-Go modifications in the target's mind (roll once for each success). Unfortunately, the spell is not terribly precise and can have serious effects on the target. Use the following chart to determine the effect:

Roll (1D10)	Effect
1	Target has bad dreams for 1D6 days.
2	Target has extremely disturbing dreams for 1D6 days, losing 1 point of SAN at the end of the nightmare period.
3	Target has terrifying nightmares for 1D6 days, losing 1 point of SAN a day.
4	Target goes into a catatonic trance for 1D6 days.
5	Target loses 1D8 SAN immediately.
6	Target loses 1D4 SAN, gains 1 point of INT.
7	Target loses 1D6 SAN, gains 1 point of POW.
8	Target loses 1D10 SAN, gains 1 point of POW and 1 point of INT.
9	Target loses 1D6 SAN, becomes a Nightmare generator (see below).
10	Target loses 1D8 SAN, becomes a Void Walker generator (see below).

Mythos Beings

Nightmares

Description: A Nightmare is a psychokinetic creation of a human mind that has been "activated" by the Activation spell or by other means. Nightmares have an extremely limited existence in space-time such that they can be seen and heard but are incapable of physically manipulating anything. Since they are the products of a human imagination, their appearance varies, but they are always among the most horrible and terrifying things the human generator can imagine.

Notes: Each time that a human Nightmare generator goes to sleep, there is a 40% chance they will generate a number of Nightmares equal to the person's power divided by 6. These Nightmares will manifest themselves anywhere within 200 meters of the human and will move around at random, but will tend to be drawn towards humans. Physical structures do impede their movements, so they cannot move through walls or closed doors. Each Nightmare will last 1D10 minutes, or until the person wakes up. Seeing a Nightmare costs a number of SAN equal to one sixth of the power of the Nightmare generator, with a loss of 0 on a successful SAN roll. The person generating the Nightmares will have terrible dreams and will lose one point of SAN during each episode of generation, none on a successful SAN roll. Nightmares are detectable by scientific instruments (they are energy fields) and they appear as indistinct blurs on video equipment (their forms are mostly in the minds of the viewers). People who have been Nightmare generators for a long time (Keeper's discretion) can sometimes consciously control the manifestations.

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Void Walkers

Notes: Void Walkers are, like Nightmares, psychokinetic entities generated by an "activate" human mind. Unlike the Nightmares, Void Walkers are powerful manifestations of the human imagination within space-time and they are capable of inflicting substantial harm in the physical realm. Unlike the Nightmares, Void Walkers are invisible. They do have forms, generally those of horrible monsters, but these shapes can be seen if something makes the Void Walker visible (it gets coated with blood, for example). Each time a Void Walker generator goes to sleep (or in certain other situations), there is a 40% chance he will generate a Void Walker. The Void Walker will manifest itself within 200 meters of the generator and go about its destructive business of killing and destroying. The Void Walker created by the generator will specifically target anyone the generator dislikes (no matter how minor the dislike). A Void Walker will last 1D10 minutes, until the generator wakes up, or until the Void Walker is destroyed. The generator will have horrible nightmares during the process, resulting in 2 points of SAN loss (zero on a successful SAN roll) or more, depending on the horror wreaked by the Void Walker. An experienced Void Walker generator (who is likely to be insane) can sometimes consciously generate a Void Walker. An invisible Void Walker costs no SAN to view (since it can't be seen). Exposing one to sight costs 1D8 SAN, 0 on a successful roll.

Characteristics

STR	Generator's POW X 2
CON	Generator's POW X 2
SIZ	Generator's POW + INT
INT	n/a
POW	n/a
DEX	Generator's INT
Hit Pts:	(CON + SIZ)/2
Move	Generator's INT

Weapon:

Claw	ATK%: Generator's INT X5 Damage: (Generator's POW/6)D6 (round down, minimum 1D6)
Bite	ATK%: Generator's INT X4 Damage: (Generator's POW/4)D6 (round down, minimum of 1D6)

Armor: No armor, but due to their nature Void Walkers take half damage from all physical weapons.

Spells: None

SAN: 0/1D8 (when visible)



COLONY GOVERNMENT

Colony Council

The government structure of the colony was carefully designed by the leading experts in political science, sociology, psychology, and philosophy who were still alive and available during the beginning of the Great Darkness. The designers were faced with the problem of providing a form of government that would not degenerate into a tyranny, yet would be highly efficient and able to act quickly. The solution they reached was the formation of a colony council. In order to allow popular input, most members of the council are elected officials. In order to avoid incompetence, candidates are subject to a rigorous screening test. In order to limit the corrupting influence of power, the council members are given few perks and have carefully limited powers. The planners believed that this sort of council would be effective without being oppressive, and so far they have been correct in their belief.

The council is the highest political power in the colony and it has authority over all the colonists, structures, vehicles, and equipment. Like the government of the historical United States, the council is divided up into legislative, executive, and judicial branches. The legislative division of the council consists entirely of Council Representatives and it is their job to draft colony laws and set colony policy. This branch rarely, if ever, creates new laws as there is little need for additional laws in the colony. For the most part, Colony Representatives concern themselves with day to day decision making (such as food allocations, personnel assignments, etc.). Three quarters of the Colony Representatives as in this branch. The judicial branch of the colony council also consists of Colony Representatives. These Representatives have as duties the assessment of laws as well as the judging of legal cases. Since there are few laws, most of them are quite straightforward, and most colonists are well behaved, there is generally little judicial work to do. However, should a dispute of law arise or a case come to trial, it is up to the judicial branch to rule on such matters. One quarter of the Council Representatives are assigned to the judicial branch. The executive branch of the council consists of the Hope Colony Leader, the Bradbury Colony Leader, the Head of Sciences, the Hope Colony Security Chief, the Bradbury Colony Security Chief, the Hope Colony Chief Engineer, the Bradbury Colony Chief Engineer, the Medical Chief, and the Senior Computer Officer. The Hope Colony officers are the senior officials.

Council Offices

The colony council consists of the nine officials of the two colonies as well as one representative for every 200 colonists. Qualifying for an office requires passing a series of test, with each test being specific to the office. An individual needs to maintain the needed skill and attribute levels to stay in office. The only exception is Sanity. An individual needs to meet a certain minimum to be initially elected or selected, but after that they only need to remain sane to keep their office. Should an individual cease to meet the minimum requirements for her office or go permanently insane, she will be immediately removed from her position. An individual who goes insane, but is cured, can return to his office after their recovery period. For the duration of his insanity, an individual cannot hold office and will be replaced, if necessary. Should there be no individuals who qualify for an office, those who come the closest to

meeting the qualifications will be selected. The various offices are discussed below.

Council Representative

As noted above, there is a single representative for every 200 colonists. Each colony region is divided up into population zones and each zone elects a representative. Each representative serves for two full years and can only be re-elected for four terms. Each representative is assigned to either the legislative or judicial branches. Representatives continue to work full time at their normal job. The only perks of office are greater computer access rights and time off for council functions. There are provisions for removing representatives, but this has yet to occur. Representatives take part in nearly all council decisions, except for special sessions. Special sessions are not publicized, to avoid dissension among the colonists. Being elected as a representative is considered a high honor among the colonists and a representative will be treated with due respect. If the Keeper is using the Credit Rating skill, being elected results in a 15% increase in that skill. In order to qualify for a Council Representative election, an individual must have at least 40 Sanity points, and at least an 11 in INT and EDU. The individual must also be at least 18 and live in the zone she wishes to represent.

Hope Colony Officers

Hope Colony is the oldest and the largest colony and is where the full council meets. The Hope colony council officers serve as leaders of both Hope Colony and the entire colony. Council officers have full time duties, only some of which are administrative in nature. While the colony officers have great power in the colony, each faces certain restrictions and they enjoy few perks of office. The only real perks the officers receive are greater computer access time (which is typically consumed in their work), slightly larger quarters (which quickly fills up with records, equipment, and other material the office requires), slightly better food (which they rarely have time to finish), and time off for their duties. Getting elected or selected for an office is a great honor and confers a 25% increase to the character's Credit Rating (if that skill is being used). On the minus side, officers are expected to work long hours, make difficult decisions, and sacrifice all vestiges of a private life for the good of the colony.

Colony Leader

The Hope colony leader is elected once every four years in a general colony election. In order to qualify for an election, a colonist must be at least 35 years of age and must meet a rigorous set of standards, including an in depth psychological evaluation. If an individual passes these tests, he is eligible for election. In game terms, an individual must have at least 50 Sanity points, an INT of 13 or better, and an EDU of 14 or better in order to pass the tests. Each adult colonist gets to cast one vote in the election, which is done via computer. The Colony Leader is the chief executive officer of the colony and it is his duty to make sure that council policy is enforced. To this end, he has indirect control over those who carry out council policy, such as the security forces. While, in theory, he is only supposed to make sure the policies are enforced, the council members typically seek out his advice when setting policy. In many respects, the office of the Colony Leader is analogous to the office of the President in the United States of America (when it existed). In council meetings, the Hope Colony Leader is called "Senior Colony Leader."

Head of Sciences: The Head of Sciences is responsible for acting as a liaison between the various scientists and the council. The Head of Sciences is appointed by the council and holds the office for four years. An individual may serve an unlimited number of terms as long as they are willing to do so and the council continues to appoint her. It is the duty of the Head of Sciences to explain the various projects the scientists

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are involved in and proposals they make to the council, so that the council can make informed decisions. It is also the responsibility of the Head of Sciences to see to it that the scientists conform to council policy. Finally, the Head of Sciences is in charge of the various scientific endeavors and she makes most of the day to day decisions. For example, it is up to the Head of Sciences to make sure that the appropriate personnel and equipment are assigned to various important projects. In order to be selected as Head of Sciences, an individual must pass a rigorous set of tests. In game terms, an individual must have at least a 16 INT and a 20 EDU. The individual must also have at least 45 Sanity points, a 90% or greater in one science skill and at least 75% in two others. The Head of Sciences retains most of her normal duties (such as research), so she is typically very busy. Needless to say, the Head of Sciences must have chosen some branch of science as his profession.

Security Chief: The Security Chief is responsible for the security and safety of the colony. The Security Chief is appointed by the council and holds the office for four years. There is no term limit on the office of Security Chief. Since the colony does not have distinct military and police units (the functions of each are combined), the Security Chief acts as a mix between a military general and a police commissioner. As such, he is responsible for maintaining law and order in the colony and protecting it from all enemies. The Security Chief's main job is to implement the aspects of colony policy that require the use of security officers. On paper, the Security Chief has great powers in emergency situations (such as the ability to declare martial law for the duration of an emergency), but such situations rarely arise. Because of the lack of crime and apparent lack of enemies, some colonists consider this office to be unnecessary. However, the council has been quite adamant about maintaining the office and generally argue that the return to earth will require a security force (after all, after the disaster, who knows what conditions on earth are like?). In order to qualify for this office, an individual must have at least a 14 INT, a 14 EDU, and 60 Sanity points. The individual must also have at least a 75% Persuade skill, 90% or higher in one combat skill and at least 75% in two other combat skills. Needless to say, the individual must have taken Security Officer as his chosen profession. At council meetings, the Hope Colony Security Chief is referred to as the "Senior Security Chief" or the "General" (the Security Chief holds a semi-honorary rank of General).

Chief Engineer: The Chief Engineer of Hope colony is responsible for acting as a liaison between the colony engineers and the council. The Chief Engineer is appointed by the council and holds her office for four years. There is no set limit to the number of terms an individual can serve. The main duties of the Chief Engineer are as follows. The Chief Engineer is expected to keep the council informed of engineering activities and problems and is expected to inform the engineers of council policy. The Chief Engineer is also expected to oversee and supervise the day to day engineering operations. For example, the Chief Engineer is responsible for assigning engineers to various projects and making sure that they get the equipment and materials they need. Because of the importance of the engineers to the survival of the colony, the Chief Engineer is greatly respected. Because of the nature of his duties, the Chief Engineer has great power during engineering emergencies. In such situations, his word is law (since survival may well hinge on following his orders). Of course, he is accountable for his actions after the crisis.

In order to qualify for this office, an individual must have at least a 16 INT, a 16 EDU, and 60 Sanity points. The individual must also have at least a 90% in his primary engineering skill, at least 80% in Electrical Repair, Electronics, and Mechanical Repair, and at least 50% in another engineering skill. Needless to say, an individual must have chosen some branch of engineering as his profession in order to qualify for the office. At council meetings, the Chief Engineer is referred to as the "Senior Engineer."

Medical Chief: The Medical Chief of Hope colony is responsible for acting as a liaison between the colony medical personnel and the council. In addition to this duty, the Medical Chief is in charge of day to day medical operations in the colony as well as special operations (such as psych evaluations). The Medical Chief is appointed by the council and holds her office for four years. There is no set limit to the number of terms. In order to qualify for this office, an individual must have at least a 16 INT, a 18 EDU, and 65 Sanity points. The individual must also have at least a 90% in Medicine and First Aid, at least 80% in Psychoanalysis, at least 60% in Pharmacy and Psychology, and at least 50% in Space Medicine. Because of the extremely high standards for the office, the Medical Chief is usually an older individual. Needless to say, an individual must be a doctor of medicine in order to qualify for the office.

Senior Computer Officer: The Senior Computer Officer of Hope colony is responsible for acting as a liaison between the colony computer personnel and the council. In addition to this duty, the Senior Computer Officer is responsible for day to day computer operations. For example, it is his job to supervise the allocation of computer resources. Because of the importance of the computers (they control everything from life support to food production), the Senior Computer Office controls a great deal of potential power. The Senior Computer Officer is appointed by the council and holds office for four years. There is no set limit to the number of terms that an individual can serve. In order to qualify for this office, an individual must have at least a 16 INT, a 18 EDU, and 60 Sanity points. The individual must also have at least a 90% in Computer Use, at least 80% in Library Use, and at least 40% in Electronics and Electrical Repair.



Bradbury Colony Officers

Colony Leader: The Bradbury colony leader is elected once every four years in an election which is limited to the inhabitants of Bradbury Colony. These elections occur two years after the elections for the Hope Colony Leader. In order to qualify for an election, a colonist must be at least 35 years of age and must meet a rigorous set of standards, including an in depth psychological evaluation. If an individual passes these tests, she is eligible for election. In game terms, an individual must have at least 45 Sanity points, an INT of 12 or better, and an EDU of 12 or better in order to pass the tests. Each adult inhabitant of Bradbury colony gets to cast one vote in the election, which is done via computer. The Colony Leader is the vice executive officer of the colony and it is his duty to make sure that council policy is enforced in general and in Bradbury colony in particular. To this end, he has indirect control over those who carry out council policy in Bradbury Colony, such as the security forces. Like the Senior Colony Leader, she is only supposed to make sure the policies are enforced, council members will often seek her when setting policy. In many respects, the office of the Colony Leader is analogous to the office of the Vice President in the United States of America (but the Bradbury Colony Leader actually has real work to do). In council meetings, the Bradbury Colony Leader is called "Second Colony Leader." If the Senior Colony Leader dies, the Bradbury Colony Leader assumes his office until elections can be held. These special elections are held as soon as possible.

Chief Engineer: The Chief Engineer of Bradbury colony is responsible for the engineering operations at Bradbury colony and is also the assistant to the Senior Engineer. The Chief Engineer is appointed by the council and holds his office for four years and there is no set limit to the number of terms. In order to qualify for this office, an individual must have at least a 15 INT, a 15 EDU, and 50 Sanity points. The individual must also have at least a 80% in her primary engineering skill, at least 70%

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in Electrical Repair, Electronics, and Mechanical Repair, and at least 40% in another engineering skill. Needless to say, an individual must have chosen some branch of engineering as his profession in order to qualify for the office. At council meetings, the Chief Engineer is referred to as the "Second Engineer." If the Senior Engineer is unable to continue in her office, the Second Engineer assumes her duties, until a replacement can be appointed. In the course of the colony's history, there have been several Senior Engineers killed in the line of duty. Typically, they have been succeeded by their Second Engineer.

Security Chief: The Security Chief of Bradbury colony is second in command of the colony security forces. The Security Chief is appointed by the council and holds the office for four years. There is no term limit on the office of Security Chief. The Security Chief's main duties are security operations in Hope Colony and assisting the Senior Security Officer. In order to qualify for this office, and individual must have at least a 13 INT, a 13 EDU, and 50 Sanity points. The individual must also have at least a 60% Persuade skill, 80% or higher in one combat skill and at least 60% in two other combat skills. Needless to say, the individual must have taken Security Officer as his chosen profession. At council meetings, the Bradbury Colony Security Chief is referred to as the "First Security Officer" or the "Colonel" (the Security chief holds the semi-honorary rank of colonel). If the Senior Chief Security Officer is unable to continue in office, the "Colonel" assumes his duties until matters can be set straight.



Secrets: Keeper Information

The colony planners were faced with a rather difficult problem, that of designing a government for the colony that would work. Faced with the ultimate horror of the situation on earth, the colony planners knew that they could not let the majority of the colonists know the truth. However, some people would need to know enough of the truth in order to plan and act effectively. The planners also knew that certain decisions would have to be made quickly and efficiently and carried out ruthlessly. At the same time they realized that the intelligent and resourceful colonists would not readily conform to a militaristic government or a tyranny. In order to deal with these facts, the planners developed a multi-leveled government, with some levels concealed from the majority of the colonists.

The Colony Council is an organization with three tiers. The first tier is the public council and this is the only tier that most colonists know about. This tier consists of the full council which is described above. This council is responsible for day to day decisions and has power in these areas. Because of this, the council is not an illusion of democracy. This tier serves to involve the general population in the decision making and satisfies the "craving for democracy." The second tier consists of the two Colony Leaders and the appointed officials. This is known as the "emergency tier" and it assumes control in cases of emergency. The existence of this tier is actually implied in the colony charter (since many of the officials have emergency powers, a general emergency would confer virtually all power to the officials). This tier operates only in emergency situations.

The third tier is a secret tier and is known to very few colonists. This tier consists of the Bradbury colony officials. Once selected, the officials are briefed by their predecessors (or by a computer recording) about their special duties. This briefing outlines some of the truth about what really happened on earth and what is really occurring on Mars. This briefing costs the individual 1D8 Sanity points and confers a 8% gain in Cthulhu Mythos Skill. This secret tier is responsible for keeping the colonists alive and eventually returning humanity to earth. To this end, the secret council is empowered to use any means necessary. For example, since it is essential that most colonists

do not find out the truth about earth, the council might well have an individual who knows too much killed. This would be done in a subtle manner, but it would be done. Because the secret council has direct control over the colony computer systems, security forces, etc. there is very little that is outside the scope of its power in the colony.

The main responsibilities of the secret council are preserving humanity and eventually returning humanity to earth. In order to preserve the colonists, the council must make sure that the average colonist does not know the truth about earth (otherwise, virtually all hope would be lost). To this end, the secret council has undertaken a program of deception and repression. The colonists are taught a false "history" and all non-sanctioned investigations are dealt with as necessary. The secret council generally prefers to avoid killing anyone, but they will take violent action if necessary. The secret council knows about the Mi-Go operations on Mars and they suspect the existence of other alien races on Mars, so they are careful about restricting exploration of certain regions and ruins. This is to avoid any confrontations with such beings that might end in disaster for the colony.

