

ALTERNITY

ACTION CHECK

ONLINE + MAGAZINE

STAR+DRIVE

GAMMA WORLD

DARK • MATTER



Action Check's Disclaimers

Action Check is an on-line electronic magazine dedicated to the Alternity Role-Playing Game.

This work is offered free of charge to all interested parties and is not to be sold in any form. It may be printed if distributed free of charge.

This work supports the Alternity roleplaying line, specifically the Alternity Players Handbook and Gamemaster Guide. In addition it supports the Campaign Settings Star*Drive, Gamma World, Dark* Matter, and Tangents by Wizards of the Coast, Inc.

Alternity is a registered trademark of Wizards of the Coast, Inc.

This work is not authorized by, nor is the staff associated with, Wizards of the Coast, Inc.

Wizards of the Coast, Inc.:
<http://www.wizards.com>

STAFF

Publisher/Layout: Jeff Ibach
Editor: Jim Sharkey
Cover Design: Daryl Blasi

HOW TO SUBSCRIBE

E-Mail: actioncheck@hotmail.com

Web Site:
www.thirdfloor.8m.com

Back Issues:
www.wizards.com/alternity/downloads.asp

David Brin has granted us revocable permission to use certain aspects of his **UPLIFT** universe for small-scale play by subscribers of Action Check, on an amateur and a strictly non-fee, nonprofit basis. He retains all rights to the concepts and characters in his works. To learn more about them, please see the UPLIFT novels, or go to <http://www.davidbrin.com/> for more information.

Table of Contents

Cover Art: "S Decoupage 3" by Enrico Fermi

- Page 3 Editorial [Jeff Ibach]
Realism, heroism, and fun.
- Page 4 WARSHIPS Fighter Designs [Lord Wyvern]
The Warships supplement can handle more than capital ships!
- Page 5 Kolchak the Night Stalker [Jeff Ibach]
A new adventure capsule for Alternity Dark*Matter
- Page 6 Insect Abilities and Adaptations [Derek Holland]
New mutant bugs for Alternity Gamma World.
- Page 8 Starhunter: Operation Shadowfox [Derek Bredbenner]
An full adventure for Alternity Star*Drive.
- Page 21 The Hurmm [Neil Spicer]
A new external race for Alternity Star*Drive.
- Page 24 Julio Melendez [James Sharkey]
A supporting cast member for Alternity Dark*Matter.
- Page 27 The Will O' Wisp [Dale Thurber]
A D&D converted Xeniform for Alternity Dark*Matter.

And don't forget to look for our special Holiday bonus, the **Warships Designs** supplement, available at:

http://www.thirdfloor.8m.com/action_check.html

Happy Holidays!

-J eff & J im, the Action Check Guys

Action Check On-Line Magazine is published monthly by the New Jersey Role-Playing Game Association Network sanctioned club "The Third Floor Fellowship". <http://www.thirdfloor.8m.com>
Issue #7, December 2000



<http://www.wizards.com/rpga>

Action Check Magazine is not a publication of the RPGA Network.

Editorial: Realism, Heroism, and Fun

Realism. It's pretty hard to find in a roleplaying game. And different games need it at different levels. Take the new D&D. High-level heroism. As long as it's not totally off the wall, you don't start picking apart every aspect of the system because it doesn't simulate reality (well, there are folks who do that, but they should probably be locked away somewhere). And while Alternity doesn't do realism at a fact-based level, it sure does its best to simulate it within the gaming environment it's created. The best part I think is when PCs need to feel mortal to properly play a role; it's Alternity to the rescue. Guns are dangerous. Careful planning needs to go into properly run combats or folks are going to get *hurt!* Our group really likes that. Every laser blast and armor roll is important. At any minute, if you're not careful, you can be taken out. We also appreciate the way that, in general, a 15th level diplomat **can't** just stand there taking four or five laser hits to the chest and laugh it off while a 1st level one would die after being shot once. It's put a chill back into our sessions, especially Dark*Matter and Masque of the Red Death, the more "current-day" games. Even our Superhero game takes on a gritty feel thanks to the mortality levels characters enjoy.

Heroism. But at the same time there are parts of them system folks have noted as being a little generous with a casual GM, notably healing afterwards depending on which setting you play and what type of tech toys you have. In a way, getting a PC back on his feet and acting is an important part of an RPG. The more annoying games would leave your PC bed-ridden for an adventure while your pals go off and save the day. Thanks to the different equipment and skills available in Star*Drive, your PC has a chance to be back in the action pretty quickly, while in Gamma World a skilled medic and his hi-tech gear is a rare and vital commodity, making for a dark and dangerous world. In reality, depending on the GM and the mood he's trying to convey, there are ways for him to help the players back in the action or punish them for not thinking without busting the rules or tossing them out the window.

In the end it's all about fun, and in looking back since we started playing Alternity in early 1999 there hasn't been a game among them that wasn't memorable and just great fun. No nights of arguing unclear rules points or looking up conflicting statements. And we've literally played every situation: 2501 space opera, Gamma World gritty sci-fi, 1890's gothic horror, modern-day mystery, swords and sorcery fantasy and wild and crazy Superheroes, and the system compliments each genre by just being a solid, well-built set of rules, infinitely adaptable and providing in the end what's most important of all: fun.

Action Check Submissions

To submit an article to Action Check magazine:

actioncheck@hotmail.com

Submission Guidelines can be found at :
www.thirdfloor.8m.com

Regular Features:

Transmissions: adventure hooks, along the lines of those previously found in Dragon Magazine for the various campaign settings.

Gridsites: Alternity Web sites that deserve recognition and serve a specific purpose.

Creature Feature: Aliens, Creatures, Xenofoms, etc. for the Alternity game campaign settings.

Futuretech: gear, equipment, vehicles, weapons, armor and other hardware for the Alternity game.

Supporting Cast: NPC stats for insertion in your own games. All submissions must follow the Supporting Cast Template in the Alternity GMG!

Reviews: of Alternity or related-use product.

Special FX: New FX/Psi or Mutations.

Plus cartoons, details of campaign ideas, fully detailed star systems, artwork, etc.



FIGHTER DESIGNS

By Lord Wyvern

Starfighter plans for the new Warships product from Wizards of the Coast.

These fighters were made using PL7 technology with the Star*Drive human technology track.

All fighters that I made use the same hull with each fighter design having only minor changes, or customized weaponry. So I have a BASE FIGHTER HULL and then I have the various CONFIGURATIONS. This made design a *lot* faster. To figure the cost of the fighter, just take the cost of the Base Hull and add it to the cost of the Configuration and then add in the Base Values for the Engine and Power Plant depending on if you want to divide them (I don't recomend it for a fighter).

BASE FIGHTER HULL (PL7):

Hull Fighter (Hp:10) Pow:0 Cost:\$350K

Armor Neutronite, medium Hp:.5 Pow:0
Cost: \$500K

Engine Induction,Acc:4 Hp:2 Pow:2
Cost: \$1000K Base: \$1M

Control Cockpit,1 station Hp:.5 Pow:0
Cost: \$100K

Sensor Fwd Multiband Radar Hp:.5 Pow:1
Cost: \$50K

Comm Radio Transciever Hp:.5 Pow:1
Cost: \$25K

Power Mass Reactor Hp:2 (Pow:7) Cost:\$500K
Base: \$2M

CONFIGURATIONS:

(The Base Hull leaves 4hp and 3pow for weapon systems.)

--
Attack Fighter
Plasma Missile Rack(8) Hp:2 Pow:1 Cost:\$850K
Laser Hp:1 Pow:2 Cost:\$100K
2 Attack Computers Hp:1 Pow:0 Cost:\$400K
--

Strike Fighter (one of my favorites)
SMP Bomb Rack(2) Hp:1 Pow:0 Cost:\$70K
X-ray Laser Hp:2 Pow:2 Cost:\$350K
Induction Engine(upgrade) Hp:1 Pow:1 Cost:\$500K
(Acc4 --> Acc5)

--
Dual-Pilot Plasma Fighter (one of my favorites)
Cockpit(upgrade) Hp:.5 Pow:0 Cost:\$400K
(extra 'gunner' station)

Attack Computer Hp:.5 Pow:0 Cost:\$200K
Plasma Cannon Hp:3 Pow:3 Cost:\$400K
--

Fusion Bomber (not recommended)
2 Attack Computers Hp:1 Pow:0 Cost:\$400K
Plasma Missile Rack(8) Hp:2 Pow:1 Cost:\$850K
Fusion Bomb Rack(1) Hp:1 Pow:0 Cost:\$1M
--

Shielded Fighter (not recommended)
Deflection Inducer Hp:1 Pow:2 Cost:\$500K
Mass Reactor(upgrade) Hp:1 (Pow:3.5) Cost:\$250K
(+ 3.5 power)
X-ray Laser Hp:2 Pow:2 Cost:\$350K
--

Shielded Strike Fighter
Deflection Inducer Hp:1 Pow:2 Cost:\$500K
Plasma Missile Launcher(12) Hp:3 Pow:1 Cost:
\$250K
[Plasma Missiles] [Cost:\$100K each]
[Accel:6, Endur:4, Accuracy:-3] [En/L, d6+ 3w/
d8+ 3w/d6+ 2m]
--

Stealth Strike Fighter (one of my favorites)
Jammer Hp:1 Pow:1 Cost:\$100K
X-Ray Laser Hp:1 Pow:1 Cost:\$350K
SMP Bomb Rack(2) Hp:2 Pow:0 Cost:\$70K
--

Stealth Bomber
Jammer Hp:1 Pow:1 Cost:\$100K
SMP Bomb Rack(2) Hp:1 Pow:0 Cost:\$70K
SMP Bomb Rack(2) Hp:1 Pow:0 Cost:\$70K
Induction Engine (upgrade) Hp:1 Pow:1 Cost:\$500K
[Acc4 --> Acc5]





Kolchak: the Night Stalker

By Jeff Ibach

The world of Dark**Matter* in the 1970's

FIRE-FALL

A DarkMatter '*Kolchak the Night Stalker*'
Transmission adventure hook.

The heroes are sent to investigate something not far from their own home base that's just a little too coincidental: two reports of spontaneous combustion with two days. The first person was a concert violinist, the second a businessman. When they investigate, strange things begin to arise.

The concert violinist was killed in his bed. Police say it was a smoking accident (there is no evidence the man ever smoked). While he burnt up, there was no damage to any surrounding items. A witness (an older woman with grumpy little dog) out in the hall of his apartment told police she thought she saw a tall, distinguished, goatee-bearing fellow flee down the hall, but she's not sure.

The businessman was found burnt up inside his car as he fell asleep outside a small concert hall. Again the police blame it on a smoking accident but there are no signs of collateral damage to the car. There are no witnesses.

While the characters are trying to follow up leads (including possibly linking the concert violinist with the concert hall, and finding that a major concert symphony orchestra will be playing there within a few days, led by famous conductor Ryder Bond) they get wind of yet another spontaneous combustion report. Hopefully they can get on-scene soon after this happens.

