

# GURPS

THE



FILES

***By Adrian Gawain Jones***

***An Alternate Setting for GURPS***

# GURPS : The X-Files

*By Adrian Gawain Jones*

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## *What is a Role-Playing game?*

The best way to think of an RPG is as impromptu theatre. A third party presents a situation to the players and the players decide how the character they are portraying will react to the situation. For more information see [www.willybanjo.co.uk](http://www.willybanjo.co.uk) and click on "Games

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## What is GURPS ?

GURPS stands for Generic Universal Role-Playing System and is one of the main product lines from Steve Jackson Games. See them online at [www.sjgames.com](http://www.sjgames.com). It is generic in the sense that it is not directly connected to any particular style of game (such as fantasy or science fiction) but is able to simulate them all as required with a minimum of work. The system has received several awards and several million books. Several million books in the GURPS product line have been sold worldwide.

## Outline : What this is all about

*Is the answer to your question worth dying for ?  
Is that what you want ? - The Alien Bounty Hunter (End Game)*

I have written this to bridge the gaps created by **GURPS Special Ops**, **GURPS Illuminati** and **GURPS Black Ops** to create a game world very similar to that presented in the Fox television show The X-Files . I must point out here that many of the core conspiracies used by the shows writers are ones that have been around for quite some time and are not their own creation . I strongly suggest that referees (or Gamesmasters if you prefer) come up with some of their own conspiracies to throw into the game so it doesn't become predictable which the X-Files certainly are not !

This document (I'm not going to use the word "Supplement" as it sounds too official) can be used with just **GURPS:Lite** if you want. I have included notes in Appendix B if that is all you have and want to see how versatile the system is . I would recommend however using the following books - **GURPS: Basic Set 3<sup>rd</sup> Edition** , **GURPS: Compendium I** (Character Generation) , **GURPS:Compendium II** (Combat & Campaigns) . For Conspiracies & associated storylines, see **GURPS:Illuminati** and **GURPS:Black Ops**. For general X-Files, you can't go far wrong if you get **GURPS: Creatures of the Night** which contains sixty odd X-Files ! I have tried to avoid new skills , advantages & disadvantages where possible but there are a couple I have included that I think are needed . These are covered in Appendix A and are identified in the text by bold italics.

The point of this exercise is to give some guidelines for GMs & players who are , like myself , fans of the show and you will find some inconsistencies within it - I'm not a pro . Just use what you like & add to it as needed.

This document contains a brief background to the setting used by the show . A series of character archetypes that would fit in perfectly with the gameworld ( along with their X-Files counterparts where applicable ) . A look at the conspiracy episodes and how similar ideas can be worked into the game . Examples of X-Files not linked to the larger conspiracy - or at least apparently. Some suggestions for Games

## Alex Krycek

Krycek was first introduced as an FBI agent and was assigned to partner Mulder after Scully's disappearance. It was soon revealed that he was working for the Syndicate and the Cigarette Smoking Man with his Agent status just being a cover. He is a ruthless killer and appears to know a lot about the inner workings of the conspiracy. During the events of the Tunguska incident, he lost his arm but this has not made him any less dangerous or affected his position.



Alex Krycek

Masters and finally I have rounded it off with several adventure & plot outlines laid out in appendix C.

## The Television Show

*"You still don't see, do you? Closing the X-Files separating you and Scully... was just the opening gambit. The truth is still out there, but its pursuit has never been more dangerous." - `X` (Sleepless)*

The X-Files is a phenomenon in its own right, being the recipient of many awards for the actors, direction, music and even getting the prestigious Golden Globe for "Best Drama Series on TV". The show's stars are now household names and even indie rock band "Catatonia" had a hit single entitled "Mulder & Scully". Merchandising has reached an incredible level with T-Shirts, keyrings, videos, mugs, posters and even Barbie & Ken dolls dressed as FBI agents being released.

The show was created by Chris Carter and stars David Duchovny as Special Agent Fox Mulder and Gillian Anderson as Special Agent Dana Scully. It tells the story of these two enigmatic FBI agents as they investigate and attempt to solve strange cases that involve seemingly paranormal events and occurrences. In the first series an ongoing storyline was established dealing with a government conspiracy to cover up the fact that alien beings had had contact with the Earth and were working with certain world agencies to some (then) unknown end. More facts were given about the characters; for example, Mulder was certain his sister had been abducted by aliens when he was a child - hence his interest in ufology and the paranormal. Scully on the other hand is a sceptic due to her scientific background (that of the medical profession) and it is found that she was assigned to the X-Files & Mulder's work in an attempt to discredit him and his methods. Other characters are slowly woven in: The man Mulder only knows as "Deep Throat" - a calm & collected source of information on the government's Black Operations who sympathises for some reason with Mulder's aims, seeming to have his best interests at heart. Assistant Director Walter Skinner - The agents' boss who seems to both oppose and help the two agents. The shadowy figure only referred to as "The Cigarette Smoking Man" or "Cancer Man"

## *The Lone Gunmen*

The Lone Gunmen is a group of conspiracy theorists comprising of Langley , Frohike & Byers .This oddball group befriended Mulder in the `80s & have stood by him since often aiding him and Scully on their quest for the real truth. They are a multi-talented bunch being experts with computer equipment , hacking and electronics as well as other diverse talents. A streak of paranoia always guides their actions however, being careful & covering their tracks whenever & however possible.



From Left to Right:  
Frohike, Byers &  
Langley aka The  
Lone Gunmen.

