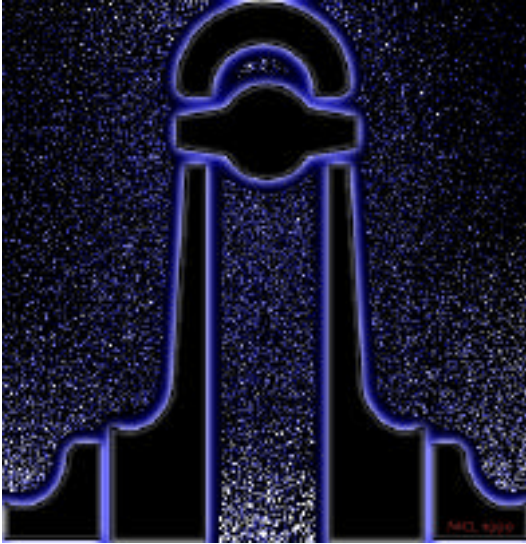


Pines & Sunshine(CoC)

Dr. Michael C. LaBossiere

Ontologist@aol.com

Call of Cthulhu



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Introduction

This adventure takes place in New England, with a brief journey to Florida. The adventure is part of a series of adventures that are suitable for a campaign. The adventure is fairly challenging and is best

undertaken by investigators who are at least moderately experienced.

This adventure is also available for *Dark Conspiracy* in the *Demonground* ezine.

Getting the Investigators Involved

It is assumed that the majority of the investigators already know each other and that they form at least a loose group. If this is not the case, the Keeper should arrange a brief session to bring the investigators together.

The most experienced investigator in the group will receive a letter, fax or email from Dr. Karl West:

“Dear x,

I apologize for contacting you out of the blue like this, but I have stumbled across a matter of grave concern. When I contacted a mutual friend about this matter, he suggested that I contact you because of your talents and experience in dealing with certain “unusual” matters.

I hope I am not out of line in asking for your help, but I cannot think of anyone else to turn to at this time. I assure that the situation is worthy of your attention and could well pose a danger to a significant portion of the human race.

In hopes that you and your companions would be willing to listen to what I have to say, I have taken the liberty of arranging transportation for you and your friends to Portland, Maine.

Sincerely,
Dr. Karl West”

The mutual friend who recommended the investigator

should be an NPC the investigator knows and trusts. If the investigator contacts his/her friend, the NPC will vouch for West and will support West's claim that what he has stumbled onto is critically important.

If the investigators decide to check on West's background, they will find that he graduated second in his class from the Ohio State University medical school, that he has an impeccable record as a doctor, and that he is currently involved in a research project in Portland, Maine. If the investigators decide to contact West, he will be pleased to hear from them. He will answer questions about the "unusual" matters only in fairly vague terms and will subtly suggest that such topics are best not spoken of over an unsecured line. In their conversation, West will come across as a sincere and worried man who is carrying a great burden. If the investigators accept his invitation, they will find that West has arranged suitable passage for up to four investigators. He will be willing to provide transportation for more, should the investigators ask.

Keeper's Background

The following information is provided for the Keeper. Some of this information might be brought to light by the investigators, but at the start of the adventure they will be ignorant of what is actually behind the events they will be facing.

The Vorceki

Three and a half million years ago the Vorceki ("The People") emerged as the dominant life form on their watery homeworld. A curious and intelligent species, the Vorceki eventually achieved space-flight and had the good fortune of finding the

ruins of an ancient city on the fourth planet in their star system.

In less than one century, the Vorceki learned how to use the ancient gates left behind on the world and began their own exploration. At first, they were disappointed to find that each world they visited was a desolate and blasted ruin, with crumbling spires and decaying hulks that were once pinnacles of architecture. Finally, almost on the verge of giving up their searching, a gate opened onto a small blue planet, rich with a bewildering variety of life.

The Vorceki, having grown lonely in their search for another intelligent race, decided to create one by spurring on evolution. Using their advanced genetic techniques, the Vorceki kindled the fire of reason in otherwise unremarkable ape-like creatures.