A young woman burst into flame while tanning herself by the rooftop pool of a very prestigious hotel. An investigation uncovers that she was the companion of the famous conductor Ryder Bond who is staying in this very hotel while in town. There is only one set of witnesses because it was so early in the day, a young couple. While the man saw nothing, the woman thought she saw a tall, distinguished, goatee-bearing fellow flee from the scene, but is not sure of herself, because he did not go *past* them back into the hotel, and there's no other way off the roof!

At some point the characters will want to try and question Ryder Bond. Doing so should be a frustrating and troublesome process. He's a very busy fellow, and quite distraught. After all, his lady friend and his best

friend who gave him a ride to the concert hall to pick up some papers the other day have both recently exploded!

Finally, one night when they visit his apartment, he answers the door and motions for them to enter, but never speaks. In a moment when the PCs aren't looking, he vanishes in thin air! The curtains immediately burst into flame, followed by the bed. Soon the room is an inferno, and the door is mysteriously barred! They'll have to get out fast or die!

PCs later find out that Ryder Bond never returned home that night; he stayed in a private room at the concert hall after a late practice. Who was in his room then?

Hopefully the PCs will do some paranormal research. That's when they will find (either through their own work or contacts) that they are no doubt dealing with a "doppelganger"...a rare vengeful spirit of someone who recently died and wishes to take over the body of another living person, sending that soul to banishment. It will wreak its vengeance slowly, and always when the victim is asleep. The PCs who were in the hotel room have been marked by the spirit too. If they sleep anywhere but within a church, they'll explode!

Gamemaster's Information: The vengeful spirit is a disgruntled former crime syndicate assassin who specialized in arson. He eventually sold out his employers and they had him killed. The man lead a distraught life (so goes with interviews with his family), was never satisfied, and never got to follow his real dream, to be involved with the classical music industry he loved so.

By chance on the day of his funeral, Ryder Bond, late for a meeting, cut off the funeral procession of cars (which eventually Ryder Bond will recall doing if asked specifically about his actions the past two days). It was enough to call forth the vengeful spirit to begin its torture of the infidel by destroying his friends before consuming his soul.

The solution is to dig up the remains of the arsonist and place them at the scene where he was killed. Then, depending on the GM's campaign, a battle of wills with a hero commanding the spirit to give up and return to the body will ensue, or they have to fight the spirit somehow to get it to return. Possibly it reanimates its body and attacks as an undead!

The exact creature statistics (if required) are up to the GM to develop to match the power level of his group.



INSECT ABILITIES & ADAPATATIONS

By Derek Holland

Insect abilities and adaptations for Alternity Gamma World

Insects are a very diverse set of organisms that have many abilities that can be used in a Gamma World campaign or in any post apocalyptic game. Here are 3 with an example for each.

Crypsis (camouflage)

Many insects have cryptic coloration and shapes that allow them to either avoid predators or ambush prey, or both. Many insects can only hide in the environment in which they evolved, but a few, like the toad grasshopper *Trachypetrella anderssonii* from the Namaqualand desert in Southern Africa, can hide in any similar environment.

Rockhopper

STR d6+3 INT 1 (animal d4)
 DEX d4+8 WILd6+2
 CON d3+4 PER 1 (animal d3)
 Durability 6/6/3/3 Action Check 6+/5/2/1
 Movement walk 2 sprint 24 # of actions2
 Reaction Score M/1
 Mutations dermal armor, increased senses
 Defects none

Attacks
 None

Defenses armor d6+1 (LL), d4+1 (HI), d4 (En)
 -1 vs. melee
 -2 vs. ranged

Skills
 Athletics [6] - *jump* 5 [11]; Stealth [10] - *hide* 12 [22]

Description
 The rockhopper is a huge grasshopper that looks like a chunk of white quartz about one meter long by .3 meters wide. Its antennae are held in folds on the thorax and head to hide them. The only feature that can be recognized from more than 4 meters away are its eyes, and these are stone white and look like outcroppings.

Encounter
 Rockhoppers will not react unless physically contacted, and then they jump away until a new suitable spot is found.

Habitat
 Rockhoppers are found only on desolate rock fields with quartz boulders. These are uncommon and usually found in deserts or mountain peaks.

Society
 Rockhoppers collect only where there is food, usually lichen or moss. The only time they can be seen moving is during the mating season and when the current patch of food runs out.

Biome	Rocky fields
Encounter chance	Possible
Group size	d20
Organization	None
Niche	Herbivore
IQ	Low order animal

Cryptobiosis

Very few insects have the amazing ability to revive after all life functions have stopped. A midge in Nigeria can survive temperatures up to 70 degrees C, but only when dried to less than 8% of its original water content. Other insects can only do this with certain tissues, usually gills. This allows GMs to bring a dead insect to life when certain conditions occur.

Mud swarm

STR - INT 1 (animal 1)
 DEX - WILd2
 CON - PER 1 (animal 1)
 Durability see below Action Check 15+/14/7/3
 Movement fly 26 # of actions3
 Reaction Score G/2
 Mutations none
 Defects none

Attacks
 Bite 14/7/3 poison (LL/O)

Defenses armor -
 Immune to melee
 -2 vs. ranged

Skills
 None

Description
 The mud swarm is a species of blackfly that "dies" in extreme drought. Only when water is applied to a

swarm will it awaken, usually in d4 minutes.

Encounter

When awakened, a swarm will attack any nearby mammal for food. They have weak paralytic saliva that can be deadly due to the size of the swarm. The base level of the toxin is a 3 step bonus. For every 100 flies above 500, reduce this bonus by one, up to a penalty of 2 steps for a swarm of 1000. For every minute a sleeping creature remains in the swarm, it suffers 1 wound.

Habitat

Mud swarms are found only in soil or rocky deserts.

Society

Mud swarms live only during humid times. They feed on nearby mammals and then lay their eggs. The eggs hatch in to predacious maggots that "die" after metamorphosis.

Biome	Desert
Encounter chance	Slim
Group size	500-1000
Organization	Swarm
Niche	Predator
IQ	Low order animal

Pedogenesis

This bizarre ability means the insect does not have to become an adult to reproduce. Some flies and beetles can produce larvae or eggs as larvae. This allows GMs to have caterpillars that never become butterflies or moths, grubs that don't become beetles, and naiads that don't become dragonflies.

White worm

STR	d4+12	INT	1 (animal 1)
DEX	d3+3	WIL	d4+8
CON	d6+10	PER	1 (animal 1)
Durability	13/13/7/7	Action Check	5+ /4/2/1
Movement	walk 1	# of actions	1
Reaction Score	M/1		
Mutations	Poison attack, Toxin tolerance, Psychic void		
Defects	Diminished senses, extreme; Photodependent; Slow reflexes		
Attacks	None		
Defenses	armor d4 (LI), d8+4 (HI), d6+3 (En)		
	+2 vs. melee		
	-1 vs. ranged		
	Poison hairs		

Skills
None

Description

This giant caterpillar is 25 meters long. It has a thick green skin that is rarely seen due to the number of 2 meter long white hairs that cover its hide entirely - even the eyeless head. The hide itself is easily cut, but acts as ablative armor to energy weapons and nanofluidic to high impact weapons.

Encounter

White worms are usually unstoppable plant eaters. They move slowly forward and consume any plant in its way. Anyone trying to hit a worm with a melee weapon less than 2 meters long must make a DEX feat check, and will take d2s on a failure and 1w on a critical failure. If a wound is taken, the worm's hemotoxin is injected. They are so stupid that only water will deter them from a given path.

Habitat

Forests and swamps hold the necessary amount of plant material to keep white worms alive.

Society

White worms reproduce every 2 weeks. A young worm is very vulnerable (.3 meter long hairs and 1/4 armor values) and could even starve if it follows its parent.

Biome	Forests and swamps
Encounter chance	Slim
Group size	1 or 2
Organization	None
Niche	Herbivore
IQ	Low order animal





OPERATION: SHADOWFOX

By Derek Bredbenner

Starhunter: Operation Shadowfox

Starhunter: Operation Shadowfox is an *Alternity: Stardrive* adventure for 3 to 5 heroes with about 20 levels total. A hero with good Investigation skills is required to complete this adventure. The setting is a spaceport orbiting around Alaundril or any Verge planet the Gamemaster chooses. The heroes should also have their own ship.

Adventure Background

A Voidcorp Agent named Jana Ferrens, code name Shadowfox, was trained by the stellar nation to harness her telepathic powers and use them for their causes. After performing several special covert missions, she realized the true evil nature of Voidcorp and wanted no part of their agenda. Jana recently made contact with the Uverian Circle, a small cult of psychics who believe in peace and the balance of nature. Drawn to their pacifist beliefs, she called upon one of its members to help her defect from Voidcorp. She was told to rendezvous with one of the members at the Sindar Spaceport. Shadowfox then made a daring escape. At the spaceport, she was told to pick up a package from a t'sa trader named Bazal Ra that contains some information and items to aid her escape. Unfortunately, Voidcorp has discovered her intentions and sent its agents, including a psychic hunter, to kill Shadowfox. Shadowfox is very aware that Voidcorp has discovered her intentions and knows that the company wants her dead. Concord Intelligence has also discovered Shadowfox's presence, and believes that she is working an important mission for Voidcorp. Concord has just hired the heroes to go to Sindar Spaceport to capture Shadowfox and bring her in for interrogation. Concord Intelligence is unaware of the Voidcorp agents sent after Shadowfox.

Sindar Spaceport

The Sindar Spaceport is located orbiting around Alaundril. This spaceport is primarily used as a waystation for travelers and cargo between the planet and other Verge systems. Hundreds of people pass through the station daily, stretching the spaceport capacity with a high demand for its resources and manpower. Recent budget cuts have forced the administration branch to downsize the number of

spaceport employees. Almost every security surveillance device (security cameras, trigger alarms) has also been taken down due to the budget cuts. Restrictions and regulations still apply; only 9mm charge or stutter pistols may be carried on the spaceport. Security guards will confiscate illegal weapons if seen in public.

The design of Sindar Spaceport consists of a large circular structure called the spaceport center. The spaceport center is over half a kilometer in diameter surrounded by an outer ring called the auditorium. Four terminals with a docking bay and cargo deck extend several kilometers from the auditorium. Mass cannons and point defenses protect the spaceport from the top and bottom portion of the circular structure. A control tower also stands on each portion, closed off from the entrance into the spaceport. Up to 12 transports and 24 smaller ships may dock on the Sindar Spaceport.

A location chart is provided for the Gamemaster to show how the following rooms are connected together. The chart also shows where the scenes will take place.

Storage Deck (spaceport center)

The storage deck is the central heart of the Sindar Spaceport where thousands of cargo vaults are stored in huge, high-ceilinged storage rooms. Many of these cargo vaults are stacked upon one another, resembling makeshift mazes with plenty of high points and hiding spots. Only a skeleton crew of spacehands maintains the storage deck.

