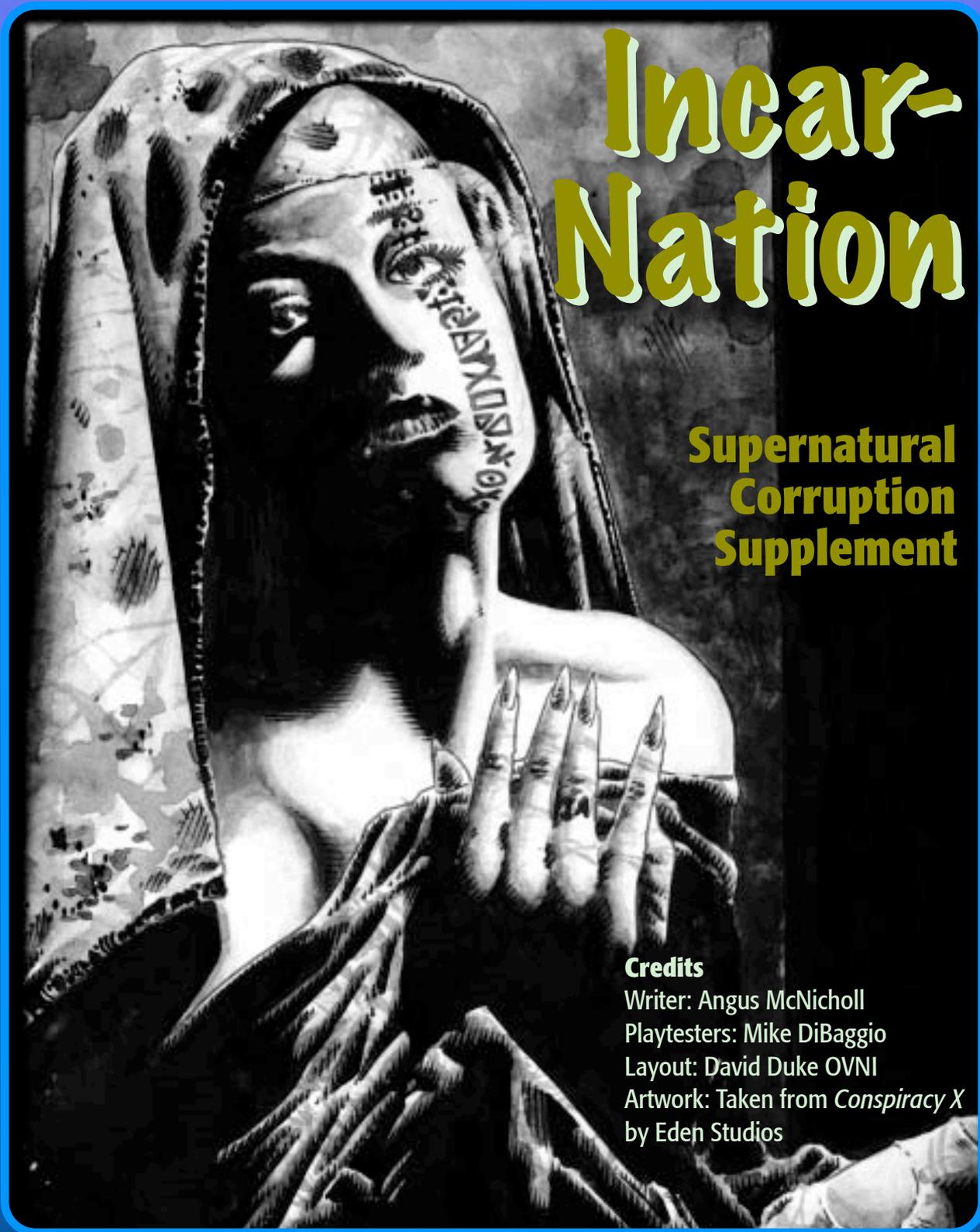
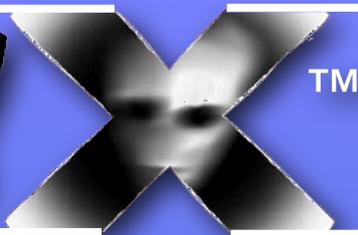