For nearly ten thousand years the Vorceki expanded outward via their gates, sometimes finding dead worlds and sometimes encountering worlds that still lived. On these worlds, they encouraged the developed of intelligent life. Finally, the Vorceki came across the greatest gate they had ever encountered. Even with their advanced sciences and experience, it took them nearly fifty years to discern its workings. This gate, it was found, lead to not merely another planet, but into another realm entirely. A band of explorers, well equipped to face anything, set out through the gate. They returned, but were not the same. These Vorceki turned against their fellows and brought them through the gate. These victims were changed as well, adding to the swelling army.

Taken entirely by surprise (the Vorceki had not known war in

centuries), world after world fell before these changed Vorceki, now known as the Terceki (“Ghosts”). Eventually awakening to the danger, the Vorceki counterattacked and were able to hold off the Terceki long enough to come up with a plan. The elders of the Vorceki decided to sacrifice themselves to spare the worlds they had seeded.

Deliberately, they destroyed all their gates and cities, leaving behind only ruins and bones.

On earth, a few Vorceki and Terceki survived the destruction of the gate. Realizing they would not be able to survive on the earth as the food supplies ran out, their equipment fell apart and the other alien beings begin to turn on them, both sides sought desperately for a way to survive and defeat the other.

The Terceki tampered with the genes of some of the proto-humans and embedded their DNA into the genetic code of these creatures. When these beings eventually evolved into intelligent life forms, the genetic codes would become active, triggering genetic “memories” and “programming.” The surviving Vorceki learned of this plan when they finally defeated the last of the Terceki on earth. The Vorceki, weak and dying, could not find and destroy all the infected proto-humans, so they decided to counter by creating hybrids of their own. These proto-humans would bear in their genes the “memories” they would need to continue the fight.

Now, millions of years later, the tampering of the Terceki and Vorceki have borne fruit. Some humans, infected with now active Terceki DNA, have set out to find the parts of the ancient gate and reactivate it. Of course, this yearning

on their part is subconscious, but is growing stronger. The descendants of those altered by the Vorceki are also being manipulated by their genes.

The Gate

The complete gate consists of six main components, diagrammed to the right. The gate components are composed of a material best described as “super dense matter.” The molecules that make up the components have been artificially “compressed,” allowing rapid energy transfer and a relatively small size. To offset the incredible density of the matter, each gate component generates an artificial gravity field. These fields prevent the components from simply plunging into the earth. This field also stabilizes the matter, preventing it from collapsing further (which could result in a nuclear reaction).

The gate’s components are oddly colored and are best described as a “silvery black.” Almost paradoxically, the gate components seem to “drink” light, while at the same time the components almost seem to sparkle. The material of the components is impervious to almost all forms of violence, short of the application of nuclear weapons or other forms of energy strong enough to either destroy the material or to cause the gravitic field to collapse. The smallest components of the gate, the two end pieces, are five meters tall and five meters wide. Thus, the gate is a fairly sizable construct, although it is fairly small relative to other Vorceki gates.

The gate components have no apparent instrumentation, although their surfaces are not smooth. The surfaces are marked with various orderly and precise lines, circles and

raised surfaces. The gates are operated by direct mental contact and are equipped so that even beings with relatively weak minds (in game terms, any intelligent creature that has POW of at least 8) can utilize them.

When all the pieces are within 500 meters of each other and they are sent the combination signal, they will rise up and form the gateway. The entire structure will seem to emit a faint, but powerful, hum. The hum is purely mental and will not be recorded by sound recording devices. When the gate receives an initialization signal it will power up and present the user with a mental list of possible destinations. After that, the user can cause the gate to open to any viable destination. When active, the destination appears as a "hole" in space-time, located between the main pylons.

Action

The following events detail key occurrences that take place during the course of the adventure. The Keeper needs to ensure that each event takes place.

Events: Maine

The following events take place in Maine. Maine is a heavily wooded, lightly populated state. The largest city in the state is Portland, which is located in southern Maine, on the coast. Portland has an airport and the capital, Bangor (which is about a two and a half hour drive from Portland) has an international airport.

Unless the Keeper has special plans, the journey to Maine should be fairly uneventful.

Meeting Dr. West

Dr. West works at the Cohen Medical Research Center in Portland. The research center does cutting edge work in medical research and is staffed by some of the finest researchers. The CMRC is also involved in various secret projects aimed at defeating the hidden evils that threaten humanity.