Auditorium (outer ring)

The auditorium is the most active section of the Sindar Spaceport. The auditorium stretches over two kilometers around the spaceport center, which is connected by several passage tunnels. A walkway 20 meters wide is centered in the outer ring where crowds of travelers continuously move along. Stores, novelty shops, restaurants and entertainment spots clutter both sides of the walkway, only to be broken up by occasional bathrooms and gridbooths. Eighteen **security guards** patrol throughout the auditorium in pairs, rarely entering the storage deck and docking bays.

Terminal (alpha, beta, delta, gamma sectors)

Four terminals, named by sectors, protrude from the outer ring, providing access to commercial and private spaceships. These terminals stretch 75 meters in a half circle radius from the outer ring. Numerous rows of seats line the terminal, facing large open viewports and holoviewers. A main terminal entrance leads to the docking bay while a side entrance leads to the cargo bay. Crowds of tired travelers are crammed in these terminals waiting for their transport flight.

Docking Bay (alpha, beta, delta, gamma sector)

Named after the terminals they are attached to, the four docking bays provide access between spaceships and the terminals of the awaiting travelers. A long hallway stretches out for over two kilometers from the main terminal entrance. No transport carriers are available to haul travelers.

Cargo Bay (alpha, beta, delta, gamma sector)

Four cargo bays lie next to the terminals and docking bays of the spaceport. These bays consist of a series of rooms and passageways used by spacehands when loading and unloading cargo vaults. Side ter-

minal entrances from lead into the cargo bays. An alternate route into the docking bay and the ships can be found through the cargo bays.

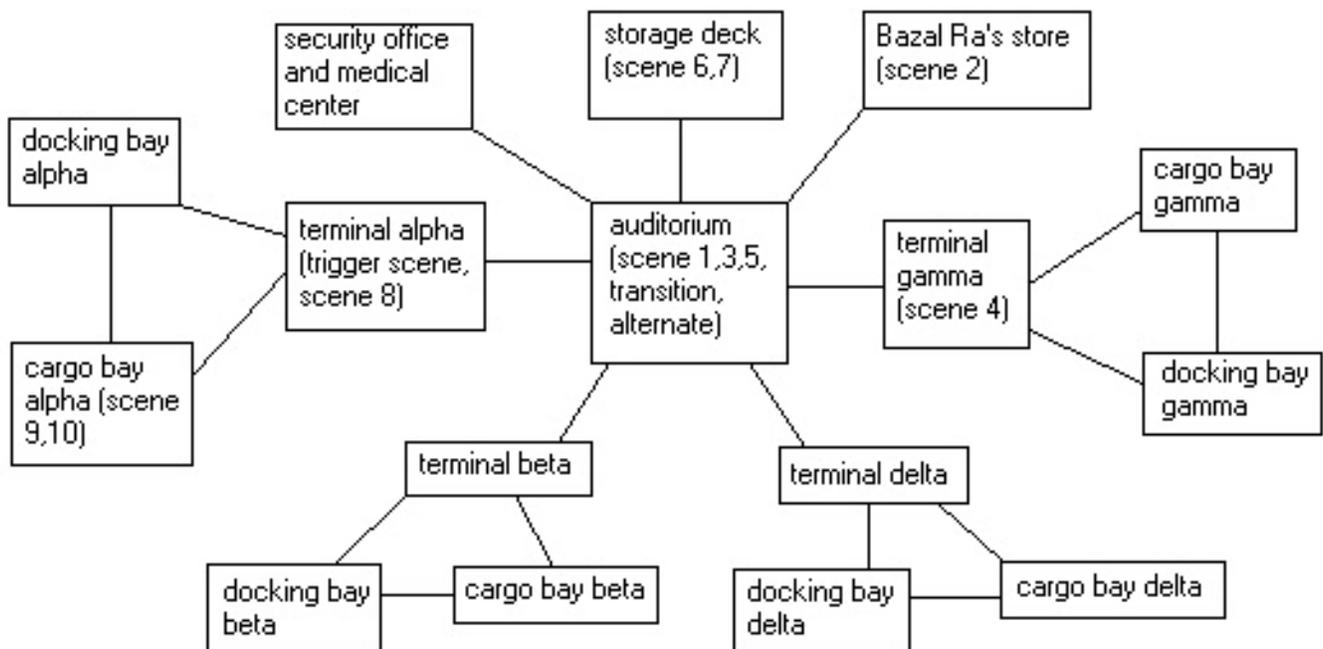
Bazal Ra's Electronic Novelty Shop

An unmarked, makeshift shack sits quietly between terminal sectors alpha and gamma. Shelves with cheap and outdated electronic devices sit in this store. A small, messy storage/ private room where Bazal Ra can be found is behind the store counter.

Security Office

Three of the four original security offices have recently shut down due to budget cuts. The security office located between alpha and gamma terminal sector now provides the only security left within the spaceport. Six **security guards** can be found here at all times. An admin office, conference/ break room, jail cell and armory make up the entire office. The armory, secured with a biolock, hold 6 stutter SMGs with 24 clips, 6 stutter pistols with 12 clips, 6 stun batons with 6 charges, 4 battle jackets and a stutter cannon. The tactics for backup is set up very poorly; the security guards usually arrive 8-10 rounds after backup is called.

Sindar Spaceport Location Chart



Medical Center

Next to the Security Office is the Medical Center. A doctor and two medics are always on duty in this somewhat spartan building. An admin office, treatment room, surgery room, two exam rooms and a storage room are at disposal for the medical staff. The storage room is secured with a biolock and contains four life support packs, two medical gauntlets with 12 refills, 6 trauma packs with 18 refills and an assortment of pharmaceuticals (except psi-enhancers). The medics have Medical-treatment [11] and the doctor has Medical-treatment [13], surgery [12]. They each have a medical gauntlet.

Supporting Cast

Shadowfox (Jana Ferrens), Former Voidcorp Agent

Level 5 human Free Agent

STR 10 INT 10
DEX 12 [+1] WIL12 [+2]
CON 10 PER 10

Durability: 10/10/5/5 Action check: 14+ /13/6/3

Move: sprint 22, run 14, walk 4 #Actions: 2

Reaction score: Ordinary/2

Last Resorts: 2

Psionic energy points: 6

Attacks

Unarmed 10/5/2 d4s/d4+ 1s/d4+ 2s LI/O

Telepathy-mind blast 11/5/2 d4+ 1s/d4+ 2s/d6+ 2s

Stutter pistol 12/6/3 d6+ 2s/d8+ 2s/d8+ 4s En/O

Defenses

CF shortcoat: d4-1 (LI), d4-1 (HI), d6-3 (En)

Skills

Athletics [10]; Unarmed [10]; Acrobatics [12]; Ranged Weapons Modern [12]-pistol [13]; Stealth [12]-hide [13], sneak [13]; Vehicle [12]; Stamina [10]-endurance [11]; Knowledge [10]-computer operation [11], first aid [11]; Security [10]; Awareness [12]-intuition [13], perception [13]; Resolve [12]-mental resolve [13]; Interaction [10]; Telepathy [10]-datalink [12], mind blast [11]

Gear

Cell phone, dataslate (marginal), flashlight, cutting knife, trauma pack, ammo clip (stutter pistol), backpack, head shawl, psi-enhancers (2 pills), Uverian Circle amulet (+2 to WIL resistance modifiers vs. psychic powers [not figured in]), credit chip (50 credits)

Jana Ferrens (code name Shadowfox) is an athletic young woman standing 5' 6" with short blonde hair.

She have been serving Voidcorp as an agent for the last four years, specializing in infiltrating computer systems and stealing information via her psychic power *datalink*. Despite her background, she is a kind person who recently had a change of heart and developed a concern for the well being of other people. She is in conflict with her ties with Voidcorp and seeks the Uverian Circle to fulfill her desire to use her psychic powers for peace.

Sklar, Voidcorp Psychic Hunter

Level 10 fraal Mindwalker

STR 7 INT 13 [+2]

DEX 9 WIL15 [+3]

CON 9 PER 13 [+2]

Durability: 9/9/5/5 Action check: 13+ /12/6/3

Move: sprint 16, run 10, walk 4 #Actions: 3

Reaction score: Ordinary/2

Last Resorts: 4

Perks: Danger Sense, Photo Memory

Psionic energy points: 23

Specialty Skill: ESP

Attacks

Unarmed (untrained) 3/1/1 d4s/d4+ 1s/d4+ 2s LI/O

Telepathy-psychokinesis 17/8/4 LI/O (lifting and dropping target)

Telepathy-mind blast 16/8/4 d4+ 1s/d4+ 2s/d6+ 2s

Telepathy-mind crush 16/8/4 (See *Mindwalking: A Guide to Psionics* for details)

Telepathy-tire 15/7/3 1f/2f/3f

Mass pistol 12/6/3 d6w/d6+ 2w/d6m En/G

Defenses

CF softsuit: d6 (LI), d6 (HI), d6-1 (En)

Deflection harness: +2 resistance modifiers on STR and DEX

Kinetic Shield: +2/+3/+4 (LI), +1/+2/+3 (HI)

Skills

Modern [9]; Vehicle [9]; Stamina [9]; Knowledge [13]-computer operation [14], language (fraal), language (standard); Security [13]; Awareness [15]-intuition [16], perception [16]; Investigation [15]-interrogate [16], search [16], track [16]; Resolve [15]-mental [17], physical [16]; Interaction [13]; ESP [13]-clairaudience [14], clairvoyance [14], mind reading [14]; sensitivity [14]; Telekinesis [15]-kinetic shield [17], psychokinetics [17]; Telepathy [13]-contact [15], illusion [15], mind blast [16], mind crush [16], mind shield [16], suggest [15], tire [15]

Gear

Comm gear, dataslate (good) w/ programs (good), black robes (CF softsuit), credit chip w/ false identity (5000 credits)

Sklar appears as a tall, thin fraal dressed in a black robe with emotionless expressions. He serves as a skillful Voidcorp mindwalker that specialize in hunting down mindwalkers and defecting agents. Sklar is very particular in balancing his powers with offensive and defensive tactics. His plans in hunting targets are always followed with extreme emphasis on patience and perfection. Sklar is always determined to complete his mission and will not let anyone stand in his way.

Mind Crush is a specialty skill found under the Telepathy broad skill. The mindwalker uses this skill to send pure mental energy to overload the target's mind. The first successful attack causes 1s/2s/3s to the target and puts the target in a mindlock with the mindwalker. In the following rounds, the target must make a successful Resolve-*mental resolve* skill check versus the mindwalker's Telepathy-*mind crush* to break the mindlock. Otherwise, the target will suffer 1s/2s/3s plus an additional 1s for every continuous round the target is in the mindlock. The mindwalker may continue the mindlock and cause secondary damage even if the target is unconscious. The mindwalker must concentrate to keep the mindlock or can release the target at will. The mindwalker can attempt to use *mind crush* again if he so desires.