"I want to believe"

who is tied in closely to the alien conspiracy and yet is always elusive , even when stood next to the two agents. The ever paranoid "Lone Gunmen" group ever eager to assist Mulder & Scully. All play , or played , an important role in the series and its success

As the series progressed so did the information gleaned by the agents about the conspiracy and the shadowy syndicate behind it linking it in with the worlds governments , the United Nations & the military . New characters appeared in the form of Krycek , Diana Fowley & Agent Spender . Some of the best stories were the standalone episodes however , unconnected with the main story arc such as "The Ghosts That Stole Christmas" , "The Host" , "War of the Coprophages" & "Jose Chung`s From Outer Space" .

In 1998, the movie was released on the Big Screen - An unusual event for a series still airing new episodes on television - and it met with some very diverse reviews . It fitted directly into the series and was a hit with the fans , linking in to the start of the shows sixth season .

Now in its presumably last season - the seventh - the final strands of the web should hopefully be spun , explaining the final (and probably shocking truth) behind the X-Files whilst giving us several interesting detours along the way . For more background on the television show, I strongly suggest you visit Fox's own website that contains lots of information about the episodes & characters involved in them at [www.thex-files.com](http://www.thex-files.com) . There are , of course , quite a lot of fan-sites as well to peruse and some of these can prove to be good sources of information for GMs & players alike . Also a visit to any of the US Federal Government sites (Such as the FBI) can prove fruitful for background information such as areas of jurisdiction , past real life cases and the names of actual people for that extra bit of realism ("Yeah, the Special Agent in Charge at Phoenix is called Guadalupe -you will have to report to him..")

## *Special Agent Fox Mulder.*

Fox Mulder is a FBI agent dedicated to solving the X-Files. His interest in the unusual & paranormal started after the apparent abduction of his younger sister by aliens when they were both children . Since then he has concentrated on finding the truth behind the reports , often discovering more than expected but seeming to be just too late to provide the final answer . His biggest break came when he was partnered with Dana Scully who was to become his closest friend and confidant . His background as a "Profiler" helps him on many cases being so uncannily accurate he gained the nickname "Spooky" which was further enhanced by his interest in the X-Files.



Special Agent Fox Mulder

## Character Generation

*"...You`re a medical doctor and you're teaching at the academy. You did your undergraduate degree in physics. Einstein`s Twin Paradox - Dana Scully`s senior thesis . Now there`s a Credential: rewriting Einstein." - Fox Mulder (Pilot)*

The following are a list of characters that would fit perfectly into an X-Files orientated campaign . It is not exclusive however , players and gamemasters alike should feel free to play around with these archetypes and create their own as well . These are presented with the aim of getting the creative juices flowing which is what role-playing is all about . Where appropriate I have included examples of the character types from the TV show . I suggest starting characters have 150 points to spend on creation but feel free to up it to 200 or 250 if they are going to be thrown right into the action.

## Character Templates

### Abductee

*"They`re coming again I can feel It." - Duane Barry*

Abductees are certain about the existence of aliens as they believe that at some time they have been taken aboard a spaceship and had experiments conducted on their person . Sometimes there is medical evidence for this , but often there are just the claims of the purported abductee themselves . A lot of these types of character tend to be paranoid about their re-abduction and occasionally are found to have strange unfathomable "implants" buried under the skin which is claimed acts as a locator beacon for the aliens so they can track their movements . Abductees can come from any background and have any type of career although many drop out of normal society in an attempt to get some answers.

TV Characters : Max Fenig . Duane Barry.

Advantages : Ally Group (UFO network)

Disadvantages: Paranoia ,Obsession (The Truth), *Abductee*, Flashbacks

Suggested skills :Conspiracy Theory

## *Special Agent Dana Scully*

Scully is a fully qualified medical doctor as well as an FBI agent . She was assigned to assist Agent Mulder on the X-Files in the hope that with her scientific background she would debunk his work because he was getting too close to the truth for The Syndicates liking . She is a dedicated agent and always eager to discover the facts behind a case . She is herself the victim of an apparent alien abduction which occurred during the "Duane Barry Case" her & Mulder were investigating . Events since have led her to believe the abduction was staged and the perpetrators were , in fact , members of The Syndicate .



Special Agent Dana  
Scully

## **Author**

Writers fit quite well into the framework , especially if they are doing research for a new book they are compiling on the UFO phenomenon , the occult or mysteries in general . Through their research, they could stumble unwittingly onto clues allowing them to see the REAL truth rather than the fabricated one . Quite often they will be known by name to many and have access to a patron who handles their publishing . Sometimes they may have the true facts and discount them as being too unbelievable or just warp them to their own ends .

TV characters : Jose Chung

Advantages : Academic Status , Curious , Patron , Contacts.

Disadvantages : Gullibility

Suggested skills : Computer Operation , History , Typing , Writing.

## **Computer Hacker**

*"...If I'm correct... the original DoD UFO intelligence files.  
Everything since the `40s." - The Thinker*

This archetype is used best when combined with another . This is the person who can break in electronically to just about anywhere that is connected to the Internet . You want information from NASA or about a military base that's not readily available, this is the person who can get it ! Life may be short & sweet when the appropriate authorities catch up with them though . This type of character could be introduced by finding out something they shouldn't have or they could be combined with the "Conspiracy Theorist" archetype below.