Dr. West will arrange for the investigators to have passes that will allow them into the CMRC. The building is modern, attractive and obviously well designed from a security standpoint. Polite, unobtrusive, but well armed personal make sure that only welcome guests have an enjoyable stay.

Dr. West will give the investigators a brief tour of the public areas of the CMRC and then take the investigators to his office. After offering coffee and soft drinks, Dr. West will begin his story:

"What I am about to say might seem a bit, well, crazy. However, as you will see, I have the scientific evidence needed to back up all my claims. It is my opinion that the human race might well cease to exist within the next fifty years. However, I am getting ahead of myself and I will start at the beginning.

Exactly ten years ago, when I was working as a general practitioner, I had the misfortune of delivering still-born baby. I know that this happens sometimes, but this child was deformed in ways I had never seen...never even heard of. There were what appeared to be pseudopods or tentacles extending from the body and what appeared to be some sort of mouth in the middle of the abdomen. I would have chalked this up to one of Nature's

cruel jokes, but a morbid curiosity lead me to investigate further. I contacted other doctors and even began checking various web pages and tabloids for similar occurrences. What I found shocked me. I was able to gather hard evidence that showed that a statistically significant number of babies were being deformed in similar ways. Some of these babies survived, but only for a relatively short time.

Eventually, I decided to step up my investigation and began acquiring genetic samples from these mysterious babies. What I found was a bit of a shock: in each case there were bits of genetic code that were identical. It was clear to me that there had to be some common cause.

After sharing some of this information with a colleague, she suggested that the genetic material might be recessive in some cases, resulting in normal births. I decided to check up on this and learned, to my horror, that a small percentage of the people I tested had this genetic material in their DNA.

Further examination of the material, conducted when I took a position here at the Center, revealed that the genetic material does not appear to be a natural mutation. In fact, one of the genetic experts suggested that the evidence points to genetic tampering.

I naturally assumed that the tampering was recent, but as I tried to track down when it started, I learned something that startled me: signs of the genetic material are present in samples that are quite old. In fact, some of this material was found in the remains of an Egyptian mummy that is thousands of years old.

My most disturbing find, based on a comparison of the old information

and the new, is that the genetic material seems to be becoming active, almost as if it is on a timer. Based on this evidence, it appears that another species is emerging from the human race, one that might have been caused by some sort of ancient intervention on the part of someone or something.

It is my opinion that this genetic material might pose a serious threat to the existence of the human race.

As such, I believe that it is imperative that we find out just what is going on.”

Dr. West does have extensive evidence, including tissue samples to back up his claims. Dr. West is, of course, telling the truth. The still-born fetuses were non-viable hybrids and the genetic material he has isolated consists of Terceki and Vorceki genetic material.

If the investigators ask for more information about the genetic material, Dr. West will say the following:

“As near as we can tell, the genetic material alters the physical and mental characteristics of the human being. We are not certain, but the material seems to contain coding for another form of life. Further, one researcher noted that the material seems similar in many respects to work she is doing in using genetic material to store “memories” or programmed behavior.

The material can be detected by a relatively simple test. I have found it in people who are otherwise perfectly normal. Of course, not everyone with this material is normal. In fact, there is a person I would very much like you to meet.”

At this point, Dr. West will handle any other questions the investigators might have and he will provide them with his evidence. Dr. West does not, of course, know what is really going on and he has no idea at all about the gate. After the investigators are satisfied, Dr. West will say "As I mentioned, there is someone I think you should meet. His name is David Beck. His case is...somewhat unique." If asked about this person, Dr. West will insist that the investigators need to see him "so he can tell his own story."

A Visit from Dr. Lansing

As the investigators and Dr. West are getting ready to leave, one of the security personal will knock on the door and then speak with Dr. West in a whisper. Dr. West will nod his head to the guard. A short time later, Dr. Blake Lansing will come into the room. After introducing himself, he will say the following:

It is good to meet you Dr. West. Your associates have spoken highly of you. Since you are clearly in a hurry, I will be brief.

It has come to my attention that you have found some sort of "alien" DNA in certain human beings. After I learned of this, I decided, on a whim, to have myself tested. It turns out that I have this material in my DNA. As you might imagine, I am very concerned about this. I have been informed that you are involved in a project aimed at getting to the heart of this matter. I wish to be involved."