In order to facilitate the return to earth, the secret council has implemented several projects. Some of these are quite public, such as the refurbishing of the space vessels and some are quite secret, such as attempts to modify humans for special purposes. In many respects, the return to earth is a religious mission that the secret council members are almost obsessed with carrying out. To this end, some of them have been and are willing to do terrible things (such as experimenting on colonists or dealing with the Mi Go).

Since members of the council are privy to terrible information, the members generally have their Sanity begin to erode in the course of their duties (hence the high Sanity point requirement for appointment). When an individual becomes too unstable, it is the duty of the Medical Chief to deal with her. Because of this, the Medical Chief is generally kept in the dark about most matters, so he will stay sane enough to judge the others.

Although some colonists have come to suspect the existence of a secret council, these individuals have either been brought into the conspiracy or effectively neutralized. It is not uncommon for the council members to deliberately seek out such individuals and attempt to recruit them. Of course, they typically do not let the individuals know who they are really working for.



Executive Divisions

The colony has six major Executive Divisions: Security, Computer, Medical, Engineering, Science, and Service. Each of these divisions is responsible for some important aspect of colony life. These divisions serve the functions which were performed by the private and public sectors on the pre-End Time earth. Each Executive Division (except Service) is headed up by a member of the colony council and each has its own internal hierarchy. Because of the conditions on Mars, the hierarchy is minimal and even the highest officials are expected to work (in fact, the highest officials are expected to work the hardest).

Security

The colony security force serves as both the colonial police and military. Like police and military forces throughout history, the Security Division has a rigid hierarchy of ranks and a rigid command structure. These ranks are based on standard twenty first century ranks: private, private first class, corporal, sergeant, second lieutenant, lieutenant, captain, major, lieutenant colonel, colonel, and general. Because of the small size of the colony security and the conditions at the colony, the security forces are (unlike twenty first century earth forces) not

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top heavy. They also have a "everyone can fight" policy that leaves most support, record keeping, and other non-security, non-combat operations to non-security personnel.

Because of the small size of the colony, it can not support the numerous service branches of the twenty first century military and police organizations. However, there are various branches within the security forces. The largest branch is Security Force. Security Force officers are responsible for the day to day security operations of the colony. Day to day security operations consist of police investigations, keeping people out of restricted or dangerous areas, and search and rescue operations. Because day to day security concerns are not overwhelming, most Security Force officers pick up a secondary occupation. For example, officers assigned to engineering security duty will also serve as assistants to the engineers. Despite the fact that there appears to be no immediate need for a sizable Security Force, the colony charter specifically requires that such a force be maintained and kept ready for combat. Despite some objections from certain individuals, the charter has been honored. The second largest division (about half the size of the Security Force) is the Combat Force. These forces consist of individuals who have devoted most of their time and effort to intense combat training. This division includes those trained to operate heavy weapons and combat vehicles, including spacecraft. While the colony has little in the way of heavy weapons and combat vehicles, certain people are trained in their use (mostly through virtual reality training). Because there appears to be no clear military threat on Mars, some colonists are upset by the resources and personnel dedicated to the Combat Force. However, the colony charter requires this and so far the Council has supported the charter. The objections are offset, in part, by the fact that most Combat Force members also perform other duties. For example, many of them are competent mechanics or electricians.

The third and smallest branch is the **Special Force**. All members of this force are elite veterans of the other two branches (but most are from the Combat Force) and they perform no duties outside of the Special Force. Although the colonists know the Special Force exists, its exact duties and actions are not publicly known. Most colonists assume they are involved in some special investigations of various alien ruins, but others suspect they might be a force held in reserve in case of a colonial rebellion of some kind. In any case, while everyone knows they exist, no one is really quite sure what the Special Force does. Of course, the Special Force officers know what they do, but they are not prone to talk about it. It is suggested that no investigator begin the game as a member of the Special Force.

Computer

The personnel of the computer division are responsible for all colony computer systems, ranging from PDAs to the colony mainframe. The computer division splits into three main divisions. The first is the Maintenance Branch. This branch is responsible for day-to day computer upkeep- minor repairs, troubleshooting, and teaching people how to use various computer systems. Individuals in this branch will tend to have Electronics, Electrical Repair, and Library Use at levels at least equal to their Computer Use. The second division is the Programming Branch. Individuals in this branch are responsible for more advanced programming operations as well as teaching advanced classes on computers. Individuals in this branch will have high levels of Computer Use. The third branch is the Research and Development Branch (which works closely with the Science and Engineering R&D Branches). Individuals in this branch are responsible for developing new and advanced software and hardware. Individuals in this branch will tend to have some sort of relevant science or engineering skill as a personal speciality. The R&D Branch is regularly involved in "closed research", the content and results of which are kept from the general colony population.

Medical

The Medical Division consists of the health service personnel of the colony. The members of this division are responsible for providing medical care, doing medical research and performing other medically related tasks. The Medical Division breaks into three main branches. The first branch is the Physical Medicine Branch. This branch, which consists of doctors, nurses, paramedics, medical technicians, etc. is responsible for the physical health of the colony. Most individuals in this branch will be skilled in First Aid, Medicine, Pharmacy and Space Medicine. Because of the small size of the colony, excessive specialization is extremely rare. The second division is the Psychiatric Medicine Branch. This branch, which also consists of doctors, nurses, etc., is responsible for the mental health of the colonists. Most individuals in this branch are skilled in Pharmacy, Psychoanalysis and Psychology. Individuals in this area are expected to have enough competence in physical medicine to be of use in emergencies. The third division is the Research and Development division. Individuals in this area are all doctors or technicians and most have at least some scientific skills outside of the normal range of the medical profession. Individuals in this branch are responsible for developing new drugs, medical techniques and so forth. It is rumored that individuals in this branch are also engaged in secret research. While rumors abound (ranging from projects to create super-humans to projects to transform human beings into Martian life forms), nothing is generally known about the secret projects.

Engineering

The Engineering Division is responsible for the construction and maintenance of colony equipment. The Engineering Division has three main branches. The first, and largest, branch is the Planetary Engineering Branch. This branch is responsible for construction and maintenance operations on the surface of Mars. Individual engineers tend to be somewhat specialized and spend time developing their skills in their favored area. For example, some individuals are expert miners while others are concerned with surface structure construction. Of course, colony engineers are expected to be competent at a broad range of tasks. The second branch is the Space Engineering Branch. These engineers are responsible for construction and maintenance operations in space. Jobs range from interior maintenance of colonial space vessels to EVA construction operations. The third, and smallest, branch is the Research and Development Branch. The engineers of this branch are responsible for developing new equipment, engineering techniques and so forth. The engineers in this branch tend to have some skills in the physical sciences. While many of the projects of this branch are well known, some of them are kept tightly under wraps.

Science

The Science Division is responsible for all scientific research on Mars. There are two main branches of the Science division. The first is the Field Branch. This branch is responsible for scientific operations in the field, such as investigating ruins, making observations of earth, field testing tailored organisms, and so forth. This branch is also responsible for teaching science classes. The field scientists tend to divide themselves into groups based on their interests, but the scientific community is still too small for full fledged academic departments to form. The second branch is the Research and Development Division. This branch is responsible for scientific research and development. For example, the colony genetic engineers produced the various tailored life forms that are being used to terraform Mars. While many of the projects the R&D Branch works on are public, some of them are secret in nature. There is a fair amount of speculation as to what the scientists are up to, but almost no one really knows what goes on in the secret operations.

Service

The Service Division is the largest division and it includes everyone who does not fall into the other divisions. For example,

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the farmers, food preparers, janitors, and so forth are all part of the Service Division. The Service Division has a variety of branches, such as Food Development and Preparation, Janitorial Branch, Child Care Branch, Education Branch, and others. It is the Service Branch that handles most of the common chores and jobs of everyday life. There are also several unofficial branches such as the Entertainment Branch and the Religious Life Branch which are made up of people who undertake such activities outside of their normal duties.



Secrets: Keeper's Information

As suggested above, many of the branches have personnel who are assigned to various special or secret operations. Since it is difficult to keep anything a complete secret in a population so small and close-knit, the Colony Council carefully provides enough information to keep the colonists from becoming too suspicious, but not enough to let them know what is really going on. In many cases, the council will set up a series of projects, with one concealing the other. That way, if curiosity gets out of hand, then the council can reveal one project while protecting the others (after all, most people will lose interest once the "secret" is out).

The Security Division has a variety of special teams which are formed and broken up as needed. One team that has been around the longest is a secret police style force which is charged with carrying out the darker aspects of council policy. These individuals tend to be fanatics and are chosen for their complete loyalty to the council (of course, some have been made loyal to the council by various means). The existence of such a group is suspected by some colonists and is known as the "SS", the "Secret Police", and the "Shadows." For most colonists, the "Shadows" are on par with the Boogey Man, a mere myth used to frighten children into being good. This group is responsible for enforcing colony policy by any means necessary. A second team that has been around for quite some time is the Psychiatric Restraint Squad (known as the "Psycho Squad"). These individuals are specially trained to deal with insanity, even the Mythos variety. Another team is known as the Xenomorph Control Team (the "Bug Hunters"). This team is a special combat force that is used to explore the alien ruins on Mars. The Special Projects Security Force serves to protect various special projects and prevent any leaks and the "Royal Guard" serves as bodyguards to important colony personnel. There are also a variety of other special teams.

The Science, Engineering, and Medical branches all have various special projects running at the behest of the council. In some cases, personnel from various divisions will be working together. In other cases, personnel from each division will be working separately and their results will be put together by experts on the Council. Some of the more interesting secret projects are as follows. The Computer, Science, and Engineering R&D branches are working on Project Descartes which is aimed at producing a true artificial intelligence. The hope is that an artificial intelligence would not be subject to madness and could be linked to a robotic body or weapon system of some kind. While this project has produced several advances in computer and robotic technology, they have yet to produce a viable AI. The Medical and Science Divisions are working on Project Carter (after Jon Carter, Warlord of Mars). This project is aimed at producing a modified human that can survive on the surface of Mars without mechanical aid. This project is kept carefully concealed, for if the colonists learned of it many would suspect that the council plans to keep the colonists on Mars indefinitely. The Science division is working on Project Star Voice. The goal of this project is to determine the nature and origin of the signals coming from outside the solar system. The Science Division is also working on Project Labyrinth,

which is an in depth investigation of the underground ruins on Mars. There are a variety of other special projects underway. Any one of these special projects could serve as the basis of an adventure or even a campaign.



BELIEF AND MADNESS ON MARS

MET Colony Religions

Introduction

In times of great crisis, religions and religious beliefs tend to flourish. Since the End Time is, perhaps, the greatest crisis faced by humanity, it is not surprising that religion flourishes in the Mars Colonies.

While many colonists have sincere religious beliefs, as a matter of fact, nearly all of them are false. In the world of the Mythos, there is no all powerful, all knowing, all good god. There is no great Tao that guides everything in harmony. Ultimately, there is only madness and infinite darkness.

Despite the emptiness and bleakness of reality, the faith of individuals can be a spot of brief brightness in the dark. Though the noble religions are all out of accord with reality, they are still a valuable part of humanity. These faiths still sustain people and help them continue on with the struggle to survive and return to earth.

In fact, it was the sustaining feature of religions that lead those in charge of the Mars Exodus to encourage and foster religious beliefs among the colonists. The plans of these individuals have continued to be followed, even if the religious indoctrination is often cynically applied by the colony rulers to help maintain order and purpose.

While most colonists have some sort of religious belief, not all of them do. Players are free to select and act upon whatever beliefs they chose to accept and should not be forced to adopt a particular religious outlook.

The Faiths

Each of the major faiths of the colony have their origins (directly or indirectly) in the distant past (in human terms, of course), but most of them have been radically altered across the years. The time period known as the "Great Darkness", when civilization was dying on earth, left a profound mark on the colony religions. The influence of those dark years, as well as deliberate social engineering, has altered the surviving religions significantly.

While the religious faiths present on Mars can be divided up into distinct categories in an academic context, in actual practice they tend to blend together. This is due to the small size and intimacy of the colony as well as deliberate attempts to mold the religions to be compatible (to avoid social strife). For example, most colonists celebrate the major holidays of each religion, whether they practice it or not.

The two main distinct faiths of the colony are what are called "Apocalyptic Christianity" and "The Eastern Path." The reason these two faiths are dominant is because the vast majority of the colonists were from North America, Europe and Asia. Apocalyptic Christianity is a synthesis of the major Christian denominations of America and Europe (Catholic, Eastern Orthodox, Protestant, as well as branches that arose in the Great Darkness). The Eastern Path is a mix of various Eastern world views (such as Taoism, Shinto, and Buddhism). Most colonists fall into three main groups. Those who are Apocalyptic Christians, those who follow the Eastern Path, and those who accept a blend of both. There are also people who belong to faiths that have either been preserved from earth or split from the two main faiths. In the following sections, the major faiths and some of the important minor faiths will be presented.

The Eastern Path

The Eastern Path is derived primarily from the teachings of three wise men: Confucius, Buddha, and Lao Tzu. While, in practice, the three teachings are intertwined, the main contributions of each will be examined separately.

During his time, Confucius believed that the problems humans faced (wars, famine, and so forth) were due to the fact that the government on earth was out of harmony with the Way of Heaven, which is the government of the universe. In his time, Confucius believed that the solution to the problem was to bring government on earth in accord with the Way of Heaven (what he took to be the true order of the universe). Confucius thought that establishing a social hierarchy, in which everyone had their proper place and treated those above, below, and equal to them in accord with their relative standings, was essential to doing this. Another important aspect of his view is that each person must truly fit their position and be worthy of it.

During the period of the Great Darkness, Confucianism became even more popular than before in China. During this time of chaos, many believed that the government on earth had fallen far from the Way of Heaven. Since Confucianism offered a potential solution, many people accepted the teaching with renewed enthusiasm. Because of this, while China eventually fell, it held together longer than most other nations. The colonists from China brought their Confucianism with them and it was also encouraged by the colony leaders.

Currently, the main Confucian aspects of the Eastern Path are as follows. First, problems arise when the government of humans is out of accord with the Way of Heaven. Because of this, those who follow the Eastern Path tend to be very concerned about colony government. Second, the way to avoid social ills is for each person to have their proper place and to treat others in accord with their status. Because of this, followers of the Eastern Path tend to encourage hierarchies in the colony and tend to be very concerned with respect, proper treatment, and so forth. Third, the proper order cannot exist unless each person truly fills their role. For the follower of the Eastern Path, a person must earn their place in the hierarchy and remain worthy of it. If an unworthy person occupies a role, then they weaken and corrupt the whole system. Because of this, followers of the Eastern Path take their duties very seriously and expect others to do the same. The true followers of the Eastern Path are loyal, dutiful, responsible, and quite intolerant of those who are not. Because of these views, those strongly dedicated to the Eastern Path are the staunchest supporters of the Colony Council, while at the same time they are potentially its greatest enemies (should it appear that the Council is out of accord with the Way of Heaven).

The second aspect of the Eastern Path is Colonial Buddhism. The Buddha is a known historical figure who received his Enlightenment in ancient India. His teachings did not exactly flourish in his native land, but they took seed and blossomed in countries such as Japan, China, Korea, and Tibet.

During the Great Darkness, it became quite clear that life was full of pain and suffering. As the madness and chaos increased, many people in the East sought refuge in Buddhism, for it promised an escape from the world of pain. During this time period, Buddhism developed into a religion that offered a path from suffering and the world of suffering both in this life and beyond.

While many schools of Buddhism developed on earth over the centuries and during the Great Darkness, only a small fraction of the Way of the Buddha has been preserved. According to Colonial Buddhism, life can be quite painful. The pain of life arises from the attachments people form and desires that lead to suffering. According to Colonial Buddhism, attachments and desires are not harmful in and of themselves. They are harmful only when they achieve mastery over a person. On the Buddhist view, if a person can achieve mastery of their attachments and desires, then he can live as free of suffering as is possible. According to the Colonial Buddhists, the

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way to achieve this control is to realize that the world is a trap, a generator of illusions and deception, and a revolving wheel of pain for creatures who are ruled by their desires and attachments. Once the true nature of the world is realized, then an individual can transcend the world and herself and achieve a state of Nirvana (which means, literally, "no wind"). An individual who achieves this state is a complete master of his attachments and desires (or has utterly surpassed them) and is free of suffering, fear, and pain.

On the colony, those who follow the Eastern Path accept, to some degree, the view discussed above. In most cases, the followers accept that life is filled with some large degree of suffering. This fact is too obvious to deny. They also accept that suffering need not rule them and that it is in their hands to achieve some degree of freedom from this suffering. Because of the attitude that Colonial Buddhism fosters, it is regarded quite favorably by the colony leadership.

The social hierarchy view endorsed by the Confucian aspect of the Eastern Path merges with the Buddhist aspect. On this merged view, part of achieving Nirvana involves finding one's proper role in society and learning to play that role properly. Once a person finds her proper role and learns to accept it, then many of her desires and attachments will be under control or cease. For example, once a person knows their proper station, then she will (in theory) no longer be driven by the desire to seize more power. Also, when a person realizes their proper station, they will no longer be subject to envy, and eny leads to conflict and suffering. Thus, a follower of the Eastern Path will typically see finding the right place in the social hierarchy as the key to personal and group harmony and peace.

The third aspect of the Eastern Path is Taoism. The founding of Taoism is attributed mainly to Lao Tzu, although it is uncertain whether Lao Tzu was a single, historical person. Taoism was an essential aspect of Chinese culture for centuries and it survived the time of Great Darkness to become incorporated into the Eastern Path. Because Taoism encourages people to address problems early, to "ride the waves" and avoid harmful confrontation when possible, and to live simply, many of those who survived the Great Darkness in China were Taoists. Because of the pro-survival elements in Taoism, its incorporation into the Eastern Path was encouraged by the Colony leadership.

On the Taoist view, problems arise when people get out of harmony with the world, others, and themselves. Thus, this view is very similar to the Confucian view of the cause of trouble. However, those who place more emphasis on Taoism than Confucianism are doubtful about the use of strict rules and hierarchies as tools of establishing harmony. Rather, they see the key to harmony as involving the following steps. First, one has to realize the true nature of things-what things really are. Second, each person has to act in accord with his nature and in accord with the nature of the world and other people. Once this is done, then harmony will reign. If this is not done, then there will be strife and suffering. Followers of the Eastern Path who place equal weight on Taoism and Confucianism tend to see human nature as including the need to obey rules and occupy places in a hierarchy. Thus, in order for a human being to be in harmony with others and herself, she must know her place in society and fulfill the duties of that role. In any case, the Taoist elements of the Eastern path include a strong commitment to achieving harmony. Because of this, followers of the Eastern Path are committed to maintaining a proper harmony in the colony. Since this is important to the survival of the colony, the Council encourages the Eastern Path.