TV Characters : The Thinker

Advantages : Secret Identity (On-line Name), Zeroed

Disadvantages: Enemy

Suggested Skills : Computer Hacking , Computer Operation , Computer Programming , Cryptography , Electronics , Electronic Operation , Gaming (D&D)

### *Assistant Director Walter Skinner*

Skinner is the long suffering boss of Mulder & Scully for the majority of the series . He is a tough ex-Vietnam vet with a fair amount of combat time under his belt . His loyalties are somewhat divided though , having links with The Cigarette Smoking Man who always seems to have some leverage with him . Despite this he tries to assist the agents whenever possible by turning a blind eye to their actions and furnishing them with data when he can get away with it . Several times his assistance has nearly cost him his life . He is currently at Kryceks` beck & call having been infected by a substance he controls .



A.D. Walter Skinner

## **Conspiracy Theorist**

*"So Mulder , last week I had breakfast with the guy that shot John F. Kennedy." - Langly (E.B.E.)*

These are the people who see conspiracies behind the most inconsequential of events such as the traditional Elvis & JFK ideas through to Subliminal Messaging via Cable TV and Princess Diana being assassinated by Military Intelligence rather than dying in a car crash . The scary thing about this group is they really believe their theories and the even more scary thing is, in this setting, they could very well be right . CTs will probably be in touch with other like minded individuals (perfect for group gaming) and also be semi secretive about their ideas maybe telling the mass public via the internet or by publishing "scream-sheets" and distributing them where notice will be taken.

TV Characters : Langley,Frohike,Byers (The Lone Gunmen)

Advantages : Ally/Ally Group, Contacts , Intuition

Disadvantages ::Enemy (Unknown),Paranoia

Suggested Skills :Computer Operation , Conspiracy Theory, Enigmas, History(Esoteric) , (Intelligence Analysis if they can substantiate it), Any Sciences.

## **Conspirator**

*"You haven` t got any tape. And you haven` t got any deal.  
You can't play poker if you're not holding any cards Mr Skinner"  
- The Cigarette Smoking Man*

This is a character that is "in" on the conspiracy - well , at least up to a point . This person has probably been employed in some way to do a job for the people behind the scenes and has seen a glimpse of the "bigger picture" . Maybe they have seen something they don` t like that`s why they have joined with the other characters . If the Games Master is in agreement (and it won't disrupt the game too much) one option is to have them still working for the conspirators , relaying information about the group back to his or her shadowy mentors . If this option is used the character might decide the other players are right and switch sides . This archetype provides a lot of roleplaying



## "Deep Throat"

This was the name given by Agent Mulder to his first informant that was involved with the inside workings of the conspiracy.

Deep Throat had known Mulders father and had worked with him through the years. This was probably the reason for his fondness for him. This fondness led to his untimely demise however when he attempted to trade an apparent alien embryo Scully had removed from a government research facility for Mulders life. Mulder was released but Deep Throat suffered a fatal gunshot wound, dying in Scullys arms after telling her to "Trust no one."



Deep Throat

## "Deny Everything"

potential but it must be decided beforehand by the GM how much information the character has about the conspiracy and if that data is correct or is actually part of the strings of yet another even larger conspiracy.....An interesting archetype to play but one with a lot of problems for the inexperienced roleplayer.

TV Characters : Alex Krycek , Diana Fowley, Diane Modeski

Advantages (Traitor to the Conspiracy): Ally , Contact

Disadvantages (Traitor to the Conspiracy):Edgy ,Paranoia, Secret, Enemy

Advantage (Conspirator):Secret Identity,Ally Group, Patron, Security Clearance , Zeroed

Disadvantages (Conspirator) : Duty , Secret

Suggested Skills : Acting ,Enthrallment:Suggest/Persuade, Fast Talk , Guns , Shadowing , Streetwise

## Doctor

*"...features include large ocular cavities, oblate cranium  
...indicate subject is not human." - Dana Scully*

A doctor can have a lot of input into a game being a specialist type of scientist (see later). Their entry into the shadowy world of the X-Files can be as simple as discovering an artificial strain of a disease in a victim that was apparently created at their place of work (a colleague working for the Syndicate perhaps?) or the discovery of some non-human DNA in a casualty brought into hospital. With their knowledge of medical science doctors are invaluable assisting in the recovery of other wounded characters, conducting autopsies, analysing biological samples and acting as scene of crime specialists.

TV Characters : Dana Scully , Dr. Osbourne , Dr Hodge

Advantages : Academic Status , Contacts

Disadvantages : Duty/Sense of Duty

Suggested Skills : Pharmacy , Physician , Research , Surgery , Biology, Psychology.

## "The Cigarette Smoking Man"

The background of this man is shrouded in secrecy and lies, having a multitude of aliases and apparently being involved in many "historical" conspiracies & cover-ups. He is currently working on the Syndicates behalf & believes in their aims & goals. He is ruthless in the extreme (even more so than Krycek or "X") and will remove anyone or anything that gets in his own or the Syndicates way. That said, he considers himself to be a patriot and what he is involved with is for the greater good of his country. It is known that he associated with Bill Mulder (Fox Mulders father) as well as the man known as "Deep Throat".



The CSM

## Government Agent

*"...I'm Special Agent Fox Mulder & this is Special Agent Dana Scully. We're with the Federal Bureau of Investigation."*

- Special Agent Fox Mulder

Government Agents are a perfect archetype for use in an X-Files setting, as this is the occupation of the main characters within the series. Other spheres of duty other than the FBI exist of course. Possible departments include the Central Intelligence Agency (CIA) and the Centre for Disease Control (CDC). Along with the job comes certain powers which may give the characters a definite edge in certain circumstances but the downside is that of duty - the processing of cases, writing of reports, answering to seniors, etc. Agents can be introduced to the secret world by having them assigned to a particular case and catching a glimpse of things they shouldn't have seen. This archetype can also be linked easily with others - the various Federal departments have their own specialists - be they Scientific, Medical, Computer or Combative (FBI's Hostage Rescue for example) making it easy to bring together a team of agents for gaming purposes. If you are playing this type of character it will be worth checking out the Departments web site for ideas on how to correctly represent yourself within the game & where you actually do have authority & where you don't.