Dr. Lansing is a very persuasive man and will not take "no" for an answer. Dr. West knows of Dr. Lansing and will consider him someone who can be trusted. This is

because Dr. Lansing has done some "sensitive" work in the past for an organization affiliated with the CMRC. Dr. West will quickly be able to verify Dr. Lansing's claim about his genetic material. Dr. West will be willing to bring Dr. Lansing into the project and will encourage the investigators to accept him as well. If Dr. Lansing thinks that the investigators are trustworthy, he will confide that he has been having unusual dreams. Dreams that involve some sort of hole in space and time. He cannot be more specific, but he will say that he suspects that the genetic material might have a role in these dreams.

Meeting David Beck

David Beck lives in a camp in Norway, Maine. Norway is a rather small town and has a lake (Norway Lake) with excellent bass fishing. Norway is about an hour from Portland by car.

If the investigators talk to some of the locals about Beck, the general consensus is that Beck is an odd fellow, but pleasant (although he keeps mostly to himself). The locals will also note that he often seems sad and that he always wears a heavy coat, even in the summer.

Beck's camp is in the woods. The camp is quite isolated and the investigators will have to walk about half a mile from Beck's "driveway." The camp itself is a sturdy structure, with two rooms on the lower floor and an attic. It has power and water, but does have an outhouse.

When the investigators and West arrive, Beck will be chopping wood with a rather sharp axe. Beck is of average height and build and has brown hair. As the locals remarked, he is wearing a heavy coat. He is also wearing a baseball hat and gloves.

For a moment, a look of mindless rage will come across his face when he sees Dr. Lansing (a successful Psychology roll will connect Beck's reaction with his sighting of Dr. Lansing), then his features will settle back to look of resigned sadness. If asked about this, he will say that he must have had an "episode." In actuality, Beck subconsciously sensed that Dr. Lansing is a Terceki hybrid and Beck's genetic programming was momentarily triggered. Beck has no conscious understanding of why he reacted as he did. If the investigators question him, he will simply say that his "condition" has many side-effects and inexplicable rage seems to be one of them.

Beck will greet Dr. West warmly and invite everyone inside for some coffee. The interior of the cabin is packed with documents, books, computer equipment and other items. The walls are covered in medical charts, star maps and maps of the earth with strange markings on them.

Beck will tell the investigators that he has known Dr. West for some time and that they first got in contact when they were both doing research in genetics. When he learns that the investigators know about the genetic material, Beck will say that his DNA contains the material and that it appears to be quite active. As Beck talks, he will appear increasingly agitated and the investigators will notice odd movements under his jacket, as if snakes were writhing in there. What is happening is that Dr. Lansing's presence is affecting Beck, triggering the programming in his genes.

Beck will say that he has been working with Dr. West for some time, trying to determine the source

of the material. Beck will also say that he has been plagued with dreams about some sort of structure that open a hole in space. He will say that he believes that his dreams might be genetic memories and that he thinks he knows the location of at least one part of this structure. Before Beck can finish, Dr. Lansing will reach out and touch Beck's arm, saying, "I think I have the same dreams..." At this point, Beck will let out an inhuman howl and his coat will ripple, like snakes are fighting beneath it. A ripping noise will be heard and Beck will stagger back, blood spilling out from under his coat. His eyes will be blank and his face will be contorted in mindless rage. He will tear at his coat, revealing his altered body. His flesh is mottled and grayish under the coat and several thick tentacles extend from his flesh at odd points.

The most horrible part is that there is a gaping mouth in the center of his abdomen, leaking blood and filled with savage teeth. Seeing this will require those present to make a Sanity check. A failure costs 1D6 and a successful roll results in a 1 point loss.

With a horrible noise, Beck will hurl himself at Dr. Lansing and try to tear him apart. Beck should do some damage to Dr. Lansing and any investigators that try to help him. However, Beck should be defeated by the investigators. If the investigators are losing, Beck could regain control of himself long enough for the investigators to make an effective attack.

Aftermath

After Beck is defeated, he will die (even if the damage did not seem severe enough to kill him). However,

with his dying breath he will say "...location...map.. Deep spring there.. mastodon bones...find detector...use disk seven for more..." and then die. The map he is pointing to is of Florida. If the investigators check disk seven, they will find that it contains very complex mathematical data and equations which, according to Lansing, seem to be some sort of coordinate system.