The Taoist elements of the Eastern Path also include a philosophical and religious commitment to the Tao ("The Way"). The Tao operates behind everything. It cannot be described in words, and to attempt to do so would insult its limitless power and the human mind. While it is beyond language, it can be understood by humans. If the Tao is properly followed, then all will be well. If not, then there will be an end to harmony and

trouble will occur. The Tao is also part of the Confucian aspect of the Eastern Path, but it is not emphasized as much in Confucianism as Taoism.

The three aspects of the Eastern Path merge in many ways. Most individuals commonly accept the view that there is a need to follow the rules of society and to conform to the correct social hierarchy in order to make Colonial society conform to the Way of Heaven. In such a society, people can be free of the desires and attachments that can lead to suffering, and thus Nirvana and Harmony can be reached. Since it is the nature of humans to exist in such societies, such a life is in accord with the Tao. Because of these views, followers of the Eastern Path tend to be model citizens of the Colony. Of course, it needs to be noted that the Eastern Path does not require its followers to obey any government and conform to any social hierarchy. According to the tenets of the Eastern Path, a government is only to be obeyed and a social hierarchy conformed to only as long as they are in accord with the Way of Heaven and the Tao. If the government and hierarchy are not in such a state of "grace", then conforming to them would run counter to the Way of Heaven and the Tao and would lead to suffering. Thus, if a follower of the Eastern Path suspected that the Colony Council or any individual in power was out of accord with the Way of Heaven or the Tao, she would first attempt to get the offender or offenders back into accord. If this fails, then the true follower of the Eastern Path would be left with no choice but to disobey any commands given by such a government or individual. In extreme cases, the follower of the Eastern Path might be obligated to take action against the offender or offenders.

Apocalyptic Christianity

In the Twentieth and Twenty First centuries, Christianity was the dominant religion of North America and Europe. While world religion membership, in general, had been steadily diminishing since the end of the Twentieth Century, the era of the Great Darkness saw a massive surge in faith. In North America and Europe, old versions of Christianity were revitalized and new versions appeared (and disappeared) at an alarming rate. Because of the sense of purpose and strength supplied by religious faith, it is not surprising that nearly all North American and European colonists were Christians. Because of this, Christianity is one of the two main colonial faiths.

Since nearly its beginning, Christians have been divided into various sects and divisions. However, all Christian sects share an acceptance of Jesus Christ as the Messiah and accept the books of the Bible as having at least some spiritual authority. Because of the variations in historical Christianity (the various Protestant sects, Catholicism, Eastern Orthodox, and the Great Darkness Era sects) any particular Christian colonist is likely to disagree with a fellow Christian on many theological points (like baptism, immaculate conception, etc.). However, the main body of Christians fit within the general categorization of Apocalyptic Christianity.

The main tenets of Apocalyptic Christianity are as follows. First, Jesus Christ was the Son of God and he died for the sins of humanity. Second, Jesus Christ is the Messiah and he shall return to redeem mankind. Third, the books of the Bible have spiritual authority. Fifth, the Great Darkness is part of the Biblical Apocalypse. The exact place of the Great Darkness in the events mentioned in the book of Revelations is a matter of great theological debate, but almost all colonial theologians and laymen believe that the Great Darkness is at least part of the Apocalypse. Sixth, Jesus will only return and redeem humanity after humanity has returned to earth. Seventh, Heaven awaits those who live in accord with God and Hell awaits those who do not.

Apocalyptic Christianity has a very strict moral code, which is based on the Ten Commandments. These Commandments are: First, You shall have no other gods before God. Second, You shall not make any graven image. Third, You shall not take the name of the Lord your God in vain. Fourth,

Remember the Sabbath and keep it holy. Fifth, Honor your father and your mother. Sixth, You shall not murder. Seventh, You shall not commit adultery. Eighth, You shall not steal. Ninth, You shall not bear false witness against your neighbor. Tenth, You shall not covet your neighbor's property. In addition to the Ten Commandments, most Christians have additional moral rules that they follow.

The moral strictness of Apocalyptic Christianity and its tenet that humanity must return to earth to gain redemption make it a strong driving force for those who accept it. The Colonial Christians are, not surprisingly, very moral and committed to maintaining the colony so humanity can return to earth. On the minus side, some Colonial Christians tend to be intolerant of others and can be fanatical about returning to earth. Such individuals often generate social friction in the colony and can cause trouble among those working on the return to earth. However, the Colony Leadership has done its best over the years to smooth the relations between Christianity and the other colony faiths by emphasizing the common points (moral codes, living in accord with the true nature of the universe, and so forth) and downplaying the differences (like the fact that Buddhism, Taoism, and Confucianism do not explicitly accept God). For the most part, the Eastern Path followers have no problem with the Christians, but occasionally some Christians will get the idea that their fellow colonists need to be saved, which leads to strife. For the most part, the danger and need for cooperation overrides theological disputes. In some cases, colonists have adopted elements of each major faith. For example, a person can accept Taoism and take God and the Tao to be one.

Minor Religions and Philosophies

One characteristic common to all religions is the tendency for a religion to divide into sects. In most cases, sects arise from theological disputes, although they can arise for other reasons (such as political and social ones). Although the Mars Colony has a small population, the population is very diverse and intelligent. Because of this, philosophical and theological disputes are common and they have led to the formation of small sects from the two main faiths. There are also individuals and small groups who practice old earth religions, such as Judaism, Shinto, and Hinduism. In most case, these individuals have not deviated greatly from the historical practices (in fact, such individuals tend to be very strict about preserving the traditions).

Due to the large numbers of people of American descent, the colony maintains an official policy of religious tolerance. Of course, the Council has the power to restrict and take action against faiths that are dangerous or inimical to the colony. Although some dangerous faiths have arisen (mostly revivals of some twisted Great Darkness religion), they have all been dealt with swiftly by Colony Security. In a society as small and close knit as the one on Mars, it is all but impossible for secret cults to appear. Needless to say, the Council keeps a careful watch for any signs of Mythos influence in any new faiths.

Pure Mind Buddhism

Pure Mind Buddhism is a relatively recent offshoot of the Eastern Path, but it is actually closer to traditional Buddhism than Eastern Path Buddhism. According to the tenets of Pure Mind Buddhism, there are Four Noble Truths: the Noble Truth of Pain, the Noble Truth of the Cause of Pain, the Noble Truth of the Cessation of Pain, and the Noble Truth of the Eightfold Way. The Noble Truth of Pain is that the five groups of grasping are painful: birth is painful, old age is painful, sickness is painful, death is painful, sorrow, lamentation, dejection, and despair are painful. Contact with unpleasant things is painful, not getting what one wishes is painful. The Noble Truth of the Cause of Pain: The cause of pain is the craving, which tends to rebirth, combined with pleasure and lust, finding pleasure here and there, namely the craving for passion, the craving for existence, and the craving for non-existence. The Noble Truth of the Cessation of Pain is the cessation of craving and attachment. The Noble Truth of the Eightfold Way is that the

cessation of pain can be brought about by the Eightfold Way. The Eight Aspects of the Eightfold Way are right views, right intention, right speech, right action, right livelihood, right effort, right mindfulness, and right concentration.

By following the Eightfold Way, a person can break the shackles of craving that tie one to the world of pain and illusion. Once these shackles are broken, a person can achieve release from the cycle of reincarnation and achieve Nirvana. Such an individual, who is free of the world and is no longer reborn, is known as an "arhat."

Individuals who have accepted Pure Mind Buddhism strive to follow the Eightfold Way diligently. Such individuals do not abandon their duties or responsibilities and, in fact, they tend to become better at what they do. Pure Mind Buddhism, in part because of its use of martial arts and meditation techniques, is more common among Security personnel than among other colony occupations.

Scientific Legalism

Scientific Legalism is drawn largely from the Chinese philosophy of Legalism which was the guiding philosophy of the dictatorship of Ch'in (221-206 B.C.). Although Ch'in unified China in 221, the brutality and violence of Ch'in brought the dictatorship to a rapid end. Since that time, the Chinese never considered adopting Legalism again, at least until now.

Fairly recently, an influential Colonial thinker revised Chinese Legalism and presented it under the name of "Scientific Legalism." This view has gained some adherents, primarily among the more authoritarian members of the colony. This view also draws upon the philosophic thought of the Western philosopher Hobbes and certain Marxist elements.

Two key concepts of Scientific Legalism are "Shu" and "Shih." "Shu" refers to state craft and "Shih" refers to power, circumstances, and natural tendencies. According to Legalism, states craft can use power, circumstances, and natural tendencies to bring about the desired results.

It is important to note that Legalism rejects all moral standards and traditional religious sanctions in favor of power. The basis for this rejection is that morality and traditional religions were unable to save the earth, while the authoritarian actions of a few leaders that saved those who made it to the colonies. Since morality and religion have failed humanity, all that is left is power and strict authority.

According to Legalism, there is no authority except that of the rulers. According to Legalism, the most important goals are to maintain political control of the colony and to preserve humanity. Because morality and traditional religion have failed, the only way to preserve humanity is to maintain order through an intensive set of laws and rules that are backed up by generous rewards and punishments. If necessary, violence must be used to maintain order. Vain moral platitudes and vague moral and religious doctrines are denounced by Legalism. Instead, emphasis is placed on actual accomplishments, concrete results, and strict, uniform, and public law. Like Confucianism, Legalism accepts that ranks and duties must be clearly differentiated and that there must be a proper social hierarchy. Finally, the rules and laws must be applied to everyone equally.

Thus, according to Legalism, morality and religion should be abandoned in favor of strict laws that are aimed at preserving the colony and humanity. On the Legalist view, traditional morality and religion are threats to humanity's survival. This is because religion and morality weaken humanity and can place restrictions that prevent the needed action from being taken. In support of their claims, the Legalists point to the actions of LeSarre and others who did, according to traditional moralities, terrible things to save humanity.

Needless to say, there is a great deal of tension between the amoral and atheistic Legalists and the religious members of the colony. For the most part, this conflict is kept at an intellectual level. Although the Legalism movement is very small, it does have a degree of influence that goes beyond its numbers. Rumor has it that there is actually a secret group of Legalists who are working to have their views imposed upon the

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colony in order to save it from the vague moralities and weak religions that are currently in favor.

The Brotherhood Of Christ

The Brotherhood of Christ was formed by Dr. Rice, a former NASA scientist, in the early Twenty First Century. The initial tenets of the group were as follows: First, only the earth was given to humanity. Second, God cast the Devil into Hell, which is space. Third, there are only two reasons to enter space: to challenge God and to join with the Devil. Thus, the Brotherhood saw entering space as wrong. Because of this, the Brotherhood engaged in anti-space activity and some members (against Dr. Rice's wished) even assassinated a NASA director.

It is said that Dr. Rice predicted the coming of the Great Darkness and told his followers that God was going to cast man into a purgatory so that he might work off his sins and earn his redemption. In order for God's plan to be fulfilled, Rice explained, humanity would be forced from earth and would dwell on Mars until such time as humanity would be forgiven and allowed to return home. Because of this change in dogma by Rice, the Brotherhood members joined the Exodus effort wholeheartedly. Since many members were trained by Rice, they were able to enter into some high positions in the Exodus project and a small number of the Brotherhood accompanied the Exodus.

Currently, the Brotherhood members see their time on Mars as purgatory. On their view, it is up to the colonists to survive on Mars and then return to earth. When humanity returns to earth, they believe, God will forgive humanity for its sins and will send His Son to redeem humanity. Then, the Kingdom of Heaven on Earth shall begin and humanity shall never leave earth again. Other than these tenets, the Brotherhood accepts most standard Christian doctrines.

Because of these views, most Brotherhood members work diligently towards the goal of returning to earth. Because of the importance of the space operations in the return to earth, many Brotherhood members are involved in retooling the ships for the trip back to earth.

The Brotherhood of Christ Timeline

- 2022: Dr. Henry Rice of NASA, receives a copy of the Kercez Fragments from a friend in France and begins translating the work.
- 2027: Dr. Rice completes his translation of the Kercez Fragments. From the book he learns of the Mi-Go interventions in the development of humanity as well as secrets of unlocking the hidden potential of the human mind. Attempting to use the mind expanding spells from the book, Dr. Rice drives himself mad and is institutionalized.
- 2029: Dr. Rice recovers from his insanity and forgets nearly everything he learned from the book. However, his subconscious memories influence him to form the Brotherhood of Christ which is dedicated to keeping humanity out of space.
- 2033: Fringe members of the Brotherhood of Christ assassinate NASA Director Saunders. Dr. Rice publicly condemns the killing.
- 2034: Dr. Rice meets with David LeSarre, the new NASA director, after the disaster on the moon.
- 2035-2038: Dr. Rice and Director LeSarre meet frequently over a three year period. During this time, the Brotherhood of Christ begins to gradually modify its position towards space and space travel. By 2037 the Brotherhood's official position that space travel is acceptable, provided it is done for a "Holy Purpose." By 2038, Brotherhood scientists who have been trained by Dr. Rice are working secretly with NASA.
- 2039: In his last public appearance, Dr. Rice enjoins people to "Work towards the salvation of humanity" and argues that the only way to do this "is by spreading our sons and daughters across the worlds of God, so as to defy evil and the enemies of light."
- 2040: Brotherhood scientists begin working openly with NASA.

- 2041: Dr. Rice dies of natural causes in his home. His funeral is attended by thousands, including Director LeSarre.
- 2041-2044: Many NASA personnel become members of the Brotherhood. This is encouraged by LeSarre as faith becomes almost essential in an increasingly dark world.
- 2045: The Phoenix departs for Mars with several Brotherhood members among the crew.
- 2047: The Argo leaves earth, with a Brotherhood member as Captain.
- 2050: The Hope, with dozens of Brotherhood members on board, departs earth for Mars.
- 2060-present: In 2060, the Brotherhood becomes a substantial religious, social, and political force in the colony and continues to expand its influence and power over the decades.

Colony Religious Holidays

Because human beings need holidays and holidays are an important part of the colony religion, the important holidays are recognized by the colony. Generally, each group celebrates its own holidays, but many of them have become almost universal. Because of the nature of the colony, the celebrations of many of the holidays differ from the way they were celebrated on earth.

Major Eastern Path/Buddhist Holidays

Buddhist New Year

The Buddhist New Year is typically celebrated in the month of April. On earth, the festivals used to last three days and were carnival like. On the colony, the celebration lasts three days, but is much more limited. During the first two days, people wash, clean, and prepare for the new year. On the third day people rededicate their life to the Buddha and make offerings to the Buddha.

Buddha's Birthday

The birth of the historical Buddha is celebrated on April 8 in the colony. During this time, the small Buddhist shrines are decorated with plastic flowers (which are promptly recycled). On earth, the celebration was quite extensive. However, the colony cannot support such celebrations.

The Festival of Souls (Ullambana)

Colonial Buddhists believe that at the end of July and the beginning of August, purgatory is opened and the souls of the dead are released to wander the world. To comfort the dead, people leave small gifts for them and the religious leaders perform rituals. This festival has been adopted by almost all the colonists to honor the millions who perished during the Great Darkness. This festival is a time of sadness and many people have reported seeing the spirits of the dead during this time. This celebration is also known as All Souls Day to the Chinese colonists.

The Robe Offering

According to tradition, the Buddha's mother wove a robe for him, in a single night, when he renounced his worldly life. In the colony, those of the Eastern Path and Pure Mind Buddhism honor their religious leaders by offering them simple yellow robes that are made in one night. These robes serve as the religious apparel of the religious leaders. This holiday takes place at the end of November.

Eastern Path/Traditional Chinese Holidays

Chinese New Year

The Chinese New Year is celebrated at the end of January or the beginning of February. Like the Buddhist celebration, there is cleaning and celebration. Because of the limited resources of the colony, the celebrations are limited.

Pure and Bright Festival

This festival, which takes place in early April, celebrates the ancestors and the coming of spring. Since Mars doesn't have much of a spring, this celebration is largely symbolic. During this time, the dead are remembered and honored. This celebration is accepted by most colonists and is seen as an affirmation of life and survival.

The Dragon Boat Festival

In June, the Chinese would celebrate the beginning of summer by racing dragon boats. In the colony, this holiday is recognized by people racing small dragon wind sailers on the surface. During this time, evil spirits are exorcised from the colony by the religious leaders.

Autumn Harvest Festival

This traditional holiday is celebrated at the full moon of September. While there are no Autumn Harvests on Mars, the festival does occur and the historical poetry readings are held and thanks is given for the food grown by the colony.

Chiao

During the winter, the renewal of the universe is celebrated.

Christian Holidays

Advent, Christmas, and Easter

Advent is the season four weeks prior to Christmas. During this time, Christians read from the Old Testament and prepare for Christmas. Christmas is celebrated on December 25th and is a period of gift giving and good will that most colonists participate in. The legend of Santa Claus has persisted, except now he lives on the North Pole of Mars. Twelve days after Christmas, Epiphany is celebrated in memory of the wise men who brought gifts to Jesus.

Easter and Associated Celebrations

Easter occurs on a date established by a lunar calendar and it is typically connected to the vernal equinox. Forty days prior to Easter, Christians celebrate Ash Wednesday. On this day, the Colony Christians received a symbolic mark of ashes on their foreheads. This mark symbolizes the burden of sin as well as the burden they bear for all of the dead on earth. For the next forty days, Lent is observed. During this time, people give up some food or habit in repentance.

Lent closes with Holy Week. The first day of this week is Palm Sunday, when the entry of Jesus into Jerusalem is celebrated. On the Thursday of this week, Maundy Thursday, the date of Jesus's last supper, is celebrated. Friday is Good Friday, when Jesus was tried, executed, and buried. During this time, the colonists also remember the millions who died on earth during the Great Darkness.

The Sunday after after Good Friday is Easter, the day Christ rose from the dead. This day is a period of celebration and gift giving. Although it has no connection with Christianity, the tradition of the Eastern Bunny has been preserved. During this time, the Colony's sworn purpose of returning to earth is re-affirmed. Forty days after Easter Ascension Day, the day Jesus entered heaven, is celebrated.

Pentecost

"Pentecost" is the Greek name for the Jewish festival of Shavuot. This holiday celebrates the giving of the law on Mount Sinai after the Jewish Exodus. It is also fifty days after Jesus' resurrection and when the Holy Spirit came to Jesus' disciples and sent them out to preach the faith. Many Christians regard this as the founding of the church and celebrate it accordingly.



Death in the Mars Colony

In most human cultures, the death of a person is regarded as a terrible thing. This is especially true in the Mars Colonies. There are two main reasons why the death of a Colonist is regarded as a especially terrible event. First, the colonies on Mars are small, tight-knit communities in which everyone knows everyone else. Because of this, the death of an individual will have a major impact on the lives of many. In any case, nearly everyone will know the individual who has died and beat least affected in some small manner. This is in stark contrast to the earth of the 20 and early 21st Centuries, with their vast and impersonal "communities." Second, there are so few humans left alive that human life is regarded by the colonists as having a great deal of value. This is also in stark contrast with the attitude of the late 20th and early 21st Centuries. In those times, the colonists believe, life was not regarded highly and was cheaply spent. As each colonist knows from the histories, millions of humans had perished in meaningless wars, from environmental pollution, and from crime.