Bazal Ra, merchant trader

Bazal Ra is an old cranky male t'sa trader in the Sindar Spaceport. He runs a small store selling electric trinkets of different sort. He also handles delivered packages waiting to be picked up by their addressees. He does not know Shadowfox and is unaware of the events taking place. He also has no connection with the Uverian Circle.

Voidcorp Agent

Human Nonprofessional

STR 10 INT 9

DEX 10 WIL 8

CON 9 PER 8

Durability: 9/9/5/5 Action check: 10+ /9/4/2

Move: sprint 20, run 12, walk 4 #Actions: 2

Reaction score: Marginal/1 Last Resorts: 0

Attacks

Unarmed-*power* 11/5/2 d6s/d6+ 2s/d4w LI/O
 11mm ch pistol 11/5/2 d4+ 2w/d6+ 2w/d4+ 1m HI/O

Defenses

CF shortcoat: d4-1 (LI), d4-1 (HI), d6-3 (En)

Skills

Athletics [10]; Unarmed [10]-*power* [11]; Melee

Weapons [10]; Ranger Weapons, Modern [10]-*pistol* [11], *SMG* [11]; Vehicle [10]; Stamina [9]-*endurance* [10]; Knowledge [9]-*computer operation* [10], *first aid* [10]; Security [9]; Awareness [8]; Interaction [8]

Gear

Comm gear, dataslate (ordinary), programs (ordinary), trauma pack, extra ammo clip (11mm ch pistol), credit chip w/ false identity (500 credits)

The Voidcorp agents are well trained and dangerous. They are ready to follow orders in completing the mission and sacrifice themselves to protect their leaders. Eight Voidcorp agents will accompany Sklar in this adventure.

Security Guard

Human Nonprofessional

STR 9 INT 8

DEX 9 WIL 8

CON 9 PER 8

Durability: 9/9/5/5 Action check: 9+ /8/4/2

Move: sprint 18, run 12, walk 4 #Actions: 2

Reaction score: Marginal/1 Last Resorts: 0

Attacks

Unarmed 4/2/1 d4s/d4+ 1s/d4+ 2s LI/O
 Stun baton 9/4/2 d4+ 1s/d6+ 3s/d6+ 4s En/O
 Stutter SMG 9/4/2 d6+ 2s/d8+ 2s/d8+ 4s En/O

Defenses

Battle vest: d6-3 (LI), d6-2 (HI), d4-2 (En)

Skills

Athletics [9]; Armor [9]; Melee [9]; Ranged Weapons Modern [9]; Vehicle [9]; Stamina [9]; Knowledge [8]; Law [8]; Awareness [8]; Interaction [8]

Gear

Comm gear, dataslate (marginal), trauma pack I, extra ammo clip (stutter SMG), credit chip (100 credits), binders (O)

The security guards are typical personnel in the Sin-



dar Spaceport. They are expected to protect the pedestrians of the station and maintain order against any conflicts that may occur. They patrol the spaceport in pairs and are more than willing to call backup from the security office if any problems persist.

Space Thug

Human Nonprofessional

STR 10 INT 8

DEX 9 WIL9

CON 10 PER 8

Durability: 10/10/5/5 Action check: 9+ /8/4/2

Move: sprint 18, run 12, walk 4 #Actions: 2

Reaction score: Marginal/1 Last Resorts: 0

Attacks

Unarmed-*brawl* 11/5/2 d4s/d4+ 1s/d4+ 2s LI/O

Skills

Athletics [10]; Unarmed [10]-*brawl* [11]; Melee [10]; Modern [9]; Vehicle [9]; Stamina [10]; Knowledge [8]; Awareness [8]; Street [9]; Interaction [8]

Gear

Cell phone, credit chip (50 credits),

The space thug is your typical ruffian found as often as you find space junk. More of these guys can be found running around the Sindar Spaceport since security levels have dropped. Space thugs need a leader to get them to do anything since they have no initiative or morals.

Thug Leader

Human Nonprofessional

STR 11 INT 9

DEX 10 WIL10

CON 11 PER 9

Durability: 10/10/5/5 Action check: 10+ /9/4/2

Move: sprint 20, run 12, walk 4 #Actions:2

Reaction score: Marginal/1 Last Resorts: 0

Attacks

Unarmed-*brawl* 12/6/3 d4s/d4+ 1s/d4+ 2s LI/O

Pulse baton 12/6/3 d8s/d4+ 2w/d6+ 2w En/O

Defenses

CF longcoat: d4 (LI), d4 (HI), d6-2 (En)

Skills

Athletics [10]; Unarmed [11]-*brawl* [12]; Melee Weapons [11]-*power* [12]; Ranged Weapons Modern [10]; Vehicle [10]; Stamina [11]; Knowledge [9]; Awareness [10]; Street [10]; Interaction [9]-*intimidate* [10]

Gear

Cell phone, credit chip (100 credits)

The thug leader has a little more talent and experience than the space thug but is still the kind of scum you want to avoid. They will only take action if they have other space thugs around to help out. Other than that, they will not stay around if trouble starts.

Trigger Scene

The heroes will dock their ship at **Docking Bay Alpha**. Read the opening scene to the players:

You and your companions have arrived at the Sindar Spaceport at Alaundril. Before your arrival, you reviewed your mission outline from Concord Intelligence on your dataslate:

Mission CI-463J

Intelligence Background: Intel Reports confirm that an important Voidcorp agent code named Shadowfox has recently arrived at the Sindar Spaceport. Voidcorp has put a high priority on this as yet unknown mission. The Voidcorp agent must meet with a contact named Bazal Ra as part of its mission.

Objective: Locate and capture Voidcorp agent.

Warning: The Voidcorp agent may possess dangerous psychic abilities. The mission package provided will aid you in your mission. Proceed with caution.

******Under any circumstances, the Voidcorp agent must be brought back alive******

A reward of 50,000 credits will be given upon completion of the mission

End

The mission package given to you is a large suitcase containing the following: a psi-detector, a psi-restraint collar, a pair of binders (ordinary) and a stutter pistol with two clips.

Scene One: Finding Bazal Ra

Read the following to the players as they enter **Terminal Alpha**:

You have just stepped out of the passageway that led into Terminal Alpha. Numerous patrons of different species and cultures color a large auditorium that circles the Sindar Spaceport. Fast food stores and trinket shops line the walls, ready to provide



their merchandise and services. Many seats line up across large viewports, revealing a close view of Alaundril and other nearby planets and stars. Several smaller passages stretch out from the auditorium and deeper into the spaceport. Somewhere in the spaceport you must first find Bazal Ra.

The heroes must first locate Bazal Ra in the spaceport. About every spaceport employee (security guard, bartender, storekeeper, et.) knows Bazal Ra and where to find him. Unfortunately, only a few are willing to share the information. The hero asking an employee about Bazal Ra will need to make an Interaction-*interview* skill check. On a Good success or greater the employee will reveal Bazal Ra's occupation and the location of his store. On an Ordinary success the employee will be hesitant to answer. Giving the employee credits to talk will allow the hero to make another skill check with -1 step bonus for every 25 credits offered. On any failure the employee flatly deny any knowledge of Bazal Ra. The gamemaster should only allow the heroes two or three employees to be interviewed. All other employees approached will automatically refuse to speak with the heroes.

Scene Two: Meeting Bazal Ra

Read the following to the players upon entering **Bazal Ra's Electronic Novelty Shop**:

An electronic sound chimes across the cluttered room as you enter a small trinket store. A multitude of cheap and useless items decorates the shelves and tables. A small accented voice calls you towards the store counter occupied by a small green skinned t'sa. The t'sa sits behind the counter, quietly fixing an electronic gadget with undivided attention. Without glancing up from his magnifying eyepiece, the t'sa says, "Welcome to Bazal Ra's, how may I help you?"

The heroes may begin asking Bazal Ra some questions pertaining to Shadowfox. The gamemaster should run the following: a hero is free to ask any Bazal Ra any questions but the hero will have to make an Interaction-*interview*, Interaction-*intimidate* or Investigate-*interrogate* skills check. For every degree of success, Bazal Ra is willing to share the following information if asked:

Ordinary Success:

- A human female with blonde hair arrived today to pick up a package.
- After Bazal Ra gave her the package, the human

left without saying a word

Good Success:

- The human female entered the store about an hour ago
- The human female was wearing a dark green and brown tunic
- She opened the package in front of him, revealing a pistol with some clips, a 3D and an amulet
- Before leaving, the human female asked him for a good place to eat

Amazing Success:

- The pistol is a stutter pistol
- The amulet had the symbol of a blue crescent moon forming a circle at both ends
- Bazal Ra told her that *Saturn Ring*, a popular restaurant on Sindar Spaceport, is a good place to eat
- She was carrying a black backpack

The heroes must ask a specific question to get a specific answer. Any answers that are categorized under a lower degree of success will be given. Any answers that are categorized under a higher degree of success will require the hero to make another skill check and get a success at that degree. Any failures and Bazal Ra will not give any answers in that category or higher. Every hero may make an attempt to ask the t'sa merchant any questions. Reward any hero up to a -2 step bonus when making the skill checks if the player performs good roleplaying during this scene.

If the heroes learn about the symbol on the amulet, allow them to make a Knowledge skill check. A Good success or above will have the heroes to recall the symbol being popular among peaceful psychic cults.

If the heroes return to the store later on in the adventure, they will find Bazal Ra dead from a massive convulsion. Sklar and the agents will also find Bazal Ra and retrieve some information about Shadowfox before killing him with *mind crush* (see Sklar's stats



under **Supporting Cast**).

Scene Three: Tracking Shadowfox

This scene begins after the heroes have gone through **Scene Two** and the heroes start tracking for Shadowfox. The heroes will need at least one physical description from Bazal Ra before they start tracking. During the track, the heroes will interview several people and pick up telltale signs of recent passage. Any hero with *Investigate-track* must make a number of skill checks while the group searches for Shadowfox with the following situation modifiers:

- +3 step penalty for tracking in urban setting
- -1 step bonus for every physical description of Shadowfox (blonde hair/green and brown tunic/black backpack)
- -2 step bonus if the heroes start their investigation at *Saturn Ring*

The heroes are limited on time. The Sindar Spaceport is a continuously changing environment with people on the move. The heroes have 1 hour (4 time units) before they lose their chance to find Shadowfox's trail. The heroes must decide on a fast (1 time unit), moderate (2 time units) or careful investigation (4 time units) with the proper penalties/bonuses applied to the skill checks. They can change the type of investigation if time allows them to do so. The heroes may make as many skill checks as they can until a successful roll is made or the 4 time units are used up. On a critical failure the heroes will automatically lose her trail. Any degree of success on a skill check will have the heroes find Shadowfox's trail and lead them to **Scene Four**. Run the **Alternate Scene** if the heroes lose her trail.

Scene Four: Searching for Shadowfox

The heroes have found Shadowfox's trail and followed it to **Terminal Gamma**. Read the following to the heroes:

The Voidcorp agent's trail leads you to Terminal Gamma. The large terminal holds rows of seats crammed with weary travelers waiting for their flights. Some wander aimlessly around the sector while others stare at the large holoviewers that hang from the ceiling. Somewhere in this terminal, the Voidcorp agent hides.