TV Characters : Mulder, Scully, Agent Pendrell, Reggie Purdue

Advantages: Legal Enforcement Powers, Rank, Ally Group

Disadvantages : Sense of Duty

Suggested Skills: Administration, Interrogation, Law, Shadowing, Detect Lies, Gun., Brawling/Martial Arts

## Journalist

*"...government officials remain vague about the toxic cargo that has caused the immediate evacuation of Townsends 12,000 residents..."*

- Laura Dalton, Wisconsin Reporter

Journalists can work for newspapers, television stations or be freelancers - selling their work to anyone in the market for their style

## "X"

The man known only by the moniker "X" was the successor to "Deep Throat" as Agent Mulders informant . From the small amount of information that is known about "X" it can be surmised that he was an associate of "Deep Throat" and sympathised with his ideals if not his methods . It is also known that he worked directly with the Cigarette Smoking Man taking orders from him on a regular basis . "X" was a cold blooded killer , executing several people who opposed Agent Mulder or who threatened his life but he was also scared that he would meet the same fate as his colleague "Deep Throat". This did come true and he was executed by an unknown assassin in the hallway outside Mulders apartment



"X"

of reporting . Journalists tend to have a fair amount of leeway as far as the authorities are concerned ; the more reputable the organization they are working for , the more assistance they will get - unless, of course the authorities don't want to give it. Journalists can often be deliberately fed misleading or false information as well in a ploy to detract from an event that could prove embarrassing or , even worse, blow the lid on secret operations . Stories used in this way could be the attempted assassination of the President or a terrorist attack on a major building - both of these events would certainly grab the headlines in a big way , relegating the spotting of a UFO over Arizona or a "well contained" cholera outbreak in Tennessee to 3cms on page 20 ! Due to the nature of their work reporters do make enemies , especially of the rich , famous & powerful (including Syndicate/Conspiracy members if they get too close to the truth) .These enemies can use anything from lies and influence through to lethal force to remove their "problem".

TV Characters : Laura Dalton

Advantages :: Curious , Imaginative , Reputation , Contacts

Disadvantage : Enemy

Suggested Skills : Entrhancement-All , Research , Photography , Writing

## Law Enforcement Officer

*"Answer the question. You did it, didn't you ? You did something to those kids." - Sheriff Mazerowski*

This archetype covers deputies , sheriffs , detectives , state troopers & any other police orientated characters . Law Enforcement Officers , or LEO`s , usually have their legal powers restricted to a certain area , be it a town , county or the state itself . Permission is usually required for them to operate in a legal capacity outside their stated jurisdiction from a third party . On the plus side , they tend to have increased area knowledge , be aware of possible perpetrators and probably have some contacts as well. It is not unusual for LEO`s to carry concealed firearms on their person (not unlike Private Investigators) and have a licence to do so which in certain circumstances is an advantage . These licences again tend to be area specific however .

TV Characters : Sheriff Mazerowski

Advantages: Legal Enforcement Powers , Contacts , Rank

Disadvantages : Duty

Suggested Skills : Law , Gun(Pistol)/(Shotgun) , Interrogation,Drive

## Episode Storylines

### "Pilot"

This was the episode that brought Mulder & Scully together at the FBI . The case took place in Oregon and involved the supposed abduction and killing of young adults from the same graduation class . Billy Miles claimed that he was abducted and then forced to bring take friends to the woods that tests could be done on them .

### E.B.E

Mulder is alerted to the possible proof he needs about the presence of extra-terrestrials by Senator Matheson . With this information, he sets off to the SETI listening post in Arecibo , Puerto Rico. Hot on his heels is a Black Ops squad of Blue Berets specialising in UFO retrieval.

*"Fight the Future..."*

## Private Investigator

Basically, a detective operating without the strict regulations that are applied to Government Agents or Law Enforcement Agencies but also without their Enforcement powers . These characters tend to live by their reputation of getting a job done rather than how they accomplished it but they must remember that they should work within the law . PI's are usually paid a retaining fee when taking a job on with more when they get some results . If they have a good reputation, they may be able to command a reasonable daily fee (plus expenses). Jobs themselves can vary from Missing Persons to Proof of Adultery to other extended investigations that the police have given up on or are making no progress with. Contacts tend to be the key with this type of character from reporters & police officers through to that hobo on the street corner downtown .

TV Characters : Jim Rockford (Okay - I know he's not X-Files!)

Advantages : Reputation ,Contacts ,Awareness ,Intuition

Disadvantages : Enemy

Suggested Skills:Enthrallment-Persuade,Shadowing,Survival(Urban)

## The Conspiracies

*"The lies I told you were a pox & a poison to my soul ,and now you are here because of them. Lies I thought I might forever bury . A truth I could not live with." - Bill Mulder (The Blessing Way)*

The Conspiracies are an essential element of the television show & provide the main story arc and the central reason for the characters to continue their investigations . A Conspiracy is best defined as "The planning , with other people , to do something illegal or against a third parties wishes."