If the investigators check on the clues Beck gave, they will find that the only place in Florida that involves deep springs and mastodon bones is Wakulla Springs in Florida. Both Dr. West and Dr. Lansing will insist that the group journey to Florida to follow the lead.

Events: Florida

The following events take place in Florida.

The Journey

Wakulla Springs is approximately 2,000 miles from Maine. Dr. West will be willing to arrange air transportation for the group. Unless the Keeper wishes to cause the investigators additional trouble, the journey should be uneventful. The investigators will fly into the Tallahassee airport. Tallahassee is the capital of Florida and also contains two universities, Florida State University and Florida A&M University. Wakulla springs is about a thirty-minute drive from Tallahassee.

Wakulla Springs

Wakulla Springs is a state park, It is best known for the spring, which is very deep and leads into a rather large underground cave system. Mastodon bones were found in the sink and are on display in the Tallahassee Museum. There are also

boat rides that go down the river that comes from the spring. A variety of Florida wildlife, including alligators, the common moorhen, egrets and turtles, can be seen in abundance. Some Tarzan films, the Creature from the Black Lagoon and an Airport film were all shot here. There are also a 50K and a 50-mile foot race at the springs every December, put on by the Gulf Winds Track Club.

The investigators will be able to stay at the lodge, which is quite nice and has its own restaurant.

There numerous sinks in the Wakulla area, some of which lead to flooded some of which are large enough to hold six story buildings.

After the group arrives in Wakulla, they can look at the spring and check out the area. At first, no one will be sure of what to do. However, Dr. Lansing will have a "feeling" that they should send divers into the spring as far as possible using a detection device that he will make. His genetic material is of course, manipulating Dr. Lansing. The idea for the device is from Beck's notes.

Dr. Lansing will spend two days constructing the detector, using a variety of exotic parts. During this time, Dr. West will be using the influence of his associates to get permission to send divers into the sink.

After a few days, Dr. West will get permission and a deep dive team will be sent. If any of the investigators have dive experience, they will be able to participate. The search will be slow and dangerous. Even with the advanced diving gear available, the water is very deep and cave diving is inherently dangerous. However, after a few days the divers will detect something and arrange to

bring it to the surface. The object they bring up will be encrusted with minerals and will take some time to clean. After it is cleaned, it will be revealed as a tablet shaped item, made of the same material that the gate components are made of (of course, the investigators won't know this-it will just look very odd). The device is the Gate Component Locator. Dr. Lansing will immediately start working with it, trying to figure out how it operates.

Meeting Major Reed

The odd components that Dr. Lansing ordered and the activities in Wakulla Springs will not go unnoticed. The US Military has, for its own reasons, been keeping a tab on Dr. West's research. When military intelligence learned that Dr. West's group was sending divers into the Springs, they sent Major Reed to observe the activities. Reed will be content to watch the investigators until she learns that they have recovered some sort of device. She will contact her superiors who will order her to detain the group and confiscate the device. Since the investigators are probably well armed, Reed will call in some support to make sure things go peacefully. Her support will consist of twelve military NPCs, plus an additional team member for every investigator, equipped with body armor and armed with H&K MP5s and 9mm Glock pistols. They will arrive by helicopter. The official story will be that it is a training mission. The soldiers will be very polite and friendly to the lodge guests, but they will effectively detain the investigators. The investigators should be encouraged to avoid a firefight, which would probably result in needless deaths.

Major Reed will handle the interrogation of the group. She will be polite, but forceful, and ask intelligent questions. If the investigators play it smart, they will be detained for a few days at a naval base in Pensacola, Florida and then released with a warning to "stay out of trouble and talk to no one." If the investigators decide to play it stupid, Reed will have them "vanished."

The military will keep the Locator-although not for long; Reed has her own plans for the device.

After their release, the investigators will probably be depressed about losing the locator. However, Dr. Lansing will have some good news. He will inform the group that he had access to the locator long enough to get data from it. This data, combined with the information in Beck's files, has enabled him to calculate the location of the object Beck spoke of.

Ironically, the coordinates are almost exactly where Beck's cabin is located.

Dr. Lansing will suggest that the group give the military the impression that they have decided to give up. Dr. Lansing will suggest that they go to some interesting places in Florida until things cool down a bit, and then secretly meet in Norway, Maine.