Because of the influence of these two factors, individual colonists tend to have a great respect for human life and are loath to kill or even harm other human beings. Hence, colony doctors will struggle long and hard to save lives, colony safety precautions are rigorously held to, and negligence and careless actions that might endanger lives are severely punished. Despite the best efforts of the colonists, people do die and not just of natural causes.

When a colonist dies, certain things have to be done. Such the colonists have a great respect for life, it is not surprising that a religious or social ceremony is conducted for each death. These ceremonies vary in accord with the individual's faith (if any), but each typically involves a recounting of the individual's life and accomplishments. After the ceremony is completed, then the remains must be taken care of.

Because of the conditions on Mars, corpses are not buried or cremated. Since there are very few people and many incidents of injury, it is not surprising that a dead person donates all her usable organs and body parts to the colony. These organs and parts can preserve and save human lives and the colonists generally see it as fitting that the dead still contribute to the survival of the colony. Most colonists have no problem with the fact that the dead have their organs reused. However, one fact that is not generally known is that the reproductive organs are often taken from dead colonists. These organs are either kept alive or have their eggs or sperm harvested for use in the colony genetic stores and for reproductive purposes. Because of the rather disturbing nature of this practice, it is considered restricted knowledge by the Colony Council. As might be expected, most colonists would be disgusted by the idea of the reproductive organs of their loved ones being used in this manner.

Once the body of a dead colonist has had all usable organs and parts removed, the rest of the remains are sent to a processing plant. Complex organic molecules are extremely rare on Mars and they are necessary in such things as food production, genetic engineering, and the terraforming operations. Officially, dead bodies are processed and used to enrich the Martian soil. In actuality, the complex organic molecules from the processed bodies are used for many purposes, perhaps even including food production. The corpses are not actually converted directly into food, for such an action would be morally repugnant and (perhaps more importantly) a potential health hazard.

After the entire process is finished, there is nothing left to bury or cremate (even the bones are reduced to their constituents are re-used). The dead colonist's file does have a permanent place in the colony computer banks and people often put up a marker on the surface in the colony "graveyard." The graveyard does not, of course, contain any bodies. It is an area with marking stones etched with laser

END TIME

cutters. The dead colonist personal equipment is re-distributed as he wished and none of it goes to waste. This is because the colony simply lacks the resources to waste them in any way (such as burying them).

Although this sort of treatment of the dead might seem terrible to twentieth century sensibilities, the colonists regard (most of) it as proper and right. Each colonist is expected to contribute to the good of the colony while alive and after death. Burying a person would simply waste resources that could save others and make life better for the survivors. In addition to this rational justification, a religious/mystical aspect of justification has started to slowly appear over the years. The general idea that the dead colonist lives on in his contributions, simply becoming closer to others and becoming a part of Mars. In some cases, people claim that the dead individual will be "resurrected in the life of Mars" when the terraforming process is complete. Because it helps comfort the survivors and it helps to justify (or rationalize) the way the dead must be treated, the Colony Council supports the growth of this mysticism surrounding death.



MARTIAN DREAMLANDS

Introduction

The Martian Dreamlands are similar, in certain respects, to those of earth. However, due to a variety of factors, there are some important differences which a Keeper should be well aware of before allowing play to occur in these lands.

As with normal dreamlands adventures, Martian dreamlands adventures should have a distinct atmosphere. While the Martian dreamlands are also places outside of the physical realm and its constraints, a keeper need be less concerned with the restrictions of logic, continuity, and realism that typical govern adventures. The Martian dreamlands are even more strange and mysterious than the planet mars itself, which is very strange and mysterious indeed. Like earth's dreamlands, the dreamlands of mars include lands of incredible splendor and places with the power to shatter minds like fragile glass. Unlike the dreamlands of earth, investigators entering the Martian dreamland face the very real possibility of death in addition to the usual danger of sanity losses.

Entering the Martian Dreamlands

While similar in many respects to the dreamlands of earth, the Martian dreamlands are different in many important respects. Perhaps the most important difference is that while both dreamland can be entered by physical beings, the Martian dreamlands does not alter technological items brought into it. Of course, the dream beings of the Martian dreamlands can also cross the barrier between worlds and become flesh. Unlike beings of objects which cross through from the Dreamlands of earth, objects and beings entering the waking world from the Martian Dreamlands do not fade. The various methods of entering the Martian dreamlands are as follows.

Sleeping Entrance

One method is for the investigators to engage in a dream search for the entrance to the Martian dreamlands. In order for an investigator to independently discover the entrance to the Martian dreamlands, the player must roll a successful Cthulhu Mythos skill roll while the investigator is asleep and dreaming. An attempt may be made every 2D6 weeks that the investigators spends in dedicated dreaming. Of course, the investigator need not sleep more than usual. Successful use of this method will allow the investigator's dream self to enter the Martian dreamlands, leaving his physical body behind.

Other methods of gaining entrance to the dreamlands include the use of drugs, spells, enchanted objects, or any other means the keeper deems expedient. These methods will all result in the investigators dream selves entering the Martian dreamlands, with their bodies left behind in the physical world. There is also a very slight chance for a dreaming investigator to enter the Martian dreamlands by accident. Such events occur at the keeper's discretion.

Upon a successful entrance to the dreamlands of mars, the investigators will find themselves on what appears to be the surface of the modern Mars, in the middle of the ruins of an ancient Martian city. If a dreamer wishes to bring dream analog items of equipment into the Dreamlands, they will have to roll a Dreaming skill roll and expended one magic point per SIZ point of the item. It should be noted that such items may not function as they normally do and they may well function differently (or not at

all) each time an analog is formed. For example, an analog weapon may simply not fire or a computer may develop a full (perhaps annoying) personality. Most of the structures of the city are collapsed ruins, partially buried in the shifting red sand. While the investigators will feel chilled, they will not feel great physical discomfort (which should indicate to them that they are in a different realm). In the center of the ruins is a majestic building of crystal and stone. despite the obvious damage, it is still breathtakingly beautiful. The main entrance to the building lies open, the ancient doors lie shattered in the sand. Upon entering the building, the investigators will be plunged into darkness and faint, alien music of profound sadness will be heard. As the music fades, a vast staircase of crystal, with visible cracks in it, will slowly become visible. This staircase seems to spiral down infinitely into a black void. Those who step on the staircase will feel themselves pulled forward at a blinding speed. After everything becomes a blur, the investigators will find themselves standing on the surface of mars as it was millions of years ago, when life flourished.

Physical Entrance

The Ancient Martians, in their quest for knowledge and mental mastery, learned of the existence of the dreamlands and were able to develop a means to transfer physical objects into the realm of dreams and bring objects from the dreamlands into the realm of the physical world. because of the Martians's alteration of their dreamlands, it has different metaphysical properties than those of earth's dreamlands. Because of the profound metaphysical alterations required to shift between the realms, such crossovers are not without danger.

The only way to enter the Martian dreamlands physically is via the gates the Martian scientists constructed eons ago, when their civilization flourished. Even at the height of the Martian civilization such gates were extremely rare and after long eons only two functional gates remain. Even if the investigators should manage to find a gate and learn of its function, getting one to work is no easy matter. The ancient gates will require a great deal of energy to work and will require guidance in the form of a powerful computer. Once the gateway is powered and under control, investigators may attempt an entrance.

Assuming that the gateway is working properly, an investigator who attempts to enter via the gate must roll under his Power times five on a D100. If the roll is successful, the investigator and makes the transition from the physical realm to the dreamlands. Physical objects, and non-sentient living things, may freely enter the dreamlands and are transformed into dream objects upon their arrival. These objects may or may not function properly (or at all) in the dreamlands, although they will typically retain a normal appearance. If an investigator fails his roll, one of the following may happen to him (or the keeper may make up his own list of possible results):

Roll 1D10 or chose an effect

1. Investigator is unable to enter, but is unharmed.
2. Investigator is unable to enter and suffers 1D6 damage (nature of the wounds is left to the keeper's imagination).
3. Investigator is unable to enter, suffers 1D8 points of damage, the nature of the wounds is left to the keeper's imagination, and loses 1D4 SAN from the psychic trauma.
4. Investigator is unable to enter, suffers 1D10 points of damage, the nature of the wounds is left to the keeper's imagination, and loses 1D6 SAN from the psychic trauma.
5. Investigator is unable to enter and is physically altered in some way. The exact effect, including possible damage and SAN loss is left to the keeper.
6. Investigator is unable to enter and is altered in some horrifying way. The change results in at least 1D6 in damage, 1D8 in SAN lost, and seeing the investigator costs at least 0/1D4 SAN.

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- Investigator is able to enter, but suffers 1D6 points of damage (this is considered to be dream damage within the dream world) and loses 1D4 SAN due to the trauma.
- Investigator is able to enter, but suffers 1D8 points of damage (this is considered to be dream damage within the dream world) and loses 1D6 SAN due to the trauma.
- Investigator is able to enter and is altered in some way. The exact effect, including possible damage and SAN loss is left to the keeper, but it should not exceed 1D10 points of damage and 1D6 of SAN loss. The investigator can restore himself to his normal appearance by expending a number of magic points equal to his SAN loss.
- Investigator is able to enter, but is altered in some horrible manner that inflicts 1D10 points of damage (this is considered to be dream damage within the dream world) and results in a 1D6 SAN loss. Other investigators seeing their friend suffer a 0/1D4 loss. The investigator may expend magic points equal to the SAN he lost to restore his normal physical appearance.

Once an investigator enters the Martian dreamlands, his body and equipment are transformed into normal dream matter. Since the investigator's body is not safely left behind in the physical world, the dreamlands are far more dangerous, as will be seen below. However, investigators that have entered the Martian dreamlands physically can bring objects (and beings) back through with them (as detailed below) which may make the risk worthwhile.



Leaving the Dreamlands of Mars

In general, investigators who enter the Martian dreamlands will remain until the adventure is complete or they are forced out in some manner (or actually killed). As with the dreamlands of earth, one hour of sleep is equivalent to a weeks worth of time in the dreamlands. Of course, due to the distinct nature of the dreamlands, the correspondence is not always exact. There are two main ways for investigators to depart the Martian dreamlands.

Sleeping Exit

Investigators who are not physically present may leave in a variety of ways. The most straightforward way is for the investigators to retrace their steps and depart the dreamlands in the manner in which they entered. Using this method requires no dice rolls. Upon leaving the dreamlands, the investigators will awaken normally. A more difficult method is for an investigator to attempt to force himself out of the dreamland directly. Doing this requires an expenditure of 1D6 magic points. The player then attempts to roll under his investigator's Power time three. If successful, the investigator wakes up, at the cost of 1D2 SAN points due to the transitional shock. The worst way to leave the dreamlands is by the dream death of an investigator, which is detailed below.

When an investigator awakens, there is the chance that the investigator may discount his dreamlands experience as being a mere dream or he may even forget his experiences entirely. Once an investigator wakes up, he must make an Idea roll. If the investigator fails his roll, he gains no benefit from any experience rolls he may have made while dreaming, except for those in Dreaming and Martian Dream Lore and he forgets any information he may have learned. Of course, Sanity loss and Cthulhu Mythos skill gains are always permanent.

Physical Exit

Investigators who are physically present in the dreamlands have only one way to leave and that is via the ancient Martian dream gates. Fortunately, each real gate has a dream counterpart. In order to depart the dreamlands via this method,

the investigator must roll under his Power times five on a D100. If the roll fails consult the following chart (or the keeper can make up his own effect list):

Roll 1D10 or chose an effect

- Investigator is unable to leave, but is unharmed.
- Investigator is unable to leave and suffers 1D6 damage. This damage is considered dream damage.
- Investigator is unable to leave, suffers 1D8 points of dream damage and loses 1D4 SAN from the psychic trauma.
- Investigator is unable to leave, suffers 1D10 points of dream damage, and loses 1D6 SAN from the psychic trauma.
- Investigator is unable to leave and is altered in some way. The exact effect, including possible damage and SAN loss is left to the keeper. Since the investigator is still in the dream world, he may be able to undo the effects.
- Investigator is unable to leave and is altered in some horrifying way. The change results in at least 1D6 in dream damage, 1D8 in SAN lost, and seeing the investigator costs at least 0/1D4 SAN. The alteration may be undone by the investigator expending a number of magic points equal to his SAN loss.
- Investigator is able to leave, but suffers 1D6 points of damage (exact nature of the injury is left up to the keeper) and loses 1D4 SAN due to the trauma.
- Investigator is able to leave, but suffers 1D8 points of damage (exact nature of the injury is left up to the keeper) and loses 1D6 SAN due to the trauma.
- Investigator is able to leave and is altered in some way. The exact effect, including possible damage and SAN loss is left to the keeper, but it should not exceed 1D10 points of damage and 1D6 of SAN loss. The investigator can restore himself to his normal appearance by expending a number of magic points equal to his SAN loss.
- Investigator is able to leave but is altered in some horrible manner that inflicts 1D10 points of damage (exact nature of the injury is left up to the keeper) and results in a 1D6 SAN loss. Other investigators seeing their friend suffer a 0/1D4 loss.

Once an investigator leaves the Martian dreamlands, his body and equipment are transformed into normal matter. Investigators can bring objects (and beings) back through with them by carrying them or dragging them through the gateway. Non-sentient living things and objects can freely transfer back and forth between the worlds.

Investigators that did not enter physically can also exit the dreamlands via a gate. Because of the metaphysical difference between normal dream bodies and transformed physical bodies, a sleeping investigator who successfully passes through a gate will wake up. He will not emerge as a physical body. However, entities who do not have a physical body in the physical world (for example, being like King Kuranos, who have passed into the dreamlands after their bodily deaths) may attempt to pass through a gate. To do so, they must roll their power times two or less on a D100. If successful, they are able to form a physical body. If not, roll 1D6 and consult the following chart:

- | | |
|-----|--|
| 1-2 | Being is unable to make the transition, but remains unharmed in the dreamlands. |
| 3-4 | Being is unable to make the transition and suffers 1D10 in dream damage |
| 5 | Being is able to make the transition, but is altered in some way. This may involve damage and physical alteration, as well as the possibility of SAN loss. |
| 6 | Being is destroyed in the process. |

When an investigator successfully leaves via a gate, the investigator gains any skill increases from any experience rolls he may have made while dreaming, including those in Dreaming and Martian Dream Lore and he remembers any

information he may have learned (as well as he normally would, of course). Sanity loss and Cthulhu Mythos skill gains also remain after leaving the dreamlands.



Dream Reality

The following sections detail the rules and skills that apply while the investigators are in the dreamlands of Mars. Investigators entering the dreamlands will have two new skills which should be recorded on the investigators' sheets.

Dreaming

Each investigator receives this skill upon entering the dreamlands for the first time. This skill is usable, at full value, in the dreamlands of Earth or Mars. This skill has a starting percentage equal to the investigators' Power. This skill is used to alter aspects of the dream world in such ways as repairing dream damage and altering dream objects.

Dreaming can be used to transform objects into new forms. For every 1D6 of magic points an investigator expends, she may alter one Size point of the object. For example, a dreamer could change a stone into a knife, or a space suit into a suit of armor. The player must inform the referee of the alterations she wishes to make, expend the required magic points, and then roll under her Dreaming skill. If successful, the change comes about. If not, the magic points are expended, but the change does not occur.

Objects that are part of certain regions of the Martian dreamlands, such as the Martian Dream Cities, are very resistant to alteration. In such cases, investigators may need to expend from 1D8 to 1D10 in magic points per Size point.

This skill may also be used to create objects or beings in the dreamlands. This use requires the application of magic points and (most importantly) requires that the individual be actually dreaming but not actually present in the dreamlands. Because of this limitation, beings that reside only in the dreamlands (such as the dead who have passed over) cannot use this method of creation or alteration. They can, however, use the previous method. In this process the player describes to the keeper what it is she wishes to create and the keeper assigns a point value to the object or being. At a minimum, it will take one magic point per size point of the object to create it, and twice this amount if the object is to be a living being. Other factors include the quality of the object or being, its complexity, its statistics, and so forth. Some examples are as follows. Creating a small animal of SIZ three that is not terribly bright would cost six points. Creating a beautiful woman (APP 18) would require at least 36 magic points (18 for the attribute and doubled because she is to be alive). Creating a plain club would require 6 magic points (since its maximum damage is 6), while creating fancier weapons or advanced weapons would require more points. A keeper would be well within her rights to require twice the damage of a firearm in magic points to create one. Investigators can even construct structures. For example, a modest palace or large building would require 100-200 points.

Altering dream objects can also be done and this will often cost less than creating objects whole cloth. For example, changing a statue of a man to create a living, strong man (18 STR) might only cost 18 points. Typically, the closer the object or being is in question to the desired result, the less the cost of the alteration. For example, changing a wooden stick into a solid club may only cost one magic point.

Once an investigator undertakes such alterations or creations, they become actual (if the process is successful) when the investigator re-enters the dreamlands in a non-physical manner. Objects created for personal use (such as weapons, clothing, PDAs, etc.) appear on the person when they enter. Objects with an independent existence (such as

vehicles), objects created at a specific point in the dreamlands, immobile objects (like trees and buildings), living beings, and certain other objects designated by the keeper, exist at the point of creation and must be found by the dreamer. The dreamer may have no idea where a created object or being is and may well have to journey to find them. Living creatures may well leave their point of creation and wander about.

Once the desired results are properly described and the keeper has set a point total, the player decides how many magic points he wishes to expend in the attempt. If the magic points used meet or exceed the number set by the keeper and the player makes a successful Dreaming roll, then the effects are brought about. If the points expended are insufficient or the roll fails, then the procedure fails. A keeper may wish to rule in some cases that a partial result was effected. For example, a dreamer trying to create a beautiful dream woman from a statue might end up with a horrible half flesh, half stone being. More benignly, a dreamer trying to create a handsome man might end up with a cartoon strong man. Such cases may be good opportunities for terror or comedy.

A dreamer is limited in producing a dream object or being with a value no greater than his Dreaming skill. However, a dreamer can increase his limit by permanently sacrificing POW. For each point of POW so expended, the dreamer doubles his limit. For example, an individual with a Dreaming skill of 45 would have a limit of 90 by expending 1 POW point, a limit of 180 by expending 2 points, and a limit of 360 by expending 3 points. The increase in the limit by these means does not increase the Dreaming skill itself.

Normally, objects or beings created or modified by this method last for only the duration of one dream. After one dreamland visit, the object or being ceases to be or returns to its original form. The object or being may be made permanent or be permanently altered (at least until it is destroyed or altered) by the expenditure of POW. In most cases, one point of POW must be expended per act of creation or alteration, plus one point of POW for each point of POW that the act cost. For example, an investigator with a Dreaming skill of 50 creates a 100 point dream object and makes it permanent. This would cost him one point of POW to double his limit, plus two points to make it permanent for a total of 100 magic points and three POW points.

In cases involving large or complex creations and alterations, a dreamer may not be able to complete his goal in the span of one dream. In such cases, the dreamer will have to work in stages. For example, King Kuranos took many dream decades to build Celephais and the ancient Martians took centuries to construct their dreamland cities.