Shadowfox is seated among the crowd, hiding out until an Uvarian Circle member arrives. She has just noticed the heroes entering the area, and believes

they are the Voidcorp agents. She will watch them closely as she use her *Telepathy-mind shield* ability to ward off any wandering mind reading powers the heroes may have. Shadowfox will not see Sklar hiding on the other side of the terminal. He will be looking for Shadowfox by using *ESP-mind reading* among selected individuals.

The heroes will have to make an *Investigate-search* skill check versus Shadowfox's *Stealth-hide* skill check to find her. The following situation modifiers apply to the heroes' skill check:

- +3 step penalty for tracking in urban setting
- -1 step bonus for every physical description of Shadowfox (blonde hair/green and brown tunic/black backpack)
- -2 for careful investigation (no time limit in this scene)

The heroes can also use their psi-detector during their search by making a *System Operation-sensor* skill check. The psi-detector will pick up two mental powers in use (both from Shadowfox and Sklar) on an Ordinary success. On a Good success, the sensor will pick a mixed combination ESP/ Telepathy powers (Sklar's *mind reading* and Shadowfox's *mind shield*). An Amazing success will split between the two exact locations of the mental powers' sources. The heroes could either point the psi-detector to the Telepathy power source and automatically find Shadowfox or point the device towards the ESP powers source and discover Sklar. They will only catch a glimpse of Sklar as he stops using his psychic powers and disappears into the crowd. The heroes will not be able to find him if they look.

Read the following after the heroes' skill checks are made:

You carefully search the crowd, looking for the Voidcorp agent when you notice something very unusual. A female human sitting nearby turns her eyes away from a holoviewer and clenches her hands on her head. She lets out a painful cry as several passersby turn to face her. Her eyes becomes bloodshot and her body twitches violently. Within a few moments, the woman's body becomes still and lifeless.

Sklar has mistaken the woman to be Shadowfox and used his *Telepathy-mind crush* to kill her. A large crowd gathers around the dead woman, wondering what has happened to her. The security guards will arrive shortly to file the death as an unknown cause

and to collect the body. Read the following if the heroes succeed in locating Shadowfox from their Investigation-search skill roll or their psi-detector:

Another human female sitting next to the dead woman quietly leaves her seat as the crowd gathers around. She passes the staring people and quickly walks out of Gamma sector. The human female is the Voidcorp agent you are looking for!

Shadowfox knows that the woman was killed by psychic powers and makes a quick escape. The GM should move to **Scene Five** when the heroes begin to follow her. Allow the heroes an Awareness-perception skill check vs. Shadowfox's Stealth-sneak skill check if they did not succeed in their previous rolls. Apply a +2 step penalty to heroes' skill check due to the large crowd gathering. Read the paragraph above if the heroes succeed in this skill check against. Otherwise, Shadowfox will leave unnoticed and the GM should then consult with the **Alternate Scene**.

Scene Five: The Chase

This scene occurs when the heroes have found Shadowfox after **Scene Four/ Alternate Scene**. Read the following to the players:

Your target moves swiftly along the auditorium's main passageway, weaving through the scores of walking people. You quicken your pace, dancing around the traffic to avoid losing her. One of you accidentally bumps into an alien traveler who lets out a loud curse. The Voidcorp agent turns and spots you and your companions! She spins around and dashes off as you start a chase through the Sindar Spaceport.

Shadowfox now really believes the heroes are Voidcorp agents and tries to shake them off. The heroes will have to overcome some obstacles during the chase in order to keep up with her. The players must first declare which hero will lead the chase and in what order the others will follow. The heroes will then have to make skill/feat checks to pass the obstacles. Any failures will pull a hero out of the chase. The next hero in the chase order will take lead if the leading hero is stopped by an obstacle. The +2 step penalty from running will not be applied to their rolls during this scene. Instead, a -2 step bonus should be given while the heroes pass through the obstacles. Here are the following obstacles:

- A large alien family is walking close together to-

wards the heroes. The heroes could either make a Dexterity feat check to move around them or a Strength feat check to tackle through. On a failure, the hero crashes into the family members. The other heroes behind will be able to pass without making a skill/feat check.

- Two station spacehands are pushing a small cargo vault on a graviplatform and are blocking the heroes' path. The heroes will have to make a successful Athletic-climb skill check to clear over the cargo vault. On a failure the hero will knock the vault off the graviplatform, allowing the heroes behind to step over the platform without any difficulty.
- A large female werren has just dropped her purse and is bending down to pick it up. She sees the heroes running towards her and freezes in place. The heroes will have to make a successful Athletic-jump skill check to hurdle over the werren. On a failure hero falls onto the werren and knocking her down. The other heroes following behind will be able to pass through this obstacle.
- A group of children are playing with a small ball and one of them accidentally throws the ball to the leading hero. The leading hero must make a successful Dexterity feat check to catch the ball and a successful Athletic-throw to be able to toss it back to the children. On a failure the hero fumbles with the ball and the group of children stops the hero by crowding around him. The GM should not allow the hero to harm the children in any fashion. The other heroes will not be hindered by this obstacle.

The heroes can be creative and improvise other skills and feats (using Acrobatics, etc.) to overcome the obstacles during the chase. The GM should determine the situation modifiers and degree of success needed without slowing down the action pace of the scene.



After passing through the obstacles, the remaining heroes must then make a Stamina-*endurance* skill check. Any failure will force the hero to stop the chase due to exhaustion. Read the following if any of the heroes remain in the chase:

You skillfully pass through the obstacles conveniently left before you as you chase the running agent. She effortlessly pass through the crowd with ease until she makes a small mistake. She quickly glances behind her and runs in front of a moving cargo carrier. The space hand driving the cargo carrier swerves to the side to avoid hitting the agent and crashes against a pillar. The cargo vaults on the carrier topple over, spilling out several valuables. The crowd turns greedy as they scavenge whatever valuables they can grab. Unable to reach the agent, you notice that her path is blocked by the accident. She takes a quick detour and heads towards a control panel next to a sealed doorway. She then places a hand on the panel and closes her eyes. Suddenly, some lights on the panel flash brightly as the doorway opens, revealing a dark passageway, which she enters.

Shadowfox used her Telepathy-*datalink* to open a locked door that leads into the spaceport's storage deck. The heroes that witness this scene will not be able to catch her in time since the crowd of scavengers also blocks their path.

Any heroes that didn't make it past the obstacles should catch up by now. The GM will move to **Scene Six** as the heroes follow Shadowfox into the passageway. The **Alternate Scene** should be run if none of the heroes make it through the chase.

Scene Six: The Capture

This scene should be run in one of the storage rooms of the storage deck. Despite her evasive attempts, she was unable to escape from the heroes. Shadowfox has now take an alternate route and will try to hide from the characters among the cargo vaults that clutters this large 100x150-meter room. Read the following to the heroes as they enter the storage deck:

The noisy bustle of the spaceport dies away as an eerie silence fills this large dim storage room. Numerous cargo vaults are cluttered together and stacked on one another, casting shadows and dark silhouettes onto each other. The Voidcorp agent is somewhere near...

Shadowfox is hidden behind a cluster of small cargo vaults with her stutter pistol ready. The heroes will

need to make an Investigate-*search* skill check against Shadowfox's Stealth-*hide* with the usual situation modifiers. A -1 bonus step should be given to Shadowfox for the dim lighting and shadowy cover. Any hero that is successful in the skill check will come upon Shadowfox's hiding place. The agent will then use her Telepathy-*illusion* on the heroes to help her blend into the surroundings. Those heroes will then have to make an Awareness-*intuition* skill check with possible penalties applied by the results of Shadowfox's Telepathy-*illusion* skill check. Any hero using a psi-detector at this time will pick the mental power being used with a successful System Operations-*sensors* skill check. An Amazing success will pinpoint the source, automatically revealing Shadowfox in her hiding place. An Ordinary or a Good success may only notify the presence of the mental power but will grant a -2 bonus if the heroes attempt a Awareness-*perception* skill check at Shadowfox's hiding place. Run **Scene Seven** if Shadowfox is discovered.

Shadowfox will stay in her hiding place if the heroes cannot find her. She will wait until she believes the heroes have left and then make an attempt to sneak out of the storage deck undetected. Her Stealth-*sneak* skill will be rolled against the heroes' Awareness-*perception* as she moves from one cargo vault to another. If successful, Shadowfox will quickly leave through a passageway and hide in a better location that the heroes will never find. The GM will then run **Conclusion Scene Three**. Run **Scene Seven** if Shadowfox is discovered during her escape attempt.

Scene Seven: The Skirmish

Read the following to the players after Shadowfox is discovered in **Scene Six**:

She stands frozen in place right when you discovered her. The Voidcorp agent is a petite human female with short blonde hair. She is dressed in a dark green and brown tunic with a small backpack strapped on her back. A pistol is clenched tightly around her right hand. Before you tell her to drop her weapon, her eyes shoot wide open as an unseen force stabs your head like an icy pick!

Shadowfox is not going to surrender without a fight. She used Telepathy-*mind blast* on the hero who discovered her or the one standing closest to her. The GM will still need to make a Telepathy-*mind blast* skill check to see if her target suffer any damage. From here, she will take cover behind a cargo vault and use her stutter pistol against the heroes. She is

now determined to stop the heroes once and for all and fight until she can fight no longer.

Read the following if the heroes defeat and capture Shadowfox without killing her:

You successfully capture your target without banging her up too much. You quickly disarm and handcuff her, and place the psi-restraint on her to prevent any more trouble. She first shows a surprised look on her face when she becomes conscious again.

"I suppose you Voidcorp Agents want me alive instead," she says.

This may arouse some suspicion among the heroes. Shadowfox is very shocked to find herself still alive. The defecting agent was sure that the heroes would have killed her. She is not certain, but she is starting to doubt whether the heroes are Voidcorp agents themselves. This is a good opportunity for the heroes to tell Shadowfox who they truly are and ask her why she is actually here at this spaceport. The GM should not allow the players to make skill checks to get information from Shadowfox or convince her that they are not Voidcorp agents. They will use roleplaying instead of 'roll-playing' during this scene. The GM should then use his own judgment to determine whether Shadowfox is willing to believe the heroes. The heroes are already one step closer to convincing her since they did not kill her.

If the GM feels that the players are convincing and they perform some good role-playing, Shadowfox will then share with the heroes her side of the story (see **Adventure Background**). If asked about the woman's death in **Scene Four**, she will tell them that she thought the heroes were the cause. She will then be more convinced that the real Voidcorp agents are on this spaceport and on her trail. Since the heroes are not Voidcorp agents, she will ask them to set her free and help her instead. Shadowfox will beg the heroes to get her out of the spaceport and help her to meet with another Uverian member at an alternate location on the planet below. She does not have anything to give the heroes but she believes the Uverian member will reward them. Under no circumstances does the defecting agent want to be taken to Concord Intelligence. She truly believes that she will forever be a prisoner under Concord custody because of her involvement with Voidcorp. The heroes will be caught in a dilemma of whether to let Shadowfox go or to turn her in to Concord Intelligence. The heroes will have no way of contacting Concord Intelligence during this adventure. The heroes must decide and go along with their choice as the GM run the **Transi-**

tion Scene.