In the X-Files this is carried out by a global organisation who refer to themselves simply as "The Syndicate" . They are a collection of unnamed but obviously powerful men with world wide government connections . They tend to be known by monikers such as "The Well

*Episode Storylines  
(Cont.)*

*"War of the  
Coprophages"*

A prime classic X-File. A small town faces the apparent wrath of a strain of killer cockroaches . Fox Mulder investigates the case and comes up with the possibility that the Cockroaches involved are actually alien robotic life forms . Scully meanwhile manages to put the deaths down to natural causes but blown out of proportion by mass hysteria . During his investigation, Mulder enlists the aid of Dr.Alexander Ivanov & Dr Bambi Berenbaum . The former a robotics expert and the latter an attractive entomologist.

*"Nisei / 731"*

A two-part episode connected with the Conspiracy story arc. It starts with Mulder purchasing what is supposed to be an alien autopsy video from the personal ads of a magazine . This links into a series of Japanese World War 2 medical tests and the subsequent continuation of these tests on US soil with the knowledge of certain government factions . Mulder tracks down a man he suspects is involved & follows him onto a train . This scientist is subsequently killed (cont)

Manicured Man" & "The Cigarette Smoking Man" and have access to highly classified information. In GURPS terms, the best way to think of them is as an Illuminati group with agents (mostly unwittingly) aiding their cause.

The Conspiracy itself is based on the fact that alien life does indeed exist and is planning to colonise our planet . The Syndicate is aware of this and is working in conjunction with the aliens to this end in an effort to protect their own interests . As the story unfolds it can be seen that within a group there exists covert dissenters who are so deeply involved they find themselves unable to fight their destiny . On a secondary level The Syndicate is also, working on a defence against the alien intrusion which takes the form of a vaccine although their hopes for this are low.

Their plan is to keep the alien presence a secret from the general populace using any method : ridicule , bribery or even lethal force if it is so required. Anyone getting too close to the truth tends to be "removed" either by a fully blown military Black Ops team , one of their special agents or by their ultimate "weapon" - a shape changing alien bounty hunter who is able to alter his looks at will. Their resources are quite extensive: Reaching into just about every government department - at least in the US -enabling them to evacuate towns & villages on the premise of a toxic spillage or an outbreak of a disease when the real reason might be a downed UFO or the removal of a troublesome witness.

It is strongly suggested that Games Masters create their own Conspiracy groups with their own aims rather than using a straight port over from the X-Files. The best resource for this is probably **GURPS : Illuminati** . This book contains information about many potential groups that can act behind the scenes as well as how to create them . This should give any viewers of the programme expecting Syndicate involvement quite a shock.

There could be more than one conspiracy group active in your gameworld - possibly even in secret conflict with each other , maybe working together. The conspiracy group could even be a front for something even more sinister. Listed below are several ideas for such groups .

- A combine of global technocrats with alien contacts wanting to control the increase of technology across the world.

(Cont.)

by a man who identifies himself as an NSA assassin and Mulder finds that the final rail car on the train might just have the proof of extra-terrestrial existence that he needs . Scully meanwhile has done some investigations of her own and "remembers" a similar rail car from her own abduction experience , realising that she was the target of an unknown experiment rather than an abductee . Mulder discovers that the railcar is set to explode , destroying all the evidence and himself aboard it . The NSA agent manages to knock Mulder out & tries to escape from the train before the explosion only to be shot by "X" who then carries Mulder to safety before the explosion.

"The Government denies knowledge..."

- A government orientated conspiracy (Similar to the Syndicate but confined to one or possibly two nations) withholding evidence about extraterrestrial existence for their own ends.
- A secret shadow government controlling policy & methods by any means at their disposal.
- A group dedicated to the gradual implementation of mind control & indoctrination similar to George Orwells 1984 with the intention of global control.
- A crime syndicate controlling high level government offices to their own ends

All of the above could be given a X-Files slant ; The crime lord in the last one could be a shape changing alien or a thousand year old mage . The possibilities are endless . Again , it is down to the individual gamesmaster to decide where they want to take the game and the degree of Super-naturality they want to include within it . The main rule to consider is simple : There are no rules other than those you create yourself . Remember that it is your game and what you say goes. If you want to include magic fine , if not that's fine as well. For some more ideas look at other GURPS material such as **GURPS: Voodoo** or even **GURPS: IN Nomine** or even dig out some old National Geographic magazines. You will be surprised as to where the best ideas come from.

## The X-Files: Cases And Creatures

*"I coulda sworn I saw...red eyes...and fangs."*

- Jim Parker (Shapes)

The cases & incidents seemingly not connected with the Syndicate & the Conspiracy tend to be more horror orientated involving werewolves , ghosts , vampires , genetic defects and paranormal powers . As I have previously stated : I strongly suggest the perusal of **GURPS:Children of the Night** for some ideas as well as maybe **GURPS:Magic** , **GURPS:Psionics** & **GURPS:Horror**. All of these can form the basis of an excellent campaign providing powerful opponents , situations & problems for the players without the underlying conspiracy threads . One idea would be to start players off with this type of adventure and then after a few games start throwing in clues about the possibility a larger global problem connected to it.

## "Ice"

Something strange has been happening in the Arctic. A group of scientists involved in an ice-boring project have gone on a killing spree murdering everyone on the base before turning their weapons on to themselves. Mulder & Scully are included in the team to investigate the crime due to their status as Federal Agents. It is soon discovered that something, previously unknown to man, has been living under the ice since prehistory and was present in the ice core samples taken by the original scientists. This is what was at the root of the violent outbreaks but the relief team members are unsure as to which of them have been exposed to it.....