While the acts of dream creation or alteration can be guided by an "aware" dreaming mind, there are cases in which such acts are the product of the subconscious and the individual doing the activity may be unaware of what they are doing. In this manner, the dreaming colonists have been slowly altering certain aspects of the Martian dreamscape. In most cases, creations are not malign or harmful to the creator, but the dreams of the insane or terrible nightmares might result in the production of dreamland threats.

Dreaming skill is acquired the first time the dreamer enters the dreamlands (physically or by dream methods) at a level of his POW. The investigator receives a skill roll each time she re-enters the dreamlands and spends more than a dream week there. The keeper may also wish to award skill checks for particularly clever uses of the skill. Beings which are permanent residents in the dreamlands (such as dead beings which have passed over) typically cannot increase their skill by re-entering the dreamlands, since they generally do not leave. A being that left the dreamlands via a gate would be able to dream again and could re-enter the dreamlands. Keepers may wish to allow beings that reside in the dreamland to increase their skill through successful use.



Martian Dream Lore

Martian Dream Lore skill for humans is initially 0, unless the keeper deems that the investigators have gained some knowledge about the dreamlands of mars. This is because most mythos books refer only to the dreamlands of earth, not mars.

Martian Dream Lore skill represents knowledge of the Martian dreamlands. Successful use of this skill enables the investigator to know something about a specific Martian dreamlands location, remember a particular fact about Martian dreamlands history, recognize a particular dreamlands creatures, and so forth.

Unlike the Cthulhu Mythos skill, this skill may be increased through experience in the normal manner. The most likely place, however, for investigators to get knowledge of the dreamlands is from ancient Martian books in the lost cities.

Sanity

Sanity is lost in the dreamlands of mars as it is lost in the physical world. However, dreaming investigators are at far less risk than those who have physically entered the dreamlands of mars.

A dreaming investigator who loses more than five points of Sanity in a single encounter and he fails an Idea roll, he suffers one Nightmare Effect (see page 194 of Call of Cthulhu, Fifth Edition). The nightmare effect replaces temporary and indefinite insanity for dreaming investigators.

Investigators who physically entered the dreamlands who lose more than 5 points of Sanity in a single encounter face the normal risk of insanity, as per the standard rules, and must also make a successful Idea roll to avoid experiencing a Nightmare Effect.

A dreaming investigator who is reduced to 0 Sanity awakens hopelessly mad or remains in a coma until the body dies. An investigator who physically entered the dreamlands of mars whose Sanity is reduced to 0 goes hopelessly insane. If the investigator leaves the dreamlands of mars, she will still be insane, unless somehow cured.

Injury and Death

In the dreamlands of mars, hit points are lost and regained as per the usual rules. Of course, the time flow in the dreamlands is different than in the physical world, so the healing rates may be altered at the keeper's discretion. Investigators may also heal their wounds by using their Dreaming skill. It costs 1D3 magic points per hit point of damage healed. Dreaming investigators actual bodies, which are safely asleep in the physical world, are never affected by dream damage. Investigators who physically entered the dreamlands of mars may also heal the wounds by expending magic points. However, any damage that remains when the investigator re-enters the physical world becomes real, physical damage.

A dreaming investigator who is killed in the Martian dreamlands suffers a Nightmare Effect, loses 1D10 points of Sanity, and is shocked awake. Investigators who die on mars may, at the keeper's discretion, be able to send their dream selves into the Martian dreamlands. The exact procedure for doing this is left up to the keeper, but it should be difficult.

An investigator who has physically entered the dreamlands of mars dies for real if he is killed. His body may, however, be removed via a gate without any roll being required.



About the Dreamlands of Mars

The dreamlands of mars correspond roughly to the geography of ancient mars. This is largely due to the fact that the Ancient Martians altered and influenced the dreamlands of mars to suit them. Within the Martian dreamlands are vast Martian cities of crystalline material and areas of breathtaking splendor. Also within the dreamlands of mars are dark and terrible dream cities forged of the dreams of the vile Cthunund Uleth. Cropping up in previously desolate areas of the Martian dreamland are fragmented structures of human dreams.

The Martian cities are often places of great beauty and splendor, populated by the dream-beings of the Ancient Martians. Of course, these cities are burdened by a terrible aura of profound sadness. Other Martian cities are desolate ruins, with only the tattered remains of ancient dreams populating their cracked and wreckage strewn streets. The dark cities of the Cthunund Uleth are uniformly terrifying places and are even worse than their physical cities. These are places that no human dreamer would want to visit. The fragment of human dreams are just that. In various parts of the dreamlands of mars, bits and pieces of human dreams have slipped into the dreamland. Thus, investigators may encounter pieces of human buildings, vehicles, and equipment, often distorted in bizarre manners.

Creatures of the Martian Dreamlands

The gods of the Martian dreamlands, which are rarely encountered, are Azathoth, Lesser Other Gods, Nodens, and Nyarlathotep. Creatures include the dread Cthunund Uleth, the Martians, as well as other creatures that are the dream creations of the Martians. The dreamlands of mars are populated substantially below the dreamlands of earth, with the dominant beings being the Martians and the Cthunund Uleth. Of course, the dreams of the human colonists are beginning to intrude into the Martian dreamlands and it is not unknown for a colonist to inadvertently enter the Martian dreamlands.



END TIME MARS INVESTIGATORS SKILLS AND OCCUPATIONS

Available Occupations

Air Craft Pilot

Description: Though Mars has a thin atmosphere, it is still thick enough to allow air craft to operate effectively. The colony operates a variety of air vehicles ranging from small one person mini-copters to heavy duty air cargo carriers. Many pilots maintain their own air craft (most of the aircraft of the colony are home built) or work on their own support team due to the small population of the colony.

Occupation Skills: Astronomy, Electrical Repair, Electronics, Listen, Mechanical Repair, Pilot Aircraft and Spot Hidden.

Computer Specialist

Description: The colonial computer systems are vital to the survival of the colonists as they serve to regulate the all important life support equipment, monitor conditions in colony structures and colony vehicles, and performs thousands of vital tasks (such a keeping the colonists in touch with one another and with the computers via their PDAs). Without highly skilled men and women to design, program, and troubleshoot the computer systems, life on Mars would be far more difficult, if not impossible.

Occupation Skills: Computer Use, Electronics, Electrical Repair, Library Use, and any two other skills as personal specialties.

Doctor of Medicine

Description: The medical doctor of the 22nd century is just as concerned with saving lives as his counterparts in other eras but he has far more advanced equipment and techniques available than at any other time in human history. Medical doctors are considered to be important citizens of the colony.

Occupation Skills: Biology, Computer Use, First Aid, Medicine, Pharmacy, Psychoanalysis, Psychology, and Space Medicine.

Farmer

Description: The colonial farmer is, like his predecessor in earlier area, concerned with the growing and living things. Unlike his predecessors, the farmer of this era is working on an alien world, often with life forms engineered from scratch. The colonial farmers work at various vital tasks, ranging from maintaining the vats of oxygen producing plants to the planting of Ohto over the Martian surface.

Occupation Skills: Electrical Repair, Biology, Chemistry, Mechanical Repair, Natural History, and Operate Heavy Machinery.

Instructor

Description: The colony has an excellent education with many fine instructors. Instructors teach in a wide variety of areas ranging from martial arts to history. Most instructors are skilled in a few areas, but some have followed the role of the traditional academic and have selected only one area to excel in.

Occupation Skills: Persuade, Psychology, Other Language+ any three skills as instructional specialties.

Orbital Engineer

Descriptions: The orbital engineers are responsible for the design, construction, and maintenance of the colony's orbital assets, including the remaining space vessels. The orbital engineer's life is a difficult one and is often short as accidents are not uncommon in the harsh and unforgiving environment of space.

Occupation Skills: Chemistry, Computer Use, Electrical Repair, Electronics, Library Use, Low/Zero Gravity Operations, Mechanical Repair, Physics, and one Space Engineering skill as a specialization.

Planetary Engineer

Description: Engineers are essential to the continued existence and growth of the colony. The colonial engineers keep the existing systems operational and continue to produce new equipment, habitats, and vehicles. Engineers are well regarded and respected as everyone depends on them.

Occupation Skills: Chemistry, Computer Use, Electrical Repair, Electronics, Geology, Library Use, Mechanical Repair, Physics, and one Planetary Engineering skill as a speciality.

Scientist

Description: There are two main types of scientists on Mars. The planetary scientist specializes in the study of certain aspects of planets, such as their geology, ecology, and so forth. The colony has a fair number of scientists who are dedicated to the study of the mysterious ruins that have been found and this is an ideal occupation for an investigator. The other main type of scientist specializes in the study of space and the objects within it, such as comets, stars, and planets. Her studies are typically on a more general scale than the planetary scientist, who typically focuses on one planet or even one small aspect of it, but space scientists sometimes have a fairly narrow focus (such as studying comets).

Occupation Skills: Chemistry, Computer Use, Library Use, Geology or Astronomy, Physics, and one Science skill as a specialization.

Security Officer

Description: While the colony does not have much in the way of crime, the colony needs people to maintain order and, more importantly, to protect the colony from external threats. Security officers serve two roles in the colony, that of soldiers and that of police. The security officers are trained primarily in the military tradition, in anticipation of the need for a military force upon the return to earth.

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Occupation Skills: Climb, Conceal, Electronics, First Aid, Listen, Hide, Low/Zero Gravity Operations, Martial Arts, Persuade, Sneak and two weapon skills.

Small Craft Pilot

Description: The small craft pilot specializes in the operation of the smaller space craft: such as shuttles, space planes, and OVs. For the most part, small craft pilots specialize in either craft that are space an atmosphere capable, those that are limited to space although some individuals have been known to be skilled in both areas. Due to the limited number of available personnel, most pilots also work on their own support teams.

Occupation Skills: Astronomy, Computer Use, Electrical Repair, Electronics, Mechanical Repair, Pilot Shuttle or Pilot OV, Low/Zero Gravity Operations.

Space Ship Pilot

Description: The Mars colony still has a few operating space vessels capable of reaching earth and the colony has continued to train flight crews over the years in anticipation of the day on which the colonists would journey back to earth. These flight crews spend most of their time helping the engineers keep the massive vessels operational.

Occupation Skills: Astronomy, Computer Use, Electrical Repair, Electronics, Low/Zero Gravity Operations, Mechanical Repair, and Pilot Space Ship.

Chaplain/Psychotherapist

Description: The Chaplain/Psychotherapist has a dual role of of ministering to the minds and the spirits of the colonists. In their role as Chaplains, they serve the spiritual and religious needs of the colonists and preserve the religious traditions and histories of earth. In their role as Psychotherapists, they act to maintain and restore the mental health of colonists. Many Chaplain/Psychotherapists no real difference between the two roles, while others carefully distinguish the two. While part of the official title is "Chaplain", Chaplain/Psychotherapists may be of any religious faith, though they are expected to be able to meet the spiritual needs of any colonist. Not surprisingly, Chaplain/Psychotherapists are a vital part of colony life.

Occupation Skills: First Aid, History, Library Use, Listen, Other Language, Persuade, Psychoanalysis, Psychology.



Fifth Edition Call of Cthulhu and Cthulhu Now Occupations

Modified/Replaced Occupations

Certain occupations from previous eras are still practiced on Mars, but have been modified or replaced by similar occupations. The following occupations now exist in the forms detailed above: Computer Programmer (replaced by Computer Specialist), Doctor of Medicine, Engineer (replaced by Orbital Engineer and Planetary Engineer) Farmer, Foot Soldier (replaced by Security Officer), Military Commander (replaced by Security Officer), Police Detective (replaced by Security officer), Police Patrolman (replaced by Security Officer), Professor (replaced by Instructor), Pilot (replaced by Air Craft Pilot, Small Craft Pilot, and Space Ship Pilot), and

Technician (replaced by Orbital Engineer and Planetary Engineer).

Unavailable Occupations:

Because of the conditions on Mars, Certain occupations are no longer viable. Certain occupations simply cannot be practiced, such as Tribal Warrior and Tribal Fisherman. Other occupations are simply not needed or cannot be supported by the population, such as Athlete, Lawyer, and Civil Servant and the work typically performed by certain other occupations, such as Entertainers and Clergymen are performed by members of other occupation as part of their hobbies or secondary duties. The unavailable occupations are: Anarchist, Antiquarian, Artist, Athlete, Author, Businessman, Civil Servant, Clergyman, Criminal, Dilettante, Entertainer, Woodsman, Hobo, Journalist, Lawyer, Military Commander, Missionary, Musician, Paraphyschologist, Private Investigator, Punk, Revolutionary, Secretary, Tribal Fisherman, Tribal Warrior, and Trucker.



End Time Skills (Completely New)

Low/Zero Gravity Operations

Use of this skill enables the character to function more or less normally within low (half of the normal gravity the being is used to or less) or no gravity situations. For the most part, a character with any degree of this skill will be able perform routine tasks without a problem. Special actions (such as running in low gravity or leaping from one space ship to another) will require a skill check. Failure will result in the action failing in some way (losing control while running or missing the ship, for example). Relevant physical skills (such as weapon and physical combat skills) should be averaged with this skill (but not to exceed the maximum in the skill in question) when used in low or zero gravity situations. This base level of this skill for all colonists is 10%, as every teenager takes a brief training course in orbit.

Pilot Aircraft

Piloting an air craft requires a substantial amount of skill and training. An investigator with this skill may operate his chosen style of aircraft and rolls against this skill when conditions require it and during any landing attempt. If the landing conditions are favorable (smooth field, well lit, and a control tower for example) then the investigator doubles his skill when rolling for success. Under adverse conditions (darkness, bumpy field, or combat conditions for example) the investigator checks for success with his normal skill level. Keepers may wish to modify the skill further if conditions are particularly bad. If a landing roll is failed, then the craft is damaged and requires repairs before it can lift off again. Severe failure will result in a greater degree of damage and a 00 result will result in major damage to the craft and at least one death.

When a player selects this skill he must also decide the general class of aircraft his skill applies to as well as to whether his skill is for operating craft on Mars or Earth. Examples of air craft piloting skills include: Pilot Helicopter (Mars), Pilot Jet Fighter (Earth), Pilot Civil Jet (Earth), Pilot Vectored Thrust Vehicle (Mars). The basic skill level for piloting skills is 00%

Pilot OV

Piloting an OV successfully requires a high degree of technical skill. This skill covers all aspects of piloting such a vehicle, including navigating it. A character with any degree of skill can handle an OV in simple flight operation (though less skilled individuals will do so less elegantly). Piloting rolls may be required in the following situations: the OV is damaged, the OV is docking, the OV is undergoing emergency re-entry, and any other situation in which the Keeper sees fit to require a roll. The

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rolls and the results of failure are left to the Keeper's discretion. For example, a character trying to dock an OV under normal conditions would check against twice her skill, while the same character trying to undergo an emergency landing with a crippled OV might have to roll against a fourth of her skill. The base skill level for piloting and OV is 0%.

Pilot Shuttle

Operating a shuttle is even more complex than piloting a plane. This skill governs all phases of shuttle operation from takeoff to landings. A character with any degree of skill will be able to handle standard flight operations without any difficulty. However, special situations will require skill rolls. Situations involving a damaged shuttle, tricky dockings or landings, or attempts to do odd maneuvers with a shuttle will require skill rolls as will other situations at the Keeper's discretions. Certain situations will require modified rolls, the modification of the roll is up to the Keeper as are the effects of failure. For example, a character trying to land a shuttle on a smooth runway with radio guidance would use his full skill, while a character trying to set down a shuttle with both engines on fire and the left wing half gone would check against a quarter of his skill (if the Keeper was feeling merciful). There are a few varieties of shuttles, of varying sizes and capabilities, so a character must select skill in a particular class of shuttle. Space planes are considered a class of shuttle, and a character must select it as his or her shuttle piloting skill to operate one. The base skill level for piloting a shuttle is 0%.

Planetary Engineering

Planetary Engineering skills govern engineering operations on the surface of a world with a significant gravity field (at least 20% of that of earth). Such operations may be on worlds other than earth, such as Mars. The base chance in all Planetary engineering skills is 0%. If players wish their characters to have specialized engineering skills, they should work out the details with their Keeper. Examples of Planetary Engineering Skills are as follows:

Construction: This skill governs the construction of structures ranging from small buildings to massive skyscrapers. Keepers may wish to limit investigator skills to general areas such as small construction, medium construction, and large construction. Individuals with this skill can design, supervise the construction of, and inspect structures.

Mining: This skill governs a variety of mining operations ranging from commercial digging to the building of underground complexes. Individuals with this skill can supervise mining operations and inspect underground sites for their structural integrity. Individuals may have various specializations in this skill such as strip mining, deep mining, and so forth.

Sciences

There are two main categories of science skills. The first is that of planetary sciences and is a general area that encompasses various skills which deal with planets and the life forms that inhabit them. Strictly speaking, biology and geology are planetary science Skills. Players who wish to have a specialization in the Planetary Sciences will need to work out the details of the skill with their Keeper. The second main category of skills are those that relate to stellar bodies as parts of the space-time continuum and space-time itself. An individual with this skill in this area will have knowledge of space-time as well as the various planets, stars, comets and so forth within it. With the Keeper's guidance, players may wish to select particular specialties within the general field (each specialty would be a skill). However, most specializations will be skills possessed by non player characters, as most players will find them to be too specialized to be of general use. Technically, Astronomy falls within this category.

The following are examples of some science specializations:

Planetology: This skill is comparable to the geology skill, except it governs planetary bodies in general. It also governs the skill of the character in drawing informed conclusions regarding the planet as a system, but such conclusions will tend to be more general than those which a specialist (such as a geologist) would draw. For example, individuals with this skill would be able to draw informed conclusions about the weather patterns of a planet given adequate evidence but the individual would not be as accurate as someone who specialized in meteorology.

Xeno-Archeology: An individual ability in this area has received training in the exploration of the alien ruins on Mars as well as the identification and dating of various alien objects. Individuals with this skill are often specialized in one of the three cultures that are believed to have existed on Mars. Individuals with training in this area would also be capable of working with human sites, but with much less skill than an archaeologist. The base skill level is 0%.

Xeno-Biology: A character that possesses this skill has been trained in the basics of standard biology (and any competent xeno-biologist would also have trained in biology) and has also received training in theoretical biology regarding possible alien life forms. Although humans have lived on Mars for some time, the science of biology still focuses on terrestrial life forms and xeno-biology focuses on the study of non-terrestrial life. This skill could prove handy in investigating the nature of (and perhaps determining the weaknesses of) various mythos beings.

The base skill level for all specialized science skills is 0%.

Remote Vehicle Operations

This skill governs the operation of remote controlled space vehicles such as survey drones. A character must select a particular basic type of remote vehicle he or she is skilled in operating. Any skill level permits a character to operate a vehicle in normal conditions, while skill rolls will be required for more difficult operations. These rolls may also be modified at the Keeper's discretion. For example, directing a survey drone through a standard search pattern would require no roll for a skilled operator, but directing a survey drone through a narrow cavern would. The various skill specializations are for the operation of airborne, aquatic, space or ground remotes. The base skill level to operate a remote vehicle is 5%.