Transition Scene

Allow the heroes an opportunity to take care of any wounds at this time. They could make a visit to the **Medical Center** but they might have to explain why they have a human female handcuffed. It would be the in heroes' interest to either hide the handcuffs on her or remove them for the time being. Shadowfox will not attempt to escape. Run **Scene Eight** after the heroes have taken care of their immediate needs and return back to their ship.

Scene Eight: The Ambush

This scene should be run at **Terminal Sector Alpha** as the heroes and Shadowfox return to their ship. Read the following:

You quietly escort the defecting agent through Terminal Sector Alpha towards your ship when three men at the main terminal entrance suddenly reveal their pistols and point them directly at you. The crowd flees in terror as the men open fire!

Sklar has recently discovered the whereabouts of the heroes and Shadowfox through his investigation and his psychic powers. He has also set up a trap for the heroes to fall for if they try to return to their ship (see **Scene Ten**). The three **Voidcorp agents** will do what they can to prevent the heroes from reaching their ship through the main terminal entrance. They will take cover behind the nearby seats (light cover) during this firefight. Allow the heroes and Shadowfox an *Awareness-intuition* skill check to avoid surprise.



After three rounds of fighting, five **security guards** will arrive in the sector opposite the heroes and attack the Voidcorp agents from behind. The Voidcorp agents will direct their attention to the security guards, allowing the heroes a chance to escape. The heroes will have to intervene with the security guards if they decide to stay around. The GM should run **Conclusion Scene Four** if the heroes choose to head back to the auditorium or they stay to finish the fight. The heroes could also take a different route through **Cargo Bay Alpha** via the side terminal entrance. Shadowfox will make this suggestion if the heroes decided to help her. Run **Scene Nine** if the heroes and Shadowfox escape through the side terminal entrance.

Scene Nine: Cargo Door

Read the following when the heroes have just entered via the side terminal entrance:

You hurry through a passageway into Cargo Bay Alpha when you come upon a small storage room with several cargo vaults lying around. A large cargo door stands close on the opposite side of the room. The control panel nearby shows the door to be locked. You hear the distant footsteps of the security guards as you decide how to open the cargo door.

The heroes will have to open the cargo door before the security guards show up. Opening the cargo door will require a *Security-security devices* skill check at good complexity (5 successes) under moderate conditions. A hero with *Computer Science-hacking* can also make an attempt but will face an additional +1 step penalty while attempting to open the door. Shadowfox will offer her help if the heroes have exhausted all attempts to open the cargo door or the heroes request her assistance. Shadowfox will only help if the heroes promise not to turn her in to Concord Intelligence and to take her down to the planet. The heroes may have to reconsider if they were initially going to turn her in. She will use her *Telepathy-datalink* to open the cargo door, requiring that the psi-restraint and handcuffs be removed for Shadowfox to perform her task. She could either attempt to open the door by herself or assist the lead character with his second attempt. Even with Shadowfox's help, there is a possibility that the heroes will still be unable to open the cargo door. The heroes could attempt to blast through the cargo door. The door has a durability rating of 20/20/10 with good toughness. There are no air ducts or hidden passageways to move further into the cargo bay.

Five **security guards** will arrive at the scene if the heroes cannot open the cargo door. The security guards tell the heroes to turn in their weapons and surrender or they will open fire. Run **Conclusion Scene Four** if the heroes comply, otherwise the security guards will attack. Either side can take medium cover behind a cargo vault. A cardkey from one of the security guards can open the cargo door.

Run **Scene Ten** if the heroes are able to open the cargo door.

Scene Ten: Meeting Sklar

Read the following to the players:

After you enter through the cargo door, you hurry through a passageway that ends at another cargo door that is open. Entering through the open cargo door you find yourself in another storage room. The room contains an assortment of cargo vaults with a control room and a catwalk above the opposite side of the room. You jump in surprise as the cargo door you just came through slams shut. You stand in awe as you see a cargo vault suddenly move across the floor by itself! The vault stops in front of the control panel of a closed cargo door across from you. Three men quickly appear from an open passageway on the far side of the room. Looking up at the catwalk, you see two men armed with SMGs. A tall alien dressed in a dark robe stares through the control room window.

A dark, eerie voice vibrates in your minds, 'your efforts are futile, surrender the agent and your lives will be spared.'

Fear shines through Shadowfox's eyes as she whispers one word, 'Sklar.'

Shadowfox has heard stories about Sklar, and none of them were pleasant. Two **Voidcorp agents** stand ready on the catwalk 50 meters away from the heroes, each carrying a laser SMG. Three more **Voidcorp agents** stand ready behind cargo vaults in front of the open passageway 75 meters away. A firefight will begin unless the heroes surrender Shadowfox. Even so, Sklar will command his agents to kill the heroes as he leads Shadowfox through the back exit of the control room and into an awaiting Voidcorp ship to take her back to headquarters.

During the firefight, the agents will try to keep the heroes pinned. The agents on the catwalk will have light cover behind the side rail (+1 step penalty against the heroes) and a -1 step bonus for taking



higher ground. The agents behind the cargo vaults will have medium cover (the heroes will also have medium cover behind some cargo vaults near them).

If he is still present, Sklar will use his psychic powers to attack the heroes. Sklar will be able to view the entire storage room through the control room window. He will use either his *mind blast* or *mind crush* on the heroes or use *psychokinetics* to throw small cargo vaults at them. The control room window is made of clearsteel glass and has a durability rating of 10/10/5 with ordinary toughness. The glass will shatter when it loses all mortal points. The heroes can then fire their weapons at Sklar but will suffer +2 step penalty as long he stays in the control room. Sklar will immediately leave through the back exit if he is wounded or in danger of being captured.

The heroes have the following options in this scene: 1) The heroes could attempt to open the closed cargo door behind them. The control panel next to the door is similar to the one in **Scene Nine** (good complexity (5 successes) under moderate conditions). A cardkey will not work on this door. If successful, the heroes can escape by going back but they will run into several security guards (run **Conclusion Scene Four**). 2) The heroes could run 50 meters across the room towards the cargo door in front of them. The heroes making this attempt will have no cover from the agents on the catwalk. If they make it without getting hit, they could try to push the cargo vault away from the control panel. This will require a Strength feat. Those pushing the cargo vault will have medium cover from the agents. Up to two heroes can push or take cover behind the vault. If successful, the heroes will have enough room to work on the control panel to open the cargo door. This door is also similar to the one in **Scene Nine** (good complexity (5 successes) under moderate conditions). A cardkey will also not work on this door. 3) The heroes could attempt to defeat the three Voidcorp agents behind the cargo vaults and move their way through the open passageway towards the ship. Several cargo vaults stand between the heroes and the agents, allowing them plenty of cover if they decide to move close to each other. The heroes could also attempt to Hide-*sneak* through the vaults. The agents on the catwalk can still fire upon the heroes as they move around the cargo vaults. 4) The heroes could go for the gusto and climb the ladder up onto the catwalk and seize the control room. The ladder will be right next to the control room and in full view of the two agents with the laser SMGs. From the control room, they could open any of the closed cargo doors in the storage room. The heroes can also attack the agents below from the catwalk. Sklar will disappear through the back exit before the he-

ros enter and they will not be able to find the psychic hunter.

The heroes will succeed in this scene if they defeat Sklar and the agents or escape through the passageway or cargo door opposite of them. They will arrive at their ship and fly out safely from Sindar Spaceport. Run **Conclusion Scene One** or **Two** with the players.

Alternate Scene: Thug Problem

This scene gives the heroes a second chance to find Shadowfox. Luck has fallen upon them as the GM reads the following:

Despite the bad luck, you continue to search for the Voidcorp Agent. Walking around the passageway, you see an unusual incident. Some space thugs have surrounded a young victim and are threatening her to hand over her money. She happens to fit the description of the agent you are looking for!

Shadowfox has accidentally bumped into three **space thugs** and a **thug leader** as she continued to avoid any Voidcorp agents. The heroes will have to confront the space thugs to reach Shadowfox. The thug leader will tell the heroes to leave or face some 'real trouble'. A hero could strike back by making an Interaction-*intimidation* skill check against the leader thug's Interaction-*intimidation* skill check. The player could improvise some roleplaying to receive a -1 step bonus to the skill check. A higher degree of success will allow the hero to intimidate the thug leader and send all of the thugs running. If unsuccessful, the thug leader will pull out a pulse baton and attack.

The fight will end if the heroes defeat the thugs or if they pull out their firearms. The thugs will stop and run off if they see the heroes' firing weapons. The heroes will not be able to reach Shadowfox during this fight.

After the fight, the heroes will find Shadowfox making an escape attempt. The GM must choose which scene to run next: she could either take off running (**Scene Five**) or enter through a passageway into the storage deck (**Scene Six**). The scene picked should not be one that the heroes have already gone through. **Scene Four** should be skipped at this point. This scene should only be run once.

Conclusion Scene One: Shadowfox's Freedom

The GM should run this scene if Shadowfox is still alive and they have decided to take her to the Uverian Circle member. Read the following to the play-

ers:

Upon arriving on the planet, you land your ship on an open field blooming with tall grass and brightly colored flowers. A small shuttle sits nearby with an elderly man dressed in long white robes awaiting your arrival. Approaching the elder man, Shadowfox runs towards him and embraces him with affection. She introduces the man as Goron, a council member of the Uverian Circle, and tells him how you helped her on the spaceport. Goron warmly thanks you and rewards you with an amulet of a blue crescent moon.

'This amulet will protect you from any psychic powers that may harm you,' say Goron, 'it will also represent to any Uverian members that you are good people.'

As you say farewell, Shadowfox tells you, 'If you ever need any help, call for me here, my real name is Jana Ferrens.'

The two board the shuttle and fly off into blue skies above.

The gift is an Uverian Circle amulet that grants the wearer a +2 WIL resistance modifier versus any psychic powers. As for Concord Intelligence, the heroes can simply tell them that the Voidcorp agent was never found. Concord will not reward the heroes but they will give little thought to the heroes' response and not hold their failure against them.

Reward the heroes 3 achievement points each for their heroic decision to let Shadowfox go and sacrifice their payment in addition to any Individual awards. The heroes have also gained Shadowfox as a new contact.

Conclusion Scene Two: Shadowfox's Condemnation

The GM should run this scene if Shadow is still alive but is being taken to Concord Intelligence. Read the following:

You fly your ship to Concord Headquarters to turn in Shadowfox. Concord authorities wait before you to hand over the former Voidcorp agent. You are congratulated, given the payment and told that they will contact you for future missions. Shadowfox simply bows her head in despair as the authorities take her away.

The heroes have received their reward of 50,000 credits and may leave to face another day.