A personal favourite of mine – this is the episode that actually got me hooked on the series.

## "The Ghosts that Stole Christmas"

A very, very unusual episode of the x-files. It is Christmas Eve & Mulder summons Scully to join him outside a reputedly haunted house where the ghosts are only present for that one night. Supposedly all

(Cont.)

The following are a few brief examples of some "favourite" X-File creatures & strangeness lifted directly from the TV series with a brief description and some games stats for them. I have left skill levels to your own devices so you can adjust them as appropriate for your own game. If you like the idea but don't like my method, as always change it.

### Arctic Worms

(From the episode, "Ice" in seasons one)

These are small-segmented worms, several inches in length (Smaller in Larval stage) found buried deep beneath a glacier by an Arctic research team. When able they "burrow" into warm-blooded creatures exacting a form of mind control over the subject forcing them to display violent emotive responses. Dr Hodge proposed the theory that the worm actually feeds off the bodies' acetylcholine, which regulates violent behavioural response. When a person, or animal becomes infected the worm begins to develop. Over a short period of time, the subject will become more aggressive and prone to extended outbreaks of violence. The worm can be countered by placing a second worm in the hosts' body - the worms will kill each other in an attempt to control the body. The presence of an Arctic Worm in a body will lead to an increase of ammonium hydroxide within it. Whether it is due to a waste product, this will be found on any autopsy or blood sampling done on the subject. If you have a good roleplaying group it might be fun to let one of the players become infected. If you do, take them out of the room and explain the situation to them. The infection will not be immediately apparent and should encourage some good roleplaying. Bonus experience points should be given to the player with the infected character (if he role-plays it properly of course) along with the first other player who realises something is badly wrong with their colleague.

ST:2 DX:14 IQ:1 HT:4

On a successful Attack (automatic if in skin contact), the Worm enters the hosts body. For the games purposes this does not need to be an orifice such as the ear. If the worm has not been spotted, the potential new host should roll IQ-5. If successful they will feel the worm's entry into their body but it is up to the GM to decide if they are aware of what has actually happened. Every game hour roll HT-2 for the infected character. On the first failure, the worm has taken "control"

who spend Christmas Eve within the house are found dead the next day . Mulder enters followed by Scully who complains she has better things to do than go Ghost Hunting at Christmas. In the library under the floorboards, they discover two partially decomposed bodies dressed identically to themselves . Seeing this they attempt to leave , discovering to their dismay that walking out of the door in the north wall they re-enter the room from the south . With this in mind, one exits to the north & one to the south only to find themselves separated from each other and the exits mysteriously blocked up . It's at this point they find that they are not entirely alone.....The ghosts want them to stay – permanently.

### "Millennium"

It is a few days before the beginning of the new Millenium and Mulder & Scully are assigned to a strange case involving the grave robbing of FBI agents that have recently committed suicide . From the evidence however it

(Cont.)

of the host (This delay represents the incubation time of which not even the GM can be 100% sure).

Rather than applying any particular traits or skills to this creature , take a look at the subject it has infested and give him/her/it the following on the Worms behalf :

Amnesia , Berserk , Bloodlust , Edgy , Paranoia , Parasite , Unusual Biochemistry

### Flukeman

(From the episode, "The Host" in season two)

The Flukeman is a suspected mutant organism thought to originate from the Chernobyl region of the Ukraine . It is described as a cross between an amphibious leech like creature and a biped , about 5 feet in length with a pale mottled skin , small black eyes and a mouth comprised of a multitude of sharp hooklike teeth . It seems to thrive in dark, damp environments such as a sewer system and prefers these locations above all others . It seems to breed in a very unusual way : First it is suspected that the creature is a hermaphrodite (both male & female ) and capable of self-fertilisation . It injects fertilised larvae into a host body via its bite , staying connected to the unwitting host until transfer is complete , leaving a circular mark on the victim as the only external sign . Gestation is usually very quick being 24 to 72 hours at which point the larvae will exit the hosts' body to begin the next stage of development . This will invariably lead to the death of that host due to the massive internal haemorrhaging inflicted by it (For game purposes roll HT-6 to survive this event ) . These larvae will conceal themselves in a dark , moist environment until maturity. The mature "Flukeman" is capable of staying submerged for an extended period of time in water without apparent discomfort and is quite an accomplished swimmer . preferring to make any attacks on unwary prey whilst it is submerged gaining the advantage of surprise. The creature is very resilient , and strong making it a formidable opponent in its own environment .

ST : 14 DX: 12 IQ: 6 HT: 18

Advantages: Alertness(lvl2) , Amphibious , Enhanced Move (whilst Swimming only) , Very Rapid Healing , Immunity to Disease , Night Vision

Disadvantages : **Reduced Movement on land**

Skills : Swimming , Body Control , Bite (Treat as Brawling)



seems that the bodies attempted to dig their way out at the same time as someone else was trying to dig their way down to them . It is discovered that all the agents who had vanished this way were members of a shadowy organisation within the FBI known as "The Millenium Group". With this information, they enlist the reluctant aid of a former member of the group - Frank Black . The body of a Police Officer is discovered near the scene of one grave robbery with its mouth stapled together and filled with salt . Part way through the autopsy it reanimates attacking first the coroner and then Scully who shoots it several times without affect only being saved by the re-animator himself before he disappears . The race is then on to find him & the missing bodies before the turn of the century and possible doomsday. A classic y2k episode that links in very closely with Frank Black and his experiences of The Millennium Group.