Space Engineering

This skill category is similar to that of Planetary Engineering except it governs construction work in low and zero gravity conditions. As with Planetary Engineering the base skill level is 0% and players who wish to pick a specialization will need to work out the details with their Keeper. Some examples of this skill are as follows:

Low/Zero Gravity Construction: Similar to Construction, this skill governs the construction of structures in conditions involving low or zero gravity (as well as vacuum conditions). Building spaceships and space stations requires this skill. Individuals may specialize in various areas. For example, a person may be an expert space ship designer.

Low Gravity Mining: This skill governs mining operations in low gravity and vacuum conditions.



Fifth Edition Call of Cthulhu and Cthulhu Now Skills (Revised for Mars End Time)

Accounting: While there is little in the way of financial book keeping in the End Time, this skill may be used when examining or preparing various types of records. For example, an investigator with this skill examining an appropriate set of colony documents could learn the distribution of various resources in the colony as well as the general resource structure of the colony. The base skill level is 10%.

Anthropology: This skill enables an individual to identify a person's way of life from their overt behavior. If the investigator possessing the skill is able to observe a culture for extended periods of time or is able to work with detailed and accurate information concerning a culture, he may be able to make simple predictions about that culture (such as its morals and culturally accepted behavior). With extended observation (at least a month) the anthropologist will be able to understand how the culture functions and may (in conjunction with the use of the Psychology skill) be able to predict the actions and beliefs of a typical member. This skill will be limited to what the character can learn from observing his fellow colonists and the information from the colony data bases. Since there is, strictly speaking, only one human culture on Mars, this skill will be of limited use on Mars. The colony does, however, have extensive and detailed records of earth cultures from before the Great Darkness as well as computer projections about what sort of cultures may have emerged.

Archaeology: This skill allows the dating and identification of artifacts from past cultures and enables a skilled individual to sort genuine artifacts from fakes. A thorough inspection of such artifacts may reveal the purposes of the artifact as well as some facts about the culture that produced it. Due to the fact that the oldest human structures on Mars are not terribly old (and still in use), this skill is of limited value and the character would have received virtually all his knowledge from the colonial data bases. The colony has extensive records of earth's historical sites and certain students are trained in the hopes that these sites may one day be recovered. Studying the alien ruins uses the skill of Xeno-Archaeology (although a character with archaeology skill could study alien ruins more effectively than a character without such skills, especially in areas where the alien artifacts parallel human artifacts). The base skill level for Archaeology is 00%.

Art: Artistic skills vary greatly and it is up to the player and the Keeper to work out a specific area for an investigator. A player may select any non-literary art (such as oil painting, rock singer, computer draw artist) as their specific skill area. Successful use of this skill results in a pleasing performance or work of art, failure results in a poor performance or production of a non-artistic work. The base skill level is 05%.

Astronomy: An individual with astronomy skill knows how to determine which stars and planets overhead at a particular time and when celestial events (meteor showers, comet arrivals, eclipses) occur. Academically trained individuals (typically those in a science profession) will typically be able to calculate orbits and have substantial general knowledge about astronomical objects. NPCs will often have a specialized version of this skill (radio astronomy, for example). The base skill level is 00%.

Bargain: This skill governs negotiations over items sold or traded. Since the colony has little in the way in currency, bargaining is usually about an exchange of goods, services, or information. The bargainer offers a price (or trade) he is willing to pay for an item, service, etc. and for

each 2% difference between this price and the asking price, he must subtract 1% from his bargain skills. In the case of trades, the Keeper must work out the relative values. The seller will not take a loss, no matter how well the bargainer bargains. The Keeper should determine the individuals bottom line secretly. This skill may be combined with Credit Rating, Fast Talk, or Persuade (depending on the situation).

Biology: An individual with this skill has general knowledge of the terrestrial life sciences (such as botany, ecology, genetics, microbiology, physiology and zoology). This skill may be used in a variety of ways: a skilled individual may be able to develop a vaccine against a new strain of virus or determine the cause of a mutation. Investigators and NPCs may also specialize in certain areas. While such specialization will result in a skill with less breadth, it will have more depth. For example, an investigator skilled at botany would be greater expert in the area of plants than an individual with general biology training. Biology (and the associated skills) are science skills. The base skill level is 00%.

Chemistry: This skill is gained via a study of the composition of substances and how they interact with one another and with various types of energy (thermal, kinetic, etc.). This skill enables an individual to produce various substances (such as simple explosives, gasses, explosives, toxins, etc.) provided the proper equipment and raw materials are available. A person can also use this skill to analyze materials to determine their chemical properties, provided the proper materials and instruments are available.

Climb: This skill reflects the investigator's ability to scale vertical surfaces. A climbing individual must check his skill every 10-30 feet, depending on the conditions of the climb. The relevant factors include the surface being climbed, the condition of the surface and the condition of the climber. A player whose investigator is attempting to climb quietly must match a single D100 roll against both his Climb and Sneak skills. If the Climb skill succeeds and the Sneak roll fails, the investigator climbs successfully but does so without stealth. If the Climb roll fails and the Sneak roll succeeds, the investigator falls, but falls and lands quietly. The base level of this skill is 40%.

Computer Use: This skill governs difficult or special attempts at using computer equipment and software. Investigators with this skill are trained in computer programming languages and procedures and have at least basic education in the hardware aspects of computers.

Use of this skill enables an investigator to write programs, retrieve and analyze obscure, damaged or concealed data, break into or secure a system, operate in complex computer environments, manufacture or defend against viruses, and so forth.

Use of this skill takes at least half a day (much longer for complex projects, like repairing a virus infested network or creating a virtual reality program) and may require separate skill rolls for each stage. The Keeper must decide on the actual results and they should typically be kept secret (after all, you never really know if you got all the viruses...)

Day to day operation of PDAs and base computers does not require any special skill roll, although their use in various tasks may require other skill rolls. For example, an investigator using a computer for chemical analysis would use her chemistry skill. This skill may also require other skills to reach the result the player desires. For example, an investigator making a complex program for use in chemical analysis would require successful rolls of Computer Use and Chemistry skills. The base skill level is 00%.

Conceal: This skill governs the covering up, secreting, or masking of an object or objects, using debris, cloth, or other intervening or illusion creating materials. This skill also covers the creating secret panels, doors, and portals. Successful use of the skill conceals the object or objects in

question from observation, provided the materials and methods used are able to counter the means of observation. For example, to conceal a warm object from thermal sensors would require material that masks heat. Because of the nature of modern sensors and observation equipment, concealing objects can often be a time consuming affair requiring special materials. Of course, situations still arise when simple visual concealment is adequate.

This skill can be used to conceal a human sized being from sight, but would not suffice to evade a cursory inspection. Larger objects are increasingly harder to conceal and such endeavors may well require a group effort. Note how this skill differs from hide.

Credit Rating: There is no official monetary system on Mars and resources are distributed by need, as such, there is little use for the skill. Keepers may, if the wish, chose to use Credit Rating as an indicator of the person's status in the Colonial Society. If used in this manner, the skill reflects how respected the individual is in the colony community or perhaps the amount of resources, services and favors at her disposal. This skill may be used to determine whether an investigator is able to call in a favor or acquire a particular resource or service. Such credit rating may rise and fall, depending on conditions. A disgraced individual would, for example, have their credit rating plunge. The base skill level is 15%.

Cthulhu Mythos: Though treated as a skill, Cthulhu Mythos differs from the others in that no investigator may choose it as either an occupational experience or a personal interest. Further, successful use of this skill results in no increase. Points in Cthulhu Mythos may typically be gained in three ways. First, encounters with aspects of the Mythos that result in insanity. Second, by the optional insane insights into the nature of reality. Third, by studying various special texts, papers, or other media. At the Keeper's discretion, investigators may gain points by witnessing a ceremony or participating in some event. While Mythos knowledge can often be useful to investigators, 99 minus an investigator's Cthulhu Mythos score represents the investigator's maximum Sanity.

Whenever investigators encounter evidence of mythos creatures or activities, a successful roll of this skill may provide the investigators with some information. For example, the skill may be used to identify a creature, determine the purpose of a ritual, determine the identity of a Mythos text by skimming a few pages. As noted above, such successful use of the skill does not result in any skill increase.

No mundane being (such as a human), even one with a 99% Cthulhu Mythos skill, can ever approach complete knowledge and understanding of the Mythos. Even the Great Old Ones do not fully comprehend it, for its infinite darkness is beyond the scope of nearly any mind (and certainly infinitely beyond the grasp of a sane mind). At most, humans can gain an illusory grasp of its puzzles and mysteries. The base skill level is 00%.

Dodge: This skill represents the investigators ability to evade physical blows, thrown (relatively slow moving) missiles, etc. This skill does not enable investigators to dodge fast missile attacks (such as bullets and lasers). An investigator attempting to dodge may perform no attacks during the combat round she dodges, but she may parry.

Investigators can also use her dodge skill to dodge large, moving objects (like rolling boulders or oncoming cars) provided she can see or hear the object coming in time. A successful roll will enable the investigator to avoid taking damage. This skill can increase through experience, like other skills (except Cthulhu Mythos).

Drive Auto: While there are no standard cars on Mars, there are plenty of car like vehicles and this skill governs their operation. Anyone with this skill can operate vehicles in the class of cars and light trucks (such as the various colony vehicles) under normal conditions. Attempting

dangerous maneuvers (such as evading pursuit or negotiating difficult terrain) requires Driving skill rolls. This skill has a base level of 20%.

Electrical Repair: This skill enables an investigator to repair or alter electronic equipment, such as electric door motors, battery powered vehicles, basic radios, and simple sensors. In many cases, successful use of this skill will require special parts or tools. In cases in which the device has electronic and mechanical components (such as an air lock), repairs and modifications will require both Electrical Repair and Mechanical Repair. This skill does not cover the area covered by Electronics. This skill has a base level of 15%.

Electronics: This skill governs the trouble shooting and repair of electrical equipment, such as PDAs, computers, and communication lasers. Parts needed for Electronics parts cannot be jury rigged since they are designed for precise jobs. For example, without the proper chip, a PDA simply cannot be repaired. This skill has a base level of 00%.

Fast Talk: This skill indicates the investigators ability to get people to agree with him or perform some task without reflecting on their actions. For example, the investigator may be able to pass of a forged document as a legitimate authorization, or convince a security guard that they need his gun. While fast talk is an effective means of getting what one wants, an individual who has a short time to think and makes a successful Idea roll will come to her senses and the Fast Talk will lose its effect. Further, Fast Talk can only be used on a small number of people and is not effective on those who have already made up their minds. Persuading such individuals requires the use of the Persuade skill instead. This skill has a base level of 05%.

First Aid: Investigators with this skill have received training in basic medical diagnosis and treatment procedures. This skill is not as sophisticated as Medicine and is restricted to what might be best called field medicine. The skill may be used to awaken an unconscious or stunned individual, setting a broken bone, treating burns, to perform CPR, etc. This skill can not be used to treat diseases or complex medical conditions. The skill may be used to treat certain types of poisonings, at the Keeper's discretion. Injured investigators who are treated with First Aid heal at the rate of 1D3 per week. If a wounded investigator is moved to a colony medical facility and successfully treated with Medicine, the individual will recover 2D4 per week if advanced equipment and treatment procedures are used (this is rarely done as it requires the use of earth manufactured materials, which are in very short supply) or 2D3 points per week using standard colony medical supplies.

An individual attempting First Aid and failing will have to wait a reasonable amount of time (exact time is left to the Keeper's discretion) before trying again (the individual has to reassess the situation, work up his nerve to try again, etc.). Another individual with the skill can try again the very next round after the original attempt fails.

This skill is applied in the following specific manners:

A success with this skill results in the injured individual regaining 1D3 hit points of a single attack or injury. For example, an investigator who was shot three times in the course of an combat would be entitled to three treatments, provided the wounds did not occur during the same attack. Players and Keepers who wish to keep careful records may choose to record each particular injury and allow a treatment for each injury. This skill must be applied immediately after the injury occurs (after the combat is over, for example) for it to be effective.

If an investigator has died from loss of hit points and her body is still intact, the investigator is revived if the emergency 1d3 treatment raises her hit points to at least 1. Keeper discretion is required here and such factors as the nature and severity of the injury must be taken into account, as well as the medical equipment available. However, use of sophisticated life saving equipment and

medicines require the use of Medicine and are beyond the scope of First Aid.

A success with First Aid will awaken a victim from a knock out attack or revives an individual who has been rendered unconscious (by lack of air due to a suit failure, for example) at the Keeper's discretion.

Once First Aid has been successfully applied to an injury, further applications of First or Medicine have no further effect. However, new injuries can be treated. Use of this skill takes at least one combat round, longer in the case of complex injuries. First Aid skill rolls and effects can also be aided by certain pieces of medical equipment and medicines. The base skill level is 35%.

Fist/Punch: This skill governs the ability of an investigator to inflict damage by striking a target with his hands. This skill does not distinguish between the various types of strikes possible (knife hand, spear hand, closed fist, palm fist, slap, roundhouse, etc.), but for individuals with out Martial Arts training the attack will be a basic punch. This skill can be used to parry Kick, Head Butt and Fist/Punch attacks and the Martial Arts skill adds to the effectiveness of this skill. The knock-out rule can also be applied to it.

Geology: Investigators with this skill have received training which allows them to tell approximate age of rock and soil stratum, recognize many fossil types, distinguish between various minerals and crystals, locate promising sites for mining, evaluate soils, and predict the occurrence of volcanism, seismic activity (such as earthquakes), avalanches and so forth provided the investigator has studied the area and has the required instruments. This skill governs both the geology of Earth and Mars, since the basic concepts are the same. Most characters will have expertise in the particularities Martian geology and some knowledge of the specific details and nuances of earth geology. The base skill level is 00%.

Grapple: This skill represents the investigator's ability to engage in close, physical combat. This skill is typically used to subdues an opponent by pinning their limbs. If the defender of a grappling attack can make a successful grappling attack himself, the attack is parried and the attacker will need to try again.

If the attacker succeeds at is not parried, then the attacker has a hold upon the target and may select one of several options.

The attacker may immobilize the target by successfully overcoming the target's STR with his STR using the resistance table. If the roll is successful, the target is immobilized until the attacker attempts another action or is unable to continue to hold the target (for example, the attacker may be attacked by another person).

The attacker may knock down the target. This option is automatically successful if chosen.

The attacker may choose to knock out the target. See the knock out rules. This option may be selected at any time.

The attacker may attempt to disarm the target. Once the target is grappled, the attacker can disarm the target by a second successful grapple skill roll in the next combat round. Such success either knocks a weapon from the targets hand or renders the target unable to use the weapon effectively. Beings with natural weapons (such as teeth) cannot have their natural weapons removed by a grapple, but can be prevented from using them.

The attacker may chose to physically injure the target. Once the target is grappled, the attacker will inflict 1D6 plus his damage bonus upon making a successful grapple attack in a subsequent round. This option may be exercised every round.

The attacker may chose to strangle the target. Beginning with the round the attack begins, the target begins to asphyxiate, as per the Drowning rules, and the attack continues for as long as the attacker chooses. The attacker need not make any further rolls. This attack assumes that the target needs to breathe and can be choked in some manner.

In either type of injury inflicting grapple, the victim is held and can only escape by matching the attacker's STR on the resistance table at his DEX rank.

Use of the grapple skill should be regulated by the Keeper in certain cases. For example, certain creatures are too large to be grappled and others may be such that they cannot be choked or knocked out. In certain cases, protective gear (such as space suits) will protect a human from certain grappling attacks. The base level with this skill is 25%.

Handgun: This skill governs the use of pistol style firearms that are not in the category of automatic weapons (machine pistols). The base skill level is 20%.

Head Butt: This skill governs the method of attacking an opponent by ramming him in the abdomen, face, or back of the head with the top of one's head. This attack can be made in cramped quarters and most of its effect comes from its surprising quickness. One cannot parry with a head butt, but Martial Arts skill will add to its effects and the knock out rule can be applied to it. Keeper's with a flair for realism may wish to require head butters to make Luck rolls to avoid suffering some form of damage. The base skill level is 10%.

Hide: While the Conceal skill governs the hiding of other objects, the Hide skill governs the concealment of one's own person. This skill is used in situations in which the person seeking to hide lacks a prepared hiding position. This skill is used only in pursuit situations, or when the person seeking to hide is under surveillance or the area is being patrolled. Since this skill enables the user to select the proper objects or areas (shadows, bushes, large pieces of furniture, mounds of dirt) to use for hiding purposes, it can only be used when cover is available. If a hiding individual attempts to move while the area is under observation, his chance of hiding is cut in half.

Because of the nature of modern sensors (and the special senses of some beings) what counts as adequate cover will vary from situation to situation. For example, dark shadows will conceal a person from normal observation, but not from thermal sensors. The base skill level is 10%.

History: This skill reflects the investigator's knowledge of history. This skill is checked when the investigator is called upon to remember facts about the past of a country, history or region. This skill can also be used in other manners, such as to determine how to perform some ancient technique (like making black powder). The skill roll should be modified by the Keeper based on such factors as how obscure the information needed is. Of course, the Keeper should keep in mind that the facts known to history may not be the truth. Colony members are taught a great deal of earth history, in addition to colonial history. The base skill level is 30%.

Jump: This skill reflects the investigators ability to jump for height or distance. By successfully using this skill, the investigator can leap up vertically a distance equal to her height and grab a handhold or object, safely leap down vertically a distance equal to her own height, jump horizontally from a standing start a distance equal to her height, or jump twice that distance horizontally with a running start. An investigator falling from a distance can subtract 1D6 from his falling damage should be make his jumping skill roll.

Kick: This skill governs all forms of kicking, from the basic drop kick to groin to a spinning wheel kick. Typically, individuals without martial arts training will be limited to simple kicks. An individual can parry with a kick (typically a stomp or crescent kick is used) and the Martial Art skill will increase the effectiveness of a kick. The knock out rule does not apply to kicks, unless the kick strikes the head (this requires the use of hit location tables or a ruling by the Keeper). The base skill level is 25%.

Law: Colonial Law is simple and straightforward enough that every adult colonists knows all the laws and how they work. As such, no special skill is typically required when dealing with matters of colonial law. A player may, if they

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desire, study and receive skill in legal theories as they existed on earth (should a player feel like wasting his skill points). An investigator must spend 30-Int in months studying the laws of each region, or his law skill is halved when attempting to deal with legal matters involving such regions (this would mostly involve the historical study of law cases). The base skill level for law is 00% for terran laws, EDUX5% for colony laws (everyone learns them).

Library Use: This skill governs an investigator's talent at working with stored information in a variety of forms. The time required to use the skill depends on the organization of the media in question and the search method. If the media is totally uncataloged, each use of the skill may take eight hours. If the media is only cataloged (like a card catalog) each use of the skill requires four hours. If the media also includes a search aid (such as a computer search program), each use of the skill may require three, two, or one hour (Keeper's discretion). Most colony access systems require three hours for use of the skill, while high priority use may only require a matter of minutes. Of course, the amount of time spent and the results will depend on the nature of the information sought and whether it is actually present. While this skill can be used to locate secured information, it does not permit access. This may require Fast Talk, Persuade, Computer Use, Bargain, Credit Rating, or good old fashioned breaking and entering. The base skill level is 35%.