Events: Maine

The following details the next series of events in Maine.

Back to Maine

If the investigators agree to Dr. Lansing's plan, they will notice that they are being watched for a while. Eventually, the military will be satisfied that the group has been "taught a lesson" and they will drop back their surveillance. At this point, Dr. Lansing will contact everyone

and arrange to meet in Norway, Maine.

Dr. Lansing will use his own money (so as to avoid any undue attention) to buy chainsaws and rent some excavation equipment he will then spend some time learning how to use it. His plan is to cut down enough trees so they can drive the equipment to the cabin site and dig for the object. Since Maine has fairly shallow topsoil (a glacier gave it a good scrapping in the last ice age) Dr. Lansing thinks it won't take too long to find the object.

The Return of Reed

Dr. Lansing will prove to be too optimistic. The group will spend several days digging to no avail. As Dr. Lansing is considering admitting defeat, Major Reed will arrive. She will be alone, but well armed. She will tell the group that she thinks she is somehow connected to whatever it is that is going on. She will also admit that she had her genes tested and that they contain the alien material.

Major Reed will negotiate with the group and offer them the use of the locator in exchange for her participation. She will say that she can cover for their activities using her connections. If the investigators agree, she will drive to where she has hidden the locator and bring it back. If they do not agree, she will leave and it will take months for the investigators to find the component. If the investigators decide to attack her, she will fight back and call in her situation. Help will probably not be able to arrive in time, but the US military will be after the investigators if anything happens to Major Reed.

The Gate Component

Eventually the investigators will unearth the gate component. The component they find is the very top of the gate. When the component is unearthed, everyone with POW higher than 5 will feel a sense of purpose and power exuding from the object. Dr. Lansing and Major Reed will stand transfixed by its presence.

Conclusion

At the end of the adventure, the investigators should have secured the gate component and the Locator. Both Dr. Lansing and Major Reed will argue that the component should not be turned over to the government. Dr. West will reluctantly agree, given his last experience with the military.

The investigators and the NPCs will need to work out what they will actually do with the component. This adventure is the first in a series of adventures, so the action continues from here.

The investigators should be given a modest Sanity Point Award (1D3 is suggested) for securing the gate component.

Key NPCs

The following are major NPCs. With the obvious exception of Beck, they should be kept alive if at all possible, since they are intended to play critical roles in additional adventures..

Dr. Karl West

STR: 11 CON:12 SIZ: 13 INT: 16
POW: 13 DEX: 11 APP: 11 EDU: 17
SAN: 65 HP: 13 DB:

Important Skills: Biology 70%,
Chemistry 70%, Climb 50%,
Computer Use 20%, First Aid 75%,

Library Use 65%, Medicine 80%, Pilot Boat 20%, Physics 10%

Description: Dr. West is forty nine years old. He is five feet, eight inches tall. He has thinning brown hair, a moustache and a beard. He is in reasonable good shape.

Dr. West is a normal human being. He received his M.D. from Ohio State University. Early in his career West had the misfortune of delivering a stillborn baby that was a horribly flawed hybrid. Horrified, yet curious, Dr. West decided to investigate further. To his horror, he found that there were an increasing number of such births.

Dr. West is a very compassionate and concerned man. He is dedicated to finding out what is going on and protecting humanity from what he fears is a great threat.

Dr. Blake Lansing

STR: 16 CON: 17 SIZ: 16 INT: 19 POW: 18 DEX: 16 APP: 16 EDU: 19 SAN: 90 HP: 13 DB:+1D4

Important Skills: Computer Use 50%, Electrical Repair 40%, Electronics 80%, Library Use 65%, Persuade 70%, Physics 98%, Swim 50%

Special Abilities: Dr. Lansing's genetics gives him two unusual capabilities. He heals extremely quickly (2 hit points each day even without medical attention) and he has a limited ability to sense the emotions of those within 20 feet of him. This ability is not fool proof, but does give him the equivalent of a 60% in psychology in terms of determining people's feelings and whether they are lying or not.

Description: Dr. Lansing is thirty-six years old. He is six feet tall and weighs 190 pounds. He has jet-black hair and intense blue eyes. He is in excellent physical condition,

handsome and has a deep, commanding voice.

Dr. Lansing is a Terceki-human hybrid. Fortunately for Dr. Lansing, the DNA combination is stable and has served only to enhance his physical and mental capacities.