Reward the heroes 2 achievement points each for completing their mission with Concord Intelligence in addition to any Individual awards.

Conclusion Scene Three: Dead Agent

Read the following to the players if the heroes were unable to find and capture Shadowfox, even after the **Alternate Scene** was run:

You aimlessly search the entire Sindar spaceport when your mission comes to a final end. You see a group of security guards carrying a dead body found in the storage deck of the spaceport. The white drape covering the body accidentally falls off, revealing a young petite human female with blonde hair. Despite other fruitless attempts, you eventually decide to abort the mission and leave the Sindar Spaceport. Concord Intelligence later confirms that the woman was indeed the Voidcorp agent you were looking for. She died from a massive internal head injury of unknown sort.

Reward the heroes 1 achievement point each for their effort in the mission in addition to any Individual awards.

Conclusion Scene Four: The Heroes Arrested

Read the following to the players unless their heroes are already being arrested by security guards:

You find several security guards surrounding the area. They point their weapons at you and command you to put your hands up and surrender. You can't help notice some medics attending several bystanders that were hurt in the crossfire.

A total of eight **security guards** are ready to fire at the heroes if they do not surrender. This will be a tough fight for the heroes if they choose not to.

If the heroes are defeated or they surrender, the security guards will confiscate their weapons and take them to the **Security Office**. The heroes will be taken directly to prison if they attacked any of the security guards. If not, the guards will release them due to the fact that the heroes only attacked in self-defense. Whatever the security guards do, the heroes will lose Shadowfox, thus ending the adventure.

Reward the heroes 1 achievement point each for their effort in the mission in addition to any Individual awards.



THE HURMM

By Neil Spicer

A new external species for Alternity Star*Drive

Being an obviously insectoid species, the External race known as the Hurmm was initially met with a lot of trepidation on the part of Concord diplomats. Many erroneously assumed they might be allied with the Klicks, a much more malign species of spiders responsible for a number of atrocities against mankind. Hurmm are actually more akin to ants than spiders, and have been in opposing the Klicks for far longer than humanity and its allies.

Standing approximately 1.9 meters and weighing just 65 kilograms, Hurmm are humanoid in appearance with tall, gaunt, almost stick-like bodies, and a long, narrow head complete with a small pair of mandibles and four multifaceted eyes. They stand on two spindly legs, have four arms and two antennae. The arms closest to the shoulders do the majority of the Hurmm's work, each one ending in a hand with five fingers and an opposable thumb. The arms located in the middle of their torsos are incapable of fine manipulation, but can still assist in lifting and other feats of strength. Some scientists speculate that these arms may have once been legs, and have actually evolved into arms that may one day be just as capable as the other pair. The antennae are unique, however, providing an unusual ability to send and receive radio transmissions. This is the primary means of communication with a Hurmm, whose speech can only be understood by those with a comm-link or other device capable of picking up their internally generated broadcasts.

A hard, chitinous shell covers the Hurmm's body, providing a modest form of natural protection. Typically this shell covering is a deep blue, so dark that it appears black under low-light conditions. There are also other colonies of Hurmm that have developed different pigmentation, including dusky yellow, dark brown, translucent white, and blood red. These distinctions have long caused prejudiced behavior in their society

that the Hurmm still have difficulty overcoming at times. Most humans find Hurmm, with their unblinking compound eyes and hive mindset, to be a bit unnerving and almost mechanically unemotional. Perhaps unsurprisingly, they get along well with the Mechalus.

Roleplaying

Hurmm have a natural curiosity for how things work, and an inclination to become operators of all kinds of technology. They take great care to train themselves to be able to operate a number of different devices and systems, effectively being able to substitute for one another at a moment's notice. Although not as concerned with the internal workings of such devices for the sake of constructing or fixing them, they are consummate system operators.

Everything a Hurmm does takes into consideration the other members of its hive. Individually, it still has a sense of self, but has simply grown accustomed to always staying in near instantaneous contact with others of its kind. In addition, Hurmm tend to be naturally reserved, always contemplating solutions to problems that will benefit the most members of the hive rather than only itself. They make quiet and unassuming followers, with a sense of courage and self-sacrifice that far outpaces those with a greater sense of self-worth. They do these things naturally and not as a result of some code of honor that can be set aside.

Hurmm companions can be a boon to any adventuring group. They are great team players, and often anticipate the needs of those they travel with, taking steps to meet those needs before others have even expressed them aloud. They rarely, if ever, sow dissension within a group, establishing a quiet, confident, and reassuring presence. When people say that something is as dependable as a Hurmm, it is generally meant as the highest compliment. In addition, their emotional detachment allows them to be rock-steady in the face of danger that threat-

ens those close to them. They still have the same range of emotions as humans, but much like the Mechalus, they tend to suppress them during moments that require focus.

Hurmm make reasonable Combat Specs and Tech Ops, doing especially well as warriors or engineers that are part of a team effort. A smaller number take up the profession of Diplomats, and fewer still are Mindwalkers. They are almost never found as Free Agents, because it isn't in their nature to be independently minded.

Special Abilities

Multiple Limbs: Hurmm possess another pair of arms that allow them one extra action. This extra action is always performed with the second set of arms that are incapable of any feat requiring fine manipulation. Thus, a Hurmm could fire a weapon while scaling a wall or engage in two unarmed attacks, but it could not fire two weapons, man two work stations, or interact with a computer and still hold off its attackers with a gun at the same time without incurring a penalty.

Natural Communication: Hurmm have a natural communication ability via their antennae, which they can employ in any environment where radio transmissions can be sent and received. This ability has a range of 200 kilometers for surface communications, can occasionally reach into high planetary orbit to contact base ships, and can even encrypt and decrypt messages where both parties have previously agreed upon the routine that will be used to do so. Unfortunately, this natural form of communication is also susceptible to jamming from electronic countermeasures or natural anomalies, as the Hurmm simply lack the booster capability to override such phenomenon on their own. In addition, highly populated regions of space that emit large amounts of broadcast noise can also limit or eliminate a Hurmm's "voice" range as well as provide a constant source of distraction. In such cases, a *Resolve-mental* skill check, as modified by the conditions present at the time, may be called for by the Gamemaster to avoid a +1 step penalty to all actions. Attempts to broadcast over the noise should call for a *System Operation-communications* skill check to succeed in a clear

transmission.

Body Armor: All Hurmm benefit from a chitinous exoskeleton that provides protection of d4+1(LI), d4(HI), d4-1(En).

Hive Dependency: Because Hurmm come from a hive society where instantaneous communication is possible, they become fearful and indecisive in situations where they are isolated from their closest companions. This can occur due to an outage in their natural communication form or by being physically separated. Under such circumstances, they suffer a +2 step penalty to all actions and have their Will resistance modifier reduced by 2 steps until they are able to reestablish communication.

Cybertech Intolerance: Because of their physical form and neurology, Hurmm automatically reject cyber implants and are prevented from using such items.

History

The Hurmm were a species in technological transition when they were first encountered by the I'krl Theocracy. They had only recently entered PL6, discovered FTL travel, and managed to colonize their home system when Klick scouts came to visit them. At first, they welcomed what they perceived to be a kindred spirit, but upon meeting the Klick's masters, the Hurmm knew something was amiss. Luckily for them, their natural ability to receive radio transmissions allowed them to tap the Klick communications between their diplomats on the surface and the Theocracy ships in orbit.

Realizing the Klick's masters planned to enslave or exterminate their race, the Hurmm deceived their visitors by pretending to be gracious hosts. Meanwhile, they quickly prepared several colony ships, loading them with their best crews, some newly hatched queens, and several eggs kept frozen in cryogenic chambers. Then, in a massively organized operation, the Hurmm completely surprised their visitors by launching an attack with their military while sending the colony ships into drivespace.

Though technologically superior, the Theocracy forces had their hands full trying to defend themselves from virtually every member of the Hurmm race left behind. It was as if each remaining Hurmm had resigned itself to dying so the rest could make good their escape. In the end, their homeworld was totally destroyed by the Theocracy. The Hurmm simply could not stand up to the Klicks and their superior weapons. Even so, a few military craft did manage to escape into drivespace and join the colony ships at a prearranged destination. They brought with them the horror stories of the fighting and tales of great sacrifice by those left behind, all of which have been passed down from generation to generation. Now, the majority of the remaining Hurmm are those that have spent their entire lives traveling among the stars, constantly on the run from the Theocracy forces that would utterly destroy them.

Not exactly comfortable with continuous living aboard a starship, and sometimes spurred by the racial differences in their skin color, occasionally a single Hurmm colony will leave the armada and trade its nomadic life for a more permanent home, even when faced with certain extinction if discovered by the Klicks. As a result, Hurmm colonies are sometimes found among the territories of the League of Nine, cooperating with their benefactors in defending against further Theocracy incursions. In addition, a few of these colonies now extend into the Verge, making contact with humanity and its allies.

The Hurmm are quite respectful of the Fraal, understanding well the dual nature of that race's Builders and Wanderers. They are also on good terms with the Weren, sharing a mutual appreciation of one another's tenacity and noble code of honor. But, perhaps more than any other, the Mechalus share a common bond with the Hurmm. Their detached sense of emotion, strictly structured society, and tendency to have cybertech devices capable of sending and receiving broadcast communications makes them seem more like kindred spirits to the Hurmm than the Klicks could ever have been. The Hurmm's only lament is their physiological intolerance for cybertech prevents them from fully understanding the Mechalus people.

Contemporary or Near-Future Campaigns

If the Hurmm are introduced into a near-future campaign setting, they arrive to make first contact with the humans of Earth and whatever colonies might exist in our solar system. Many humans will be frightened by the Hurmm due to their differences in physiology and mindset, but others will see them as peaceful refugees of an interstellar war. The two species can aid each other tremendously, provided evil humans don't ruin the opportunity by trying to exploit the Hurmm or stir up an irrational xenophobia in the population of Earth. Alternatively, the Hurmm could become the enemy with only a select few joining humanity to try and sway their brethren to live in peace rather than seeking to become conquerors.

Far-Future Campaigns

The Hurmm are one of the last alien species encountered by humanity. They align themselves with the human community and accept a place among its coalition of races, sharing technology in order to bring their civilization to greater heights. They can easily become equal partners in humanity's push to explore and colonize the galaxy.

Ability Score Limits

STR 4/14
 DEX 8/15
 CON 4/13
 INT6/14
 WIL 4/12
 PER 3/12

Free Broad Skills for Heroes

Strength	Athletics
Constitution	Stamina
Intelligence	Knowledge
Intelligence	System Operation
Will	Awareness
Personality	Interaction

Julio Melendez's parents were both research scientists at the government's Los Alamos, New Mexico facility. At an early age, Julio's unusual psionic abilities began to surface. It quickly became impossible for his parents to keep his powers a secret, particularly in an area so closely watched by their government employers. There was little Julio's parents could do when the agents came to take him, save hand him a small pendant with their pictures in it that he keeps to this day.