Listen: This skill represents an investigator's to interpret and recognize sounds, such as overheard conversations, whispers in a crowded area, and creatures stalking the investigator. This skill may be employed to determine whether a sleeping investigator is awakened by a noise. The base level of this skill is 25%.

Locksmith: This skill governs the repairing of locks, the making of keys, as well as the bypassing of locks. Particularly difficult locks will reduce the chances of success. This skill can also be used to open vehicle doors and disable certain simple alarm systems. The complexity of sophisticated safes and security systems exceeds the scope of this skill. However, the skill covers both mechanical and electronic locks and opening devices (such as electronic keys). The Keeper may wish to allow individuals with both Electronics and Locksmith skills a chance at defeating electronic security systems. The base skill level is 00%.

Machine Gun: This skill governs the firing of light, medium and heavy machineguns that are mounted on bipods, tripods, or pintel mounts. If single shots are fired from a bipod, use the Rifle skill if it is higher.

Martial Arts: This skill reflects special training in some form of martial arts (Tae Kwon Do, Karate, Judo, Akido, Savat, Kung Fu, Tai Chi, etc.) and enables a properly trained individual to engage in skilled unarmed combat.

This skill is used in conjunction with Fist/Punch, Head Butt, Kick or Grapple. If the attack roll succeed and is less than the attacker's Martial Arts skill, the attack damage is doubled, excluding the damage bonus which is applied normally. For example, a Martial Arts Fist/Punch attack would inflict 2D3+db on a successful hit.

An individual with Martial Arts skill may choose which attack to parry just before that attack and he need not make the parry statement at the beginning of the round. The base skill level is 00%.

Mechanical Repair: This skill governs the repair of basic mechanical items and permits an individual to build simple machines. This skill enables an individual to handle basic carpentry and plumbing projects. This skill is a companion skill to Electrical Repair and both skills may be needed to repair or manufacture devices with mechanical and electrical components. Successful use of this skill may require special tools and parts. This skill does not govern complex and sophisticated operations (such as zero-gravity construction) and these tasks fall under the scope of other skills. This skill also does not cover

lockpicking, except for very simple locks. This activity is governed by the Locksmith skill. The base skill level is 25%.

Medicine: This skill reflects the medical training of the investigator. This skill governs the practice of complex and sophisticated medicine and differs in this regard from First Aid, which is aimed at quick, field style treatment. This skill can only succeed if the condition is treatable and a failed roll requires the user to wait some amount of time (Keeper's discretion) before attempting the skill again (this reflects the time needed to reconsider test results, make new tests, etc.). Another user of a the skill can try the next round after the initial failure. This skill can be used to yield the following results.

T he skill can be employed to render first aid and successful use in this manner immediately restores 1D3 points, and may be used once per attack or injury. See the First Aid skill, above.

In the same or following combat round, an investigator who has just died may be revived if the emergency hit points restored raises him to +1 hit points or greater. This process may be aided by special equipment and medicines.

An investigator who is successfully treated with this skill heals 2D3 hit points per week, or 2D4 if earth manufactured medicine and equipment is used.

A success with medicine immediately revives a victim of a knock out attack and may (at the Keeper's discretion) revive an unconscious individual.

This skill may be used to treat a variety of ailments and conditions (diseases, cancer, etc.) and to perform surgical procedures (implanting an artificial heart, for example). Some conditions may be beyond the scope of treatment, however. The base skill level is 00%.

Natural History: This skill reflects the information known in a general sort of way by the character about various terran life forms. An individual with this skill will have a general knowledge of common terrestrial life forms and will know about their general habitat, diet, and behavior. Attempting to remember facts about more obscure life forms will require a skill roll at some minus. While there is a fairly limited variety of terran life forms on Mars, this skill may still be of some use. All characters receive this skill since each colonist receives basic education on terran life forms. The base skill level is 10%.

Navigate: This skill enables an individual to find there way across territory in various weather conditions. Those with higher level skills are familiar with astronomical data, charts, instruments, and satellite link up equipment needed to navigate in almost any conditions. The results of a skill roll should be kept secret by the Keeper, since the investigators won't automatically know when they are lost. This skill is also useful in making maps. This skill can be used to navigate both ground and air vehicles, but it does not govern the operation of space craft. This requires a special Space Navigation skill which functions as Navigate, but it governs the navigation of vessel in space. Pilots of crafts capable of making atmospheric entry will typically have both skills as Space Navigation is not useful on planets. The base skill level for Navigate is 10% and the base level for Space Navigation is 00%.

Occult: This skill represents an individual's historical knowledge of terrestrial occult practices and lore. Use of this skill enables an investigator to recognize occult paraphernalia, jargon, and philosophy, as well as to identify various occult texts and codes. Reading and understanding certain works can yield skill in this area. While this skill conveys no direct knowledge of the Mythos, the occult is often a key or a path to understanding the mythos (through decoding certain references in occult texts, for example). Most colonists have some knowledge of earth legends and mythology and the base skill level is 05%.

Operate Heavy Machine: This skill governs the operation of large vehicles, such as heavy duty trucks, construction

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vehicles, and the like. As with Drive Auto, skill rolls are only required in unusual or dangerous conditions (like trying to use a construction vehicle to ram a creature). The Keeper may wish to restrict an individual's skill to certain areas. For example, an individual used to running a cargo hauling vehicle may have difficulties with a complex crane. The colony has only a few heavy construction vehicles, but they are still in use. The base skill level is 00%.

Other Language: Represents an individual's skill to understand a language other than her primary one. There is no set limit on how many languages an individual can know. This skill governs reading, writing and speaking. An investigator may choose to learn a dead language (like Latin or ancient Greek). In such cases, the investigator may only be able to read the language. Investigators may choose any human language that is available in the colony databases (which includes nearly every language) but they cannot choose non-human languages (like Deep One or Mi-Go).

Typically, one skill roll will be required to understand a single work or conversation, but a Keeper may rule that the document or conversation has several complex or obscure points and require a successful roll for each point. The skill may also be reduced when certain archaic versions or dialects of the language are encountered. In certain cases, History or Anthropology rolls may be required to make sense of certain slang expressions if historical documents are being examined.

When engaged in conversation about day to day or mundane matters (such as asking where the bathrooms are, or what time it is), there is no need for an individual to make a skill roll (provided she has skill in the language, of course). In order to pass as a native speaker, an individual needs a number of points in the language skill equal to his INTX5.

To identify an unknown, living human language requires a Know roll. Identifying a dead human language requires a history or Archeology roll. Identifying non-human languages requires a Cthulhu Mythos skill or perhaps an occult skill roll in some cases.

Since the colony is so compact and so many languages are in use to preserve them, each colonist has his EDUX2% in one other language.

Own Language: This skill represents the investigator's ability to read, write, and speak his native language. While the Colony has numerous languages in use, most families have one prime language they use. The dominant languages of the colony are American English and Chinese. The colony has yet to form its own distinct language, but it is well on its way. An investigator receives his own language at a base level of EDUX5%. Under most conditions, an individual will not need to make a skill roll to understand his own language. However, the Keeper may require rolls when an individual is faced with a dialect or archaic version of the language.

Persuade: This skill reflects the investigator's ability to convince people of a particular idea or concept, whether the ideas and concepts are correct or not. Unlike Fast Talk, the effects of Persuade can last for a considerable length of time (perhaps even years) until events result in a change in the person's beliefs. While the effects can be long lasting, it does require a fair amount of time to use the skill, depending on the topic and the target. The skill chance should be modified based on factors such as the conditions, the person's current beliefs, the relation between the individuals, etc. For example, an atheist who hates a person is unlikely to be persuaded by him to accept God as his savior. The base skill level is 15%.

Pharmacy: A person with this skill can recognize, compound, and dispense a wide variety of drugs and medical supplies. Such a person has an understanding of drugs as well as their side effects and interactions and has a good understanding of poisons and antidotes. Unlike Medicine

skill, this skill provides no ability to diagnose medical conditions, although the person would have a general knowledge of what drugs are used to treat various conditions. For example, a person with pharmacy skill would know that drug X was used to treat a cancer, but she probably would not be able to diagnose a person to determine if they had that cancer. This skill is useful in conjunction with Medicine and First Aid. The base skill level is 00%.

Photography: This skill reflects the investigator's ability to operate still and motion picture cameras, such as digital image recorders(DIRs) and PDAs with DIRs. While anyone can point and click, this skill enables a person to take artistic photographs, develop special photography procedures, and perform various special effects. A user with a high level of skill would be very adept at digital image manipulation and would be capable of producing movie grade special effects (or image forgeries). The base skill level is 10%.

Physics: This is a science skill. An investigator with this skill has an understanding of pressure, materials, magnetism, electricity, optics, radioactivity, and other aspects of the physical universe. Such an individual also has the ability to use and perhaps construct instruments for use in research (complex instruments would require Electronics or Electrical Repair and Mechanical Repair). Individuals may choose to specialize in certain areas of physics (such as quantum theory). If a player wishes to specialize, such details are best worked out by the player and Keeper. Physics skill is also useful in gaining an understanding of alien energies, regions, or effects (provided they can be examined using scientific methodology). The base skill level is 00%.

Psychoanalysis: Unlike in earlier areas, this skill has developed into a scientific discipline aimed at repairing injured minds. Treatment involves both traditional counseling methods as well as advanced chemical treatments and virtual reality therapy to help re-order and repair the patient's psyche. This skill may be employed in two manners. First, it may be used as a form of psychic first aid. In this case, successful use can add Sanity points during indefinite insanity and perhaps speed recovery. See the section on Sanity. Second, it may be employed in a long term treatment. In this case, each week of regular treatment (about 2-4 hours a day) will restore 1D3 lost Sanity. An individual may only regain and not increase their Sanity in this manner. For example, an investigator who had an initial Sanity of 65 who lost ten points could only return to a Sanity of 65. In no case may use of this skill increase a person's Sanity points beyond POWX5, not above 99-Cthulhu Mythos skill. Base skill level is 00%.

Psychology: This skill enables an investigator to study an individual and form a theory regarding her motives and characters. It is not an exact science, so the Keeper should make the skill rolls in secret and provide the player with information in accord with the skill roll. This skill can be useful for penetrating deceit, provided a proper set up is used to test the person's reactions. It is also useful in diagnosing an individual's mental well being (or lack thereof). This skill has a base level of 05%.

Ride: This skill governs the use of saddle animals, such as horse, donkeys and mules. Since there are no such animals on Mars, there is no use for this skill. Should the investigators manage to find or create some animal (such as some Mythos being) to ride, this skill enables them to ride the animal under normal conditions. In dangerous or unusual conditions (like combat), the investigator would need to make a Ride skill roll. If the roll fails, the investigator is thrown and takes 1D6 hit points. A successful Jump roll reduces the damage by 1D6. If an investigator wishes to fight mounted, they need a skill in Ride and the weapon of at least 50%, and the attack and Ride rolls can be modified at the Keeper's discretion. The base skill level is 00%.

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Rifle: This skill governs the use of firearms which fire a single projectile (as opposed to a shotgun like weapons). This skill enables a person to fire any sort of rifle (bolt action, semi-automatic, gyro-jet, shotguns firing a single slug, etc.). This skill also governs the use of automatic weapons in the rifle class (such as assault rifles and battle rifles). The base skill level is 25%.

Shotgun: This skill governs the operation of firearms which fire multiple projectiles at once, such as shotguns and flechette firing weapons. Since since projectiles spread out over a distance, the chance to hit does not decrease with range, but the damage does. At 10-20 meters, 1D3 close-together targets can be hit with one shot and from 20-50 meters, 1D6 targets can be hit. The Keeper determines which targets are close enough to count as being close-together targets. Use this skill for any weapon that fires multiple projectiles when it is so firing. For example, the Constitution Arms weapons used on the colony can fire special rounds that act like shotgun shells and hence are governed by this skill when fired in this manner. The base skill level is 30%.

Sneak: This skill represents the investigators ability to move quietly, without drawing the attention of those who might hear. This skill can be used in combination with Hide for remaining unseen and unheard. If the Hide roll fails, the person is seen and if the Sneak roll fails, the person is heard. Successful use of this skill may require special equipment. For example, some audio sensors are capable of detecting heartbeats. To Sneak past such sensors would require some sort of electronic scrambling or masking device. The base skill level is 10%.

Spot Hidden: This skill governs the ability of the investigator to detect secret doors, concealed portals, hidden intruders, concealed vehicles, and so forth. A skill roll may be modified based on the conditions as well as the equipment used by the person searching. For example, an investigator equipped with a thermal sensor who is looking for another human hiding in a cold are would have a substantial bonus. The base skill level is 25%.

Submachine Gun: This skill governs the use of small machine weapons, such as machine pistols and submachine guns when fired in full automatic (burst) mode. Machine pistols and submachine guns that can be fired one handed are governed by the Handgun skill when fired in single shot mode. The base skill level is 15%.

Swim: This skill reflects the investigators ability to stay afloat and moving in liquid. When an investigator is in liquid, a swim roll is required to keep from drowning or to move through the medium, if conditions warrant such rolls (bad weather, turbulence, or the nature of the fluid). Failing a Swim roll begins the drowning procedure. A person who begins drowning may make a swim roll each round. On a successful roll, they reach the surface and they may roll next round to begin moving. If the second roll fails, they begin to drown again. Since there are no real opportunities on Mars to swim, colonists have no experience with it. The base skill level is 00% (humans are not instinctive swimmers).

Throw: This skill governs striking a target with an object, such as a rock or throwing knife. A palm sized object of reasonable balance may be thrown three meters for every STR point of the investigator that exceeds the objects SIZ. An object designed to be thrown (like a ball or knife) can be thrown up to six meters for every STR point that the investigator has in excess of the objects SIZ. Keepers should modify the range for various other factors. For example, a ball could bounce for quite some distance. If the throw roll fails, randomly determine where the object lands. The closer the roll is to the number needed, the closer it will be to the target. In the case of low gravity, the range will increase. Where the gravity is 1/n of earths, the investigators strength is multiplied by n to determine throwing distance. Alternatively, scientifically inclined Keepers may choose to work out the actual physics of the situation.

Track: This skill represents an investigators ability to follow a person, vehicle, or creature across a medium that can support lasting tracks (such as soft earth), or follow signs (such as trash or a heat signature) left by the object of the tracking. Subtract 10% from the chance of success for each day that passes since the tracks were made. Weather conditions may obliterate tracks and beings cannot be tracked across certain mediums. For example, a human being doesn't leave tracks when walking across concrete. The use of special equipment might enhance the skill or simply enable it to be used. For example, a chemical sniffer could detect the chemicals emitted by a human body which would enable a person to be tracked. The base skill level is 10%. In most cases it will be difficult to track things on Mars.

Pilot: This skill is now Pilot Aircraft.

Swim: There is no standing water on Mars as the colony does not have a swimming pool. As such, there is not likely to be any opportunity to gain this skill.

Colonist Base Chances

The base chances for various weapons are provided in the equipment section.

Skill	Base Chance
Accounting	00%
Anthropology	00%
Astronomy	05%
Bargain	05%
Biology	00%
Chemistry	00%
Climb	40%
Computer Use	05%
Conceal	15%
Credit Rating	00%
Cthulhu Mythos	00%
Dodge	Dex X2%
Drive Auto	20%
Electrical Repair	15%
Electronics:	00%
Fast Talk	05%
First Aid	35%
Geology	00%
Hide	10%
History	30%
Jump	25%
Law	00%
Library Use	35%
Listen	25%
Locksmith	00%
Low/Zero Gravity Operations	10%
Martial Arts	00%
Mechanical Repair	25%
Medicine	05%
Natural History	10%
Navigate	10%
Occult	05%
Operate Heavy Machinery	00%
Other Language	EDU X2%
Own Language	EDU X5%
Persuade	15%
Pharmacy	00%
Photography	10%
Physics	00%
Pilot	00%
Pilot OV	00%
Pilot Shuttle	00%
Planetary Engineering	00%
Psychology	05%
Psychoanalysis	00%
Ride	00%
Remote Vehicle Operations	05%
Ride	00%
Science Skills	00%
Sneak	10%
Spot Hidden	25%
Space Engineering	00%
Swim	00%
Throw	25%
Track	10%
Handgun	20%
Machine Gun	15%
Rifle	25%
Shotgun	30%
Submachine Gun	15%
Fist/Pinch	50%
Head Butt	10%
Kick	25%
Grapple	25%



EQUIPMENT AND VEHICLES

Introduction:

This section details the current technology of the Mars colony. Most of the equipment, weapons, and vehicles are about a century old and have been subjected to hard use and numerous repairs. Most items, even those which were very common on earth, are available only in very limited quantities. As such, each listing contains information regarding the availability of the items in question as well as the typical condition of the items.

Equipment

Comm Headset

A simple headset radio with a range of 20 km which can be plugged into a belt unit to give it a range of 100 km. Typically used for long distance communication since the PDAs have to use weaker transmitters to avoid interference. Battery life is about 40 hours of use or longer.

Availability: Very common. Most vehicles have at least two on board and most people operating on the surface wear one as a backup for their PDAs.

Typical Condition: Due to their simple construction Comm Headsets almost never breakdown. As such most of them will be in excellent condition.

Mars Surface Suit



A MSS is designed to protect its wearer from the extreme temperatures and low pressure of Mars. Each suit is equipped with a helmet and a standard eight hour oxygen supply backpack. The suit has a built in battery pack designed to power the suit's environmental control system which serves to keep the wearer warm (or cool) and a standard pack is good for eight hours of normal use.

Availability: Locally made MSSs are extremely common on Mars since each colonist owns at least one such suit. Original, earth made suits are rarer and these versions are self sealing, have a twelve hour oxygen and power supply and provide two points of armor protection.

Typical Condition: The locally made suits tend to be well made, but lack the refinement of the earth made suits. Earth made suits, being over a century old, are prone to system failures and leaks. As such, most colonists prefer their own suits. There are still a few earth made MSSs that are stored away on the colony vessels and these suits are in mint condition.

Medical Kit

A medical kit is about the size of a book and contains a variety of basic medical supplies that are suitable for first aid use (tape, splints, antibiotics, pain killers, and so forth). Larger versions of the kit (more supplies, minimal surgical kit, and so forth) are stored on vehicles and are carried by medical personnel.

Availability: Very common. Everyone has a medical kit with their gear and every colonial vehicle has at least two kits.

Typical Condition: Since the kits are checked regularly they are almost always in excellent condition.

PDA



A PDA is a small (on the average 20 cm long, 10 cm wide and 5 cm thick) device that combines the functions of a 20th century notebook computer with the functions of an integrated communication system. While PDAs vary greatly, every PDA has a powerful microprocessor, a substantial amount of RAM, a large capacity optical hard drive, several user configurable ports (for connecting to other PDAs, larger computers, input and output devices etc.), and a communications system. The communication system includes a voice activated headset microphone which enables the user to use his PDA as a radio transmitter and receiver. The PDA can also exchange data through radio transmissions which enables anyone with a PDA to stay in contact with the main computers from anywhere within broadcast range (which is hundreds of kilometers) and to send data within the PDAs transmission range (typically at least 15 km). The communication system can also be outfitted with a variety of microphones and cameras which enables a PDA to serve as a full capacity media devices. In addition to the communication peripherals, a PDA can be outfitted with external hard drives, external floppy drives, displays, scanners, and many other devices. PDAs are battery powered and can also run off almost any power supply with their universal power adaptor. Battery life is fifteen hours of average usage for a PDA with only a headset microphone and no other peripherals drawing power from the battery.