"I Want To Believe"

## Eugene Victor Tooms

(From the season one episodes "Squeeze" & "Tooms")

Eugene Victor Tooms is best described as an offshoot of humanity . To all intents & purpose, he looks like a human but in reality, he is very different having the following abilities : A very long undetermined lifespan . An animalistic urge to hibernate for maybe as long as 30 years at a time . The ability to stretch and contract his body in a way impossible for a normal human enabling him to pass through apertures just a few inches in diameter . Incredible Strength , being able to rip the flesh of his victims with his bare hands. Tooms also had the apparent need to consume selected human organs to begin the hibernation period and the strange compulsion to take a personal effect from each of his victims . Eugene Victor Tooms was killed in an elevator accident during March 1994 as witnessed by Special Agents Mulder & Scully . It is probable other examples of this off shoot of humanity exist , living within a community that is unaware of its true nature.

ST:20 DX:12 IQ:10 HT:20

Advantages : Acute hearing(lvl 2) , Acute Vision (lvl 4) , Danger Sense, *Body Morph*

Disadvantages : *Hibernation* , Quirk: Collects Trophies from victims

Skills : Acting , Brawling, Escape, and Shadowing, Survival (Urban)

## Alien Bounty Hunter

(From numerous episodes including "End Game")

The Alien Bounty Hunter ( henceforth shortened to ABH ) as he is referred to , is a shape changing deadly killer from another world . He has superior strength and stamina , immune to most weapon damage and has the ability to change his features at will making him a formidable opponent .He is the ultimate weapon of The Syndicate and only used in extreme circumstances . If shot or stabbed, his body issues a toxic gas from the wound causing acidic style burning on any terrestrial creature whilst causing just mild discomfort to the ABH . The ABH's only apparent weak spot is situated at the back of his neck and then is only prone to impaling type weapons . A special stiletto style knife has been produced to combat similar aliens, which houses the blade within its own hilt when not it use . When successfully hit in this location a green ichor will be released and the body will decompose into a gelatinous mass within a few short minutes . To score a successful hit: The attack must be attempted from the rear ;all

### *"Three of a Kind"*

Byers , Langley & Frohike are trying to gain access to an Arms Convention in Las Vegas with the intention of finding out about the latest government weapons. Byers catches sight of Diane Modeski - a old flame who was supposedly grabbed by the CIA so they enlist the aid of Scully by using a computer to synthesise Mulders voice asking her to join them all at the Convention . As she arrives the news reaches the group that one of their colleagues has apparently committed suicide by walking under a bus . At their request Scully performs the autopsy, only to be injected by a secret assailant with a mind control drug resulting in her "forgetting" about the full autopsy results and changing her personality into one of a more flirtatious nature . The plot thickens when it is revealed that one of the Lone Gunmen`s colleagues is actually a CIA infiltrator working undercover.

ranged attacks are at a -8 and all close combat attacks are at -5. Upon being `damaged` anyone within 5` outdoors or 10` indoors will be subject to a corrosive toxic gas attack unless wearing masks , filters & gloves etc. For 5 rounds, each player must make a successful HT roll. On a fail, they will take 1d damage from a combination of chemical burns to any exposed areas of flesh and the respiratory tract . Although the ABH is able to change his appearance at will he tends to assume the same form time and time again ; that of a tall finely chiselled feature man .

ST: 18 DX: 12 IQ: 15 HT: 20

Advantages : *Shapechange* , *Damage Immunity* , Combat Reflexes , Fearlessness , High Technology (Lvl 3)

Disadvantages : Sense of Duty (To Syndicate) , Weak Spot (Back of Neck : See main text above)

Skills : Brawling , Combat/Weapon (Stiletto) , Drive , Shadowing

If any interest is shown, I will provide further stats for people .Just send an e-mail to the owner of this site stating your interest including your address.

*"The Truth is out there"*

## **Appendix A : New Advantages/Disadvantages**

The following are advantages & disadvantages not supported by Steve Jackson Games & are not to be considered as official . They should be used only with the express permission of the Games Master as only one is supposed to apply to Player Characters (Abductee). The Points are arbitrary and have been set as I see fit. As always, use what you feel is appropriate and change the rest.

### **Advantages**

**Body Morph (+50) Not Available to PC`s.** This allows the NPC to change their body in such a way that they can enter & pass through unfeasibly small areas . This is accomplished by altering the bone & muscle structures in the body making them flexible . This is a Cinematic Advantage to be used by the Games Master as they require .

A sheriff's deputy is found dead in his patrol car in the woods and the only suspect is claiming his innocence. The Deputy died by a blow to the face with a torch. Such was the force used his glasses were protruding from the back of his skull, convincing Mulder and later Scully that he could not have possibly done it. A teacher is then killed in front of his pupils by an apparently invisible assailant. The initial thought that it is due to Poltergeist activity or a demonic force is soon discounted, leaving the option of a person with super human powers. But who is it?

It is the perfect way to gain entry to PCs apartments/offices without them being aware.

**Damage Immunity (+100)** *Not available to PC's.* You are immune to most types of damage. Any standard guns and blades will cause discomfort & annoyance but nothing more. Ignore the first 6d of each and every separate attack (each separate bullet for example that hits is counted as a separate attack) with the hole/wound sealing itself in 5 rounds.

**Shape Change (+75)** *Not available to PC's.* This allows the NPC to mimic the build & facial features of any previously seen person they want regardless of sex, age, hair colour, weight, etc. Even the voice will mimic the targets. The change in forms takes about 2 seconds, but will not alter the attire (unlike Odo in Deep Space 9) or include the targets memory or skills. Due to this, anyone who is close to the person so mimicked relationship wise may notice something is amiss on a successful Hard Mental dice roll.