Dr. Lansing earned his doctorate in physics at MIT at the age of 18. After that, he worked in corporate research for five years and then took a teaching position at MIT.

Throughout his life he was plagued by strange dreams. As he grew older, his dreams took on greater clarity. They revealed, in part, some of the truth of his situation.

At the start of the adventure, Dr. Lansing will be a brilliant scientist who is concerned with finding out more of what lies behind his dreams. However, his heritage will begin to affect him. Eventually he will become obsessed with finding the gate components and will be willing to destroy anyone who stands in his way.

Major Janice Reed

STR: 15 CON:16 SIZ: 15 INT: 15 POW: 16 DEX: 16 APP: 14 EDU: 17 SAN: 80 HP: 16 DB:+1D4

Important Skills: Computer Use 40%, First Aid 40%, Hide 45%, Jump 47%, Martial Arts 50%, Mechanical Repair 40%, Sneak 50%, Spot Hidden 55%, Swim 43%, Throw 45%, Handgun 60%, Rifle 50%, SMG 50%

Special Abilities: Reed's genetics gives her two unusual capabilities. She heals extremely quickly (2 hit points each day even without medical attention) and he has a limited ability to influence the emotions of those within 20 feet of him. This ability is not foolproof, but does give her the equivalent of a 60% in Fast Talk and Persuade.

Weapons: Glock 9mm 60% Shots 3 Damage 1D10 Ammo 30 Range 20 Yards, Silenced HK MP 5 50% Shots 2/Burst Damage 1D10 Ammo 30 Range 45 Yards, Knife 44% 1D4+2+DB

Armor: Light Vest 6 Armor Points, -5% on skills.

Other Equipment: Headset radio, night vision goggles.

Description: Major Reed is thirty-three years old. She is five feet, eight inches tall. She has brown hair and brown eyes. Major Reed is in excellent physical shape and is good looking in a rough sort of way. Major Reed is a Vorceki-human hybrid. Her genetic material is stable and gives her excellent physical and mental capabilities.

Major Reed was born to a poor family in the inner city. A athletic scholarship supplemented with an ROTC scholarship gave her a ticket from her humble origins. She excelled in school, but had trouble with her temper and was arrested several times for fighting. After graduation she entered active military service and eventually ended up in a Special Forces team. Major Reed has intense dreams that have revealed to her that she is meant for a higher purpose. Her dreams have also inspired her to do extensive research using her contacts in the intelligence community.

David Beck, Hybrid

STR: 18 CON:17 SIZ: 15 INT: 16
POW: 13 DEX: 15 APP: NA EDU: 17
SAN: 21 HP: 16 DB:+1D6

Description: Beck is a hybrid who is in the final stages of his transformation. He is described in detail above. When he attacks, Beck will lash out with his fists and his

tentacles. He can make one fist and three tentacle attacks each round.

Attacks: Fists 50% 1D3+DB,
Tentacles 20% 1D3.

Technology

Gate Component Locator

The GCL looks like a tablet about the size of a coffee table book and it weighs three kilograms. It is made of the same material as the gate components and was manufactured by the Vorceki. The device is actually a sophisticated computer, but the only use that will be accessible to humans is the function it was last programmed for, namely locating gate components. Using the device requires a POW of at least 12 . Using it effectively requires a successful Computer Use skill roll. If used successfully, the user will receive a complex string of data and formulas that indicate the location of the nearest gate component. Interpreting the information into longitude and latitude requires a successful Navigate skill roll.

If the locator is within 10Km of a gate component, it will create a "pull" in the mind of the user, enabling him to find the component.

Think of it as sort of an alien dowsing rod.

-Handout#1

Dear x,

I apologize for contacting you out of the blue like this, but I have stumbled across a matter of grave concern. When I contacted a mutual friend about this matter, he suggested that I contact you because of your talents and experience in dealing with certain "unusual" matters.

I hope I am not out of line in asking for your help, but I cannot think of anyone else to turn to at this time. I assure that the situation is worthy of your attention and could well pose a danger to a significant portion of the human race.

In hopes that you and your companions would be willing to listen to what I have to say, I have taken the liberty of arranging transportation for you and your friends to Portland, Maine.

Sincerely,

Dr. Karl West