Julio was taken to a site somewhere in the southwest of the U.S. for testing. This same facility also housed several other psi talents, and had at least one Grey held there for study. The scientists who tested him were stunned by Julio's enormous psionic ability; it was clear to them that the young man was easily the most powerful human telepath they had ever encountered.

When they filed their report, the government saw his potential as an undercover operative, given his ability to read, influence, and cloud the minds of others. So began training Julio as an infiltrator. His mental skills were difficult for him to master at first. As far as he knows, Julio is the first true human Mindwalker, and he was forced to learn many of his skills on his own. Experts taught him the other skills such as how to talk to someone and extract information, and how to blend in and be anonymous.

Julio found that he liked what he was doing. He would go into seemingly secure places and play on the prejudices of others, for example by effecting a heavy Spanish accent and pretend to be a janitor, delivery boy, or some other kind of immigrant worker that important people would pass off as just another ignorant wetback. Little did his targets realize that not only did he understand them, but he was also plucking their thoughts right from their heads. Julio infiltrated corporate headquarters, embassies, Central and South American government facilities, rebel camps and more and never got caught. At least, not by humans.

Then one day, his assignment was to infiltrate the headquarters of a foreign company believed to be a front for a criminal organization. It turned out that it was indeed a front, but not for criminals; it was a cover for a small group of Greys looking to use world finance as another tool for expanding Grey influence. When Julio started poking around psionically, the Greys, far more experienced in these matters, sniffed him out very quickly. After capturing him, they examined and tested him extensively, completely taken off guard that a human could have the kind of psionic abilities that he did.

Finally, after several weeks of study, they released him. But the Greys didn't want such a strong psionic working for an already powerful U.S. government. So they implanted powerful suggestions into his head, forcing him to reveal certain sensitive government secrets to the press. He is now a fugitive from the very people he used to serve faithfully.

Julio considers himself a hunted man. He fears that the Greys may come for him, and he fears that his government may come for him. He treats everyone he meets with suspicion, always probing for some sign that they work for one of his enemies.

The worst part is that the tinkering the Greys did loosened his already tenuous control over his powers. Due to his Mnemonic Chameleon perk, he constantly confuses other people's memories for his. He sometimes appears befuddled, as he sorts through the thoughts of literally hundreds of people, trying to find his own. Reading minds has become an addiction, in a way, but one that he uses to trade for money and services among certain shady types.

Julio can be placed in any major city with a large Hispanic population where he can blend in. He makes his living as a broker of secrets. No one has any idea how he knows what he knows, but the few people he sells these secrets to treat him very well, for fear that he

knows something about them too. He spends his spare time day trading through various bogus accounts in an effort to always have cash flow should he need it. Otherwise, he keeps his profile very low, living in a meager fashion just in case “they” are looking for him.

Julio stands 5’5” tall and weighs about 140 lbs. He has light brown skin, dark brown eyes, and short, wavy black hair. He speaks Spanish fluently and his English is almost unaccented unless he is playing a part.

Ways to use him:

Julio can be an adversary or an ally, depending on the GM’s needs.

Remember that Julio is paranoid, and given to delusions due to his psionic abilities. Despite the identity problems he has because of his Chameleon perk, his other skills are razor sharp, and he will use them as intelligently as possible. If he realizes that the players are looking for him, he will do what he can to throw them off, as long as his actions won’t draw further attention.

As an enemy, he can be someone the PCs are trying to track down that has stolen Hoffman Institute secrets. Perhaps there is an information leak at an office, or a mission has been compromised, so the PCs are called in as neutral investigators. Clearly, Julio will not be working for the Greys, but he could be working for any of the Institute’s other enemies. It’s possible that Julio has infiltrated Hoffman to get information on the people he’s convinced are after him.

Alternatively, he plucked a dangerous secret from someone’s mind, and the ensuing problems caused by spreading that knowledge has created a panic the agents have to get to the bottom of. For example, he may have caught a memory from some CDC worker and misinterpreted it (or interpreted it correctly). In his paranoia and fearfulness, he makes this knowledge public. The agents need to find the

source of this knowledge with his help, and may find some deeper conspiracy, or it may turn out to be a misunderstanding.

He will normally be hiding in plain sight when he’s gathering information, usually working as a janitor, mailroom worker, or security guard. His cover will normally be a menial job that has access to the entire building.

As an ally, Julio could easily become a recurring character. He could be introduced as a strange, paranoid conspiracy nut that seems to have a real ear for “the dirt.” He may think at first that the agents are really MIBs that have come to silence him, or ask for proof that they’re not really aliens. He can be played for humor at first; he has a lot of strange mannerisms, but his information is almost always accurate, so the PCs should be willing to tolerate them. Also, it will give the PCs a greater surprise when they find that he’s more than they thought.

In either case, over several encounters, the GM should slowly reveal little things that can give the PCs the idea that Julio isn’t just an odd little well connected whacko, but something more. Perhaps he tells them a story about his childhood that turns out to actually be one of the PC’s memories. He may start to emulate a PC’s body language, speech patterns, or behavior. A phone number he gives them turns out to instead be, say, an agent’s badge number. He knows things about folks that seem impossible. He may say what the PC is saying as he’s saying it. Perhaps an agent forgets something that seemed really clear. In any case, don’t make it initially obvious that it’s Julio who is responsible.

If the PCs befriend him, he can be used as a vehicle for further adventures. Where is this training facility? What were those Greys up to? Does the government have any other Mindwalkers that no one thinks exist? To what other secrets is he privy?



THE WILL O' WISP

By Dale Thurber



Unofficial Xenofoms Addendum for
Alternity Dark*Matter

Will O' the Wisp

STR	1	-2	INT	11	+1
DEX	18	+7*	WIL	13	+2
CON	9		PER	10	

Durability: 9/9/5/5 Action Check: 17+/16/8/4
Move: fly 36*+6[*flight*] - 42 # of Actions: 4
Reaction score: Good / 4 Last Resorts: 1

Attacks

Electrical Shock 24/12/6 2d6s/d4+ 1w/2d4w
En/G

Range is melee, but it is considered a touch
attack, using Dexterity modifier.

Defenses

+2 Action check bonus

Flight: +6 to movement rate

Only affected by physical weapon attacks
and certain FX and psionic effects (see be-
low)

Turn invisible at will: +8 to *hide* checks

Dodge: +2 to Dexterity resistance modifier
+1 to resistance modifier to ranged attacks

Skills

Movement [20]; Acrobatics - *dodge* [28],
flight [26]; Stealth [20] - *hide* [22]*; Aware-
ness [13] - *perception* [16]

Ecology

The will o' the wisp is a malevolent creature
which feeds on negative emotions. These
emotions include the panic, fear, horror and
trepidation given off by a sense of impending
doom or death. The will o' the wisp drinks
these emotions from the aura surrounding a
person in his death struggle, or from some-
one who is shocked or terrified by something

he has seen. It is believed that the wisp finds
the increased electrochemical activity of the
brains of its victims experiencing these emo-
tions to be nourishing.

A cunning creature, it often lures humans
into places of natural terror and fear -
graves, battlefields, locations of murdered
bodies, and dangerous areas such as quick-
sand, cliff sides, crevasses, swamps, and
bogs. The promise of food impels the wisp to
best utilize its surroundings to prolong the
agony and suffering of a dying individual.

They generally appear as lone wisps, but
more than one may be present at a particu-
larly grisly or dangerous area, such as near
African villages with an outbreak of the Ebola
virus or other pestilence, airplane crashes in
remote wilderness where there is no hope for
the survivors, military death camps, and the
sites of lethal natural disasters like earth-
quakes. Mostly, however, they live in
swampy areas.

Appearance and Abilities

A will o' the wisp is in reality an intelligent
globe of semisolid vapor, about 1-3 feet
across, and weighs about 5 pounds. Usually,
a wisp appears as a globe of light, although
under pressure of unwanted discovery, the
wisp may turn invisible at will. These
spheres of light may change color, from yel-
low to white to green to blue. They can also
alter the shapes of the light, their size and
brightness to resemble anything from torch-
light to lanterns to misty glows.

A wisp has incredible agility, able to dart
here and there, and flee quickly from threats.
They usually try to avoid close combat, pre-
ferring to bewilder and confuse onlookers
from a short distance. It can, however, if cor-

nered, release an electrical charge of energy by touch, dealing 2d6s/d4+1w/2d4w points damage.

A will o' the wisp can speak almost any language by "vibrating" much the way vocal cords do. It can learn a language by listening to others speak it. Its voice sounds shallow, ghostly and vibrating.

FX and Psionics

Will o' the wisps are immune to FX and psionics, with three exceptions.

It can be affected by psychokinetic damage (in the form of flying objects "thrown" by the Telekinesis specialty skill *Psychokinetics*, or the specialty skill *Kinetic Blow*).

The wisp actually regenerates stun, wound, fatigue and mortal points from the use of the Telekinesis specialty skill *Electrokinetics*. Simply reverse the damage to healing.

The will o' the wisp is affected by the Faith FX spell *Demon Ward*.

Origin

The wisp is possibly a Stranger who has entered through a Doorway, or the "pet" experiments of Luciferans, or an extradimensional creature summoned here by satanic cultists.

Plot Suggestions

The Hoffmann Institute receives reports of a haunted, ghost-ridden cemetery (military or civilian) in Florida or other swampy location. Many of the headstones and mausoleums have sunk into the ground. The gravedigger and cemetery workers are found as well, having asphyxiated in the swamp ground near the cemetery. Upon arrival, the agents chase "ghosts", and some end up trapped in the marsh's mud, sinking to an untimely death unless fellow agents can rescue them. A Luciferan has unleashed a will o' the wisp

to wander an African countryside feeding on the suffering of others caused by a civil war. In the battles, the wisp feints as enemy torchlight and savors the ensuing chaos and conflict. The agents are brought into the fold as Hoffmann operatives discover that the collected electrical energy of the wisp is being used by the Luciferan to open up a Doorway underneath the African plains.

A cult of Satanists haunts a remote town in the southeastern U.S. They summon the wisp to lure unsuspecting wanderers to their sacrificial circles, where the torture and terror experienced by the victims feeds the pulsating lights. An escaped victim relates the story to the Hoffmann Institute, ["the hair of the Satanists was standing on end like there was static electricity"] and the agents are sent to investigate.

Numerous accounts of grisly deaths in an area, accompanied by reports of strange lights and ghostly voices, cause the Hoffmann Institute agents to investigate. All of the victims have something in common – they were terrified out of their minds just before they died, all of them dying from cardiac arrest.

A group of hand-selected individuals is placed on a remote Caribbean island and told to "survive." The daily activities of these survivors are carried on national television, and it is a contest to see who can outlast the others. However, after the first few episodes strange things begins to occur. It starts with the appearance of strange lights and ghostly voices, and then is followed by close calls with death, alligator attacks, cases of mistaken identity and just plain freakiness. As a result, this #1 TV show is temporarily cancelled. Hoffmann operatives are called in to salvage the network's investment in the show, and to make it safe for the high ratings to continue.