## Disadvantages

**Abductee (-15)** : This is similar to the **Duty** disadvantage in the Basic Set but with some differences. Roll 3d before every adventure. On a roll of 16+ the character was Abducted either by aliens/ government/ conspirators (GMs decision dependent on the game) and experimented on causing a 1d loss of Hit Points before play even begins and a temporary -2 to IQ for the following 24 hours to represent psychological trauma. The Hit Points are recovered at the normal rate

**Hibernation (-25)** *Not available to PC's.* NPCs with this disadvantage Have the urge to hibernate for extended periods of time. In The Case Of Eugene Tooms, this was every 30 years. It can be assumed in this case that 29 years are spent in hibernation & 1 year active. A couple of the months of that year will be spent preparing a new lair and stocking up on appropriate food stuffs to last through the extended sleep. If PC's do not successfully solve the case within a short period of time it could be another 30 years before the chance comes again. The "Foodstuffs" should be some part of the human body (Liver, heart, etc.) as this could be a vital link for the PCs.

**Reduced Movement on Land (-15).** All movement on dry land is halved.

### *About the Author*

Adrian Gawain Jones was born during 1966 in Preston, England and has been roleplaying since the summer of 1977 with Dungeons & Dragons promptly followed by the Advanced version and later Traveller, Call of Cthulhu, etc. etc.

He assisted in the creation of The Adventures of Luther Arkwright RPG for which he received a brief mention and has contributed several articles to small press journals concerning the Call of Cthulhu game and the Cthulhu Mythos in general.

He is married to Valerie whom he considers to be a "Babe", and has one son Gareth who does not currently display any overtly demonic powers.....yet.

## Appendix B : Using GURPS:Lite

This is an excellent introduction to the GURPS system and is a useful reference work for any player of the game. GURPS Lite just scratches the surface of the possibilities the game has covering basic character generation, combat and tasks. Even if you haven't roleplayed before give it a go Lite only uses standard six sided dice so you can raid that old copy of Monopoly with half the deeds missing for bits.

If using these basic rules create characters with 150 points (above average) and buy skills that are appropriate to the modern day. If you want your character to have a sword skill then that's okay - just ask yourself how they got proficient with it (hobby, re-enactment society, etc.).

Skills and combat work in exactly the same way as with the main rules with very little change.

GURPS Lite can be downloaded free from either the [www.sjgames.com](http://www.sjgames.com) or [www.willybanjo.co.uk/games](http://www.willybanjo.co.uk/games) sites. Alternatively, it is included in the GURPS GM Screen/Pack.

## Appendix C: Scenarios and Plot Outlines

The storytelling potential of this genre of game is limitless listed below are several scenario outlines for different styles of play which can be changed on a weekly basis just like the TV series.

**Science Fiction** : Whilst investigating a series of countrywide murders the PCs discover that the only real link is that the victims were connected all connected to the internet when they were killed. For this you could have the PCs having to enter a "Virtual World" and discover that Artificial Intelligence is closer than was first expected.....

**Horror** : Isolate the PCs in a situation where their cell phones don't work and ammunition/food is limited (The everglades possibly or the forests on the Canadian border) and have something or someone hunt them. For this throw in a couple of NPCs to end up as sushi just to up the ante a bit. Possible antagonists include a "Murder Club" (a group

## *Bibliography & Source Material*

GURPS Basic Set (S Jackson Games) – Various Dates

GURPS Compendium One (S Jackson Games) – Various Dates

GURPS Lite (S. Jackson Games) Various Dates

The X-Files Website  
[www.thexfiles.com](http://www.thexfiles.com)

The X-Files TV Series

The Official Guide to The X-Files :The Truth Is Out There – Brian Lowry – Harper Collins 1985

The Official Guide to The X-Files : Trust No One – Brian Lowry – Harper Collins 1986

## COMING SOON

**GURPS:  
CTHULHU**

**GURPS: PERRY  
RHODAN**

**GURPS: BUFFY  
THE VAMPIRE  
SLAYER**

**GURPS: INDIANA  
JONES**

**GURPS:  
ENCOUNTERS (?)**

that just gets a kick out of killing) a fantastic/supernatural creature or even just a normal animal that is insane.

**Investigation** : A PCs car/house/office is targeted by an unknown assailant and seems to be playing with their lives. It could be someone the PC arrested and brought to trial but escaped and is seeking revenge and the other PCs are looking like a good target.....The PCs have to work out who it is and how to catch them . The perpetrator might decide to leave clues behind to further rile the target.

**Fantasy** : A bit more difficult this one . A creature that can invade its targets dreams and feed off emotions is one possibility. Maybe it has the ability to make dreams so lucid the PCs are never aware whether they are awake or asleep and if you die in your dreams you suffer a fatal heart attack resulting in death in the real world. The start up for this one could be a colleague or friend approaching a PC and telling a fantastic story only to turn up dead next day.

## Afterword

The idea of this document is to give you some insight into the possibilities of an X-Files style game using the GURPS rules system. The ideas presented here can easily be transposed to other modern day/near future based games such as Chaosium's "Call of Cthulhu" or R.Talsorian's "Cyberpunk" . GURPS X-Files has been written as a labour of love . Enjoy it and remember : The Truth is Out There.....

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Contact : [adrian@network17.fsnet.co.uk](mailto:adrian@network17.fsnet.co.uk)