Availability: Every adult colonist has at least one PDA. The commonly available PDAs are rather limited in their capacities (they are about as powerful as a typical top of the line 20th century desktop system) and are used primarily as personal productivity and communication devices. The more powerful PDAs (those designed for engineers, computer programmers, and so forth) are considerably rarer than the common PDAs and the top of the line models (such as those used by the scientists) are extremely rare. PDAs are typically referred to as "Apples" because one of the first primitive PDAs was manufactured by an earth based corporation with the name of that fruit.

Typical Condition: About 30% of the PDAs in use (typically the more powerful ones) were manufactured on earth and brought to Mars aboard the ships. These PDAs are mostly in good to excellent condition, though some have become quite temperamental. The colony built PDAs are very reliable and are generally sturdier than the earth made models (since they were designed to be used on the surface of Mars, whereas the earth built models were intended for use only inside ships or colony structures). It should be noted that PDAs vary greatly in their quality and their capacities. Some models (those used by children) are little more than a basic computer with a built in radio while others would rival the power of a workstation. PDAs also tend to be heavily customized by their owners.

Scientific Scanner

The scientific scanner is a device slightly larger than a typical PDA that has been packed with a wide variety of scientific detection equipment. A scientific scanner is designed to scan for a wide variety of radiation types (and locate the source of the emission and determine its nature), perform basic substance analysis (soil and air, for example), record information (using its built in camera and microphone), and serve as a general aid for scientific operations in the field. Scanners are also equipped with a large data base (which can be tailored for particular missions). In game terms, the use of a scientific scanner will give the user a 10% skill bonus in certain

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circumstances. For example, a character with geology skill would receive a 10% skill bonus on her chemistry skill when trying to determine the chemical composition of a sample using the scanner. A variety of customized scanners exist that have been optimized for certain tasks. For example, a scanner has been developed that is optimized for detecting the presence of life forms. Colonial maintenance teams also carry scanners that are optimized for their jobs, but these are limited to maintenance work.

It should not be surprising that the colonists have taken to calling the Scientific Scanners "Tricorders."

Availability: Scientific Scanners are fairly uncommon and their use is restricted to scientific and exploration teams for the most part.

Typical Condition: Almost all (96%) of the Scientific Scanners are of earth manufacture. Despite their age, most Scientific Scanners are in good repair, but some are starting to wear down and sometimes give odd results. These malfunctioning units will give a reduced skill bonus (+1-6% instead of the usual 10%) fifty percent of the time and the other fifty percent of the time they will malfunction and actually give a negative modifier (minus 1-6%).

Standard Vacuum Suit

A SVS protects its wearer from radiation, heat, cold and vacuum. Each suit is equipped with an environmental backpack which contains the suit's oxygen supply, its power pack, and the environmental control system. A SVS can sustain its wearer for twelve hours, less if the wearer is engaged in stressful activities or if the environmental conditions severely tax the suit. The suit helmet is equipped with an audio and video transmitter-receiver (800 km range), polarized visor, and lights. An SVS is typically equipped with a CO2 gun, 200 meters of high strength cable (with a grappling hook on one end and a strong magnet on the other), and a patch kit. A SVS provides its wearer with six points of armor and is self sealing. The Keeper may wish to penalize attempts at certain tasks that are made while wearing a SVS suit.

Availability: These suits are fairly rare and are almost all located in various vessels and facilities in space. Space suits are assigned on a need-only basis and only space workers and vessel crew have regular access to them.

Typical Condition: Almost all (95%) of the suits are of earth manufacture. While the original suits are over a century old, they have been meticulously cared for and in some cases outperform their original design specifications. Of course, some of the suits have broken down due to age and accident and these suits will have somewhat dysfunctional systems. For example, a particularly old and damaged suit may have half of the normal air supply, due to leakage and may have an environmental control system that alternates between too cold and too hot. Suits that are too dangerous are scrapped for parts. Locally manufactured suits vary greatly in their capabilities. For example, certain local made suits have less endurance and are not self sealing. Since these suits are literally hand made, the Keeper has a great deal of discretion in determining the exact characteristics of a local suit. There is a collection of mint condition original suits that are being stored for the return to earth.

Vacuum Work Suit

A VWS is very much like a SVS, except the suit is of heavier construction and can support its wearer for fourteen hours. A SWS provides the wearer with eight points of armor. A SWS has the equipment of a standard SVS, in addition it has a toolkit (with various tools that are specific to the operator's mission) as well as a power pack for tools that require power. Some models are equipped with onboard computers (primarily those used in precision construction which requires accurate mathematical calculations). As with the SVS suit, the Keeper

may choose to penalize attempts at certain tasks that are made while wearing a VWS. A VWS is self sealing.

Availability: VWSs are even rarer than SVSs. These suits are restricted to those who work in space and are assigned on a need only basis.

Typical Condition: Approximately 98% of all VWSs are of earth manufacture and hence over a century old. Like the SVSs, these suits are well maintained but a few have broken down considerably. However, due to the strong construction of the suits, most of them are still working fine. The locally made suits vary greatly in the capacities, though they are typically inferior to the earth made suits. There is a small storage of mint condition earth original suits that are being kept in reserve.

Heavy Vacuum Work Suit

A HVWS is very much like the SVS and LWS suits, except it is practically a suit of armor. A HVWS can support its wearer for sixteen hours and is equipped with a food supply of concentrates (not tasty, but very nutritional). HVWS have an armor value of twelve. HVWSs are equipped with an extensive tool kit and have a high output power supply for running power tools and other equipment. Some models are equipped with onboard computers for handling various tasks. As with the other suits, a Keeper may wish to penalize certain skills used by a character wearing a HVWS. A HVWS is self sealing.

Availability: HVWSs are extremely rare and are assigned only in very special conditions. In such cases, these suits are drawn from a special stock. All HVWSs are earth made.

Typical Condition: HVWS are rarely used and are carefully maintained. As such they are almost all in mint condition. A few suits have been damaged in accidents and repaired and these suits are typically the ones used. The mint suits are kept in storage.

CO2 Gun

A standard piece of equipment that comes with all space suits, a CO2 gun looks like an oversized automatic pistol. The handle contains a CO2 cartridge good for 20 one second bursts. Each burst is powerful enough to propel a object with the mass of an average human (including a human, of course) and alter its flight vector. CO2 guns are typically used only in emergencies and the heavy duty thruster packs are used for normal EVA operations requiring extensive flight.

Availability: Being useful, cheap and easy to make, CO2 guns are fairly common in space vessels and installations. They are rarely found on the colony, since they are useless in the high gravity (except as emergency fire extinguishers). Anyone with access to a mechanical tool kit could make one in a few hours.

Typical Condition: The simple mechanism of the CO2 guns means that they are almost all in very good condition, except those which have been damaged in accidents.

Thruster Pack

A thruster pack is essentially a personal rocket engine. It attaches to the operator's suit and enables him to maneuver at speeds up to 150 KM/hour. A thruster pack fuel tank is good for about an hour of normal activity, considerably less for high fuel consumption activities, such as using it within the moon's gravity field (use on the moon cuts its endurance nearly in half). Thruster packs are not powerful enough to propel an object with the mass of a human within a substantial gravity field, such as that of Mars. A thruster pack can be used (on a low setting) as a weapon with a base chance of 35% and a damage rating of 2D6 (burn damage). Used as a weapon, it has an effective range of half a meter. Normal use of a thruster pack is governed by Low/Zero Gravity Operations skill and any character with this skill can operate a thruster pack in normal conditions.

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Availability: Thruster packs are not uncommon on space vessels and installations. Typically, each small space craft holds at least two and larger installations hold several. Generally, if a person has a legitimate need for a pack, they can get one easily. They are typically not available in the colony, since they are only useful in space.

Typical Condition: Thruster packs are very simple technologically and are very easy to repair using simple tools. As such, they are all in very good condition and failures are unlikely during normal use.

Patch Kit

A patch kit is used to repair damage to non self-sealing suits and to repair badly damaged self-sealing suits. They can also be used to patch holes in base or vessel hulls. The kit consists of four small patches (10 cm diameter), four medium patches (20 cm diameter) and 2 large patches (30 cm diameter), and a spray canister of solvent. Using a patch consists of peeling of the protective covering on the "sticky" side and pressing it against the hole. The chemical adhesive will bond to almost any surface (living tissue included) instantly, forming an air tight seal. Successful use of a patch, in the typical emergency situation, will generally require a Low/Zero Gravity Operations skill roll, or perhaps a luck roll, depending on the circumstances. Most space suits come equipped with patch kits and all colony vessels and colony structures are equipped with larger kits which contain various sized metal patches for repairing serious damage.

Availability: Patch kits are extremely common and are available in every human structure on Mars.

Typical Condition: The simple and easy to make nature of the patch kits and the fact that they are checked regularly means that patch kits are always in excellent condition. Of course, a kit may be missed in an inspection or the investigators may forget to check theirs leading to trouble at some critical point...



Weapons

Constitution Arms Advanced Laser Sight

The CAALS is an advanced version of the basic laser sight developed in the late 20th century. A built in microcomputer controlled feedback mechanism provides the user with the visual data needed to shoot with precision. Used in look-through mode (like a standard optical scope), a CAALS yields a +10% on the user's chance to hit with the equipped weapon. Used in pointer (used as an old style laser scope) mode it provides the user with a +5% chance to hit with the equipped weapon.

Constitution Arms Advanced Gyro Rifle

Shots Per Round: 3 Damage: varies Base Range: 75
Ammo: 16 Malfunction #: 99



Developed for the US Air Force from the previous CA Gyro Rifle, the CAAGR is designed for combat in zero and low gravity situations. This bullpup configured weapon fires a variety of special two stage ammunition. The first stage is a gas

propellant cartridge which fires the round out of the barrel, while the second stage is a small, yet extremely powerful, chemical rocket that brings the projectile to full speed. There are four types of ammunition for the CAAGR: Armor Piercing Rod, Shotshell, Safety, and Explosive. An APR round is cadmium "needle" which inflicts 1D10, but treats all armor as a quarter of its normal value. It is designed to punch holes through space suits and vehicle hulls. The Shotshell round functions as a 12 Gauge shotgun shell (use range stats, and so forth for a twelve gauge shotgun), while the Safety Round is made of material designed to shatter against hard surfaces (like base walls and vessel hulls). This type of round inflicts 1D8 and treats all armor as double normal value. The Explosive Round consists of an explosive device which inflicts 1D10 on the target and 1D3 points of fragmentation damage to everything within half a meter. The primary advantage of the CAAGR is that its light recoil and integral stabilization mechanism gives on a -4% adjustment when fired (-2% when braced) in low/zero gravity combat situations. The ammunition types can be mixed in the magazine, but they can only be fired in order. Advanced Laser Sights are standard on all CAAGRs.

Constitution Arms Advanced Gyro Pistol

Shots Per Round: 2 Damage: varies Base Range: 30
Ammo: 8 Malfunction #: 99

Like the CAAGR, the CAAGP is designed for combat in zero and low gravity situations. This oversized pistol weapon fires scaled down versions of the CAAGR rounds. The APR rounds inflict 1D8 and half the armor value of the target, the Shotshell rounds are treated as a 20 gauge rounds (base range is 8 yards), and the safety rounds inflict 1D6, and the target's armor value is doubled. Explosive rounds inflict 1D8 on the target and inflict no fragmentation damage. The CAAGP's recoil is extremely low and the weapon has a special integral stabilizer, giving a -2% adjustment when fired, and -1% when braced in low/zero gravity combat situations. Advanced Laser Sights are standard on CAAGPs.

Weapon Availability and Typical Condition:

The CAAGPs and CAAGR are fairly rare and less than fifty CAAGRs and seventy five CAAGPs were shipped to Mars over the course of the exodus. These advanced weapons are limited to colony security personal and are carefully regulated. The typical colonist relies on locally built weapons (roughly equivalent to firearms of the late 20th century in quality) for defense. While these weapons have been used by the security teams for over a century they were well built to begin with and have been well maintained. However, the ravages of time have had their effect on the weapons and a particular weapon will have a failure rate 0-5% (1D6-1) greater than the standard rate. The special ammunition types for the weapons are very uncommon and have to be specially manufactured. Security teams typically have only slug rounds. These slugs have the same range as the APR rounds and inflict the same damage, but armor counts full against them. The special ammunition types must be requisitioned and are provided only in cases of clear and definite need.

The locally manufactured weapons are typically light sidearms (equivalent to a .38), submachine guns (equivalent to an Ingram Mac 10), and assault rifles (equivalent to a M16A1). They will typically have a malfunction number 0-9% (roll 1d10, treat 10 as 0) greater than their 20th century equivalents. Due to the short supply of materials, even locally manufactured firearms are not common and are typically restricted to individuals operating outside of the inhabited areas (such as Ohto farmers and those assigned to search for more ruins). Not only are firearms in short supply, but the ammunition for them is also in very short supply. Most ammunition is manufactured from scratch and hand loaded. As such shots are fired only when absolutely necessary. Of course non-firearm weapons such as knives and clubs are easy to come by.



Vehicles

Hummingbird Vectored Thrust Vehicle

The Hummingbird is a vehicle about the size of a 20th century mini-van which uses four vectored thrust engines to provide it with lift (and steering) and two jet engines for its main propulsion system (the engines are equipped with an oxygen supply system). The vectored thrust engines enable the Hummingbird to hover and to maneuver with great precision. A hummingbird can carry up to two crew and six passengers or it can carry a comparable amount of cargo. Hummingbirds are equipped with a fairly extensive electronics array which includes radar, ladar, night vision and other navigation equipment. Hummingbirds are used as fast personnel and cargo transports. Hummingbirds are fully enclosed and are capable of supporting a full compliment of passengers for twelve hours. Hummingbirds are also equipped with an emergency air lock device which can turn the crew hatch into a crude but functional air lock. Piloting a Hummingbird requires the skill of Pilot Aircraft. With a full fuel load and a standard cargo or passenger load, a Hummingbird is capable of a top speed of 300 miles per hour and has a range of 1000 miles (1500 miles burning aviation fuel instead of the fuel produced by tailored microorganisms).

Availability: There are a total of six operating Hummingbirds on Mars. Their use is typically restricted to situations in which speed is vital (such as rescue operations) primarily because of their high fuel consumption.

Typical Condition: Though over a hundred years old (all of them were built on earth) the remaining Hummingbirds are kept in top condition by constant care and maintenance. They all have their own particular quirks, but are quite reliable.

Land Rover

The Land Rover is six wheeled ground vehicle designed for hauling cargo and passengers. A Land Rover can carry up to twelve passengers (in addition to the two crew seats) or a comparable amount of cargo. Land Rovers are equipped with a fair amount of electronic navigation equipment and have full environmental control. Land Rovers also have small airlock system (large enough for one person to crawl through) . Land Rovers modified for scientific or exploration work are often equipped with limited living quarters (basically fold down cots , a small food preparation area, and bathroom facilities) and a slightly larger airlock. Land Rovers run on a highly efficient electrical engine which can move them at speeds up to 35 miles per hour with an endurance of about ten hours. Land Rovers have a solar array as standard and can recharge from it at about a 5 to 1 ratio (eight hours of charging yields one hour of use). They can recharge from a colonial power source (such as the main colony's reactor) at a 1/4 to 1 ratio.

Availability: There are thirteen operational Land Rovers on Mars. Two are assigned to scientific and exploratory use while the rest are used to haul cargo or passengers. Land Rovers, like other colony resources, are assigned on the basis of need.

Typical Condition: All of the Land Rovers are over a hundred years old and they all show their age. They have been worked hard over the years and most have at least some leaks in their hulls and a few other minor problems. The council has already begun plans to produce replacement vehicles using a newly designed engine.

Mini-Buggy

A mini-buggy is a small, balloon fired vehicle designed to carry up to four people across the rough Martian landscape. These vehicles are little more than wheels, engines, and limited controls and they are open to the Martian atmosphere. As such, the use of some sort of protective suit is required when using a mini-buggy. Mini-buggies run of a engine similar to that used in the Land Rover and are capable of a top speed of 25 miles per hour and have an endurance of twelve hours. They do not have a solar array and need to charge off a colonial power supply.

Availability: Mini-Buggies are fairly common and are typically available should the need arise.

Typical Condition: About 70% of the existing mini-buggies are of earth manufacture and most of them are begging to wear down. For example, some of them have shorter battery lives and others have a top speed of only 15 miles per hour. The other mini-buggies are of colonial manufacture and vary greatly in quality. Some employ prototypes of the new engines and have battery lives of twenty four hours and a top speed of 40 miles per hour, while others use patchwork engines that have a battery life of around four hours.

"Flying Sparrow" Class Spaceplane

The Flying Sparrow class spaceplane is a small spaceplane that was designed through a joint US-Korean venture for use on the Mars mission space vessel. The spaceplanes were originally intended to serve as landing craft for the Mars mission vessel, but they have been pressed into use as general personal and cargo transports. The spaceplanes are capable of taking off from and landing on a surprisingly short runway and are remarkably sturdy craft. A Flying Sparrow has room for four crew and twenty passengers, ten more if a passenger module is put into the cargo bay. The spaceplanes are fully designed for both space and atmospheric operations and are considered to be small craft for skill purposes.

Availability: There are five operational "Flying Sparrows" on Mars. Their use is restricted and access to them is controlled by the colony council.

Typical Condition: Four of the five spaceplanes are in good condition, despite their age and the hard work they have suffered through over the years. The fifth spaceplane was involved in a bad landing some time ago and has been suffering from repeated systems failures. The council has slated this vehicle for cannibalization and its parts will go to keeping the other fur operational.

Victory Class Orbital Vehicle

The Victory Class Boat is a typical orbital vehicle . While the description "orbital vehicle" would indicate that the OV's are used only in orbit, they are actually used to transport cargo and passengers to many places outside of Mar's atmosphere, such as the space station and the bases that have been set up on Mar's moons. A Victory class OV has room for thirty six people (thirty two passengers and four crew). Eighteen more people can be carried if a passenger module is placed within the cargo bay.

While an OV could make an emergency re-entry (this is extremely dangerous under the best of conditions), they are not designed to enter atmospheres. All OV's were assembled in orbit and are intended to remain in space for the duration of their existence. OV's are considered small, non-atmospheric space craft for skill purpose.

Availability: There are currently two OV's at Mars, the Hope and the Destiny. They are under the control of the colony council and access to them is restricted.

Typical Condition: Though over a century old, the two OV's are in good condition due to the constant maintenance they are given. Of course, time has not been entirely kind to

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the vessels and they have accumulated various system quirks over the years. For example, when the Destiny powers up, her running and interior lights flash on and off for several minutes, which is rather annoying to the passengers. Despite various minor quirks, both vessels are still space worthy.



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