CONSPIRACY



Incar-Nation

**Supernatural
Corruption
Supplement**

Credits

Writer: Angus McNicholl
Playtesters: Mike DiBaggio
Layout: David Duke OVNI
Artwork: Taken from *Conspiracy X*
by Eden Studios

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CREDITS

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Un mot pour les lecteurs francophones du **SdEN** :

En ce qui concerne l'autorisation d'adapter, de modifier, de traduire le texte et le contenu de **Incar-Nation** : l'auteur, Angus McNicholl, m'a donné tous les feux verts (et remercié d'entretenir la flamme de *Conspiracy X*). Voilà donc une remise en pages du texte original anglais par le talentueux Mystery Man From Outerspace alias David Duke OVNI.

Torquemada

INCAR-NATION

THE SUPERNATURE OF CORRUPTION

SEEPAGE

The supernatural in all its forms is powered by the energy field that researchers at CAPS refer to as the Seepage, it has other names as well each and every tradition of magic and some branches of science have a name for this mysterious concept. A mystic who can see these things can discern an aura about most people, a corona of energy seeping outwards from them in to the universe at large. Over the millennia of human evolution and development this external field of psychic energy has become many things, at first nothing more than what it was, it has been shaped and tempered by the beings that inadvertently produce it.

The first to learn how to interact and manipulate this energy field were the indigenous inhabitants of Earth, the Piloni and in time some of these beings blended themselves with the developing human racial consciousness. Perhaps that was the turning point, perhaps that was what caused it irreparable damage as the complexity of archetypes and information became enmeshed in the energy field (see *UK Conspiracy Sourcebook*). What ever the reason, the Seepage began to evolve on its own to develop a rudimentary awareness of self.

The Seepage has a need to survive, that need is psychic energy that humans unconsciously radiate, strong emotional states produce greater outputs of this energy. In the beginning, the Seepage simply needed more people because more people produce more static. The steady climb of the human population on Earth has been testament to the Seepage's procreative influences, subtle whisperings to the unconscious mind, but this in itself is not enough. People produce more static when encountering a strong emotional state or at death when all is released. Its always easier to engender fear and hate than love or passion and negative emotions go hand in hand with conflict and killing. Hallmarks of human history and food for the Seepage.

In time the Seepage learned that it could play upon the fears of the population to feed itself, to empower a mortal agent who could inspire or terrorize the general population and of course the conflict that these groups would bring between them... the first Incarnates came into being. Humans empowered by the Seepage to further its own survival.

INFECTION

In many ways the process of corruption is like a disease invading the mind of the host, it begins with a patient zero and spreads from the source slowly being carried and transmitted through the unsuspecting population. Like a normal biological disease or virus some people have a greater or lesser degree of resistance to this supernatural plague. Unlike a normal disease it is often very difficult to recognize symptoms of corruption until the infection is well advanced and by then it is often to late. That is not to say that there is no cure, but it is often easier to simply destroy the carcass than to attempt a treatment that more often than not does little to help the afflicted.

Unexpected Corruption

Humans while they produce the psychic energy that the Seepage needs to survive are not the only race that can make use of magic, supernatural manifestations or become corrupted. The Blue race like Humanity is a producer of static and in every way is susceptible to corruption. The other races vary considerably with extreme reaction of the Greys on one end of the scale and the immunity of all void Atlanteans. Saurians make an interesting study however because although they produce no static they are capable of learning to use magic and can be trapped by the coiling temptations of the Seepage into becoming both Incarnate and Forsaken. The Piloni are immune to corruption but also capable of using powerful magics. Animals and Inanimate Objects are not usually the agents of the Supernatural but it does happen now and again.

Self-Infection: Patient Zero is the first person to become infected, usually this is achieved by self-infection resulting from participation in a failed ritual. On other occasions Patient Zero may have self-infected by the successful use of the Infection Ritual aimed at transforming the self into something different, something far more powerful, this is usually referred to as a Ritual Transformation rather than a Ritual of Infection.

The personality of the Patient Zero is often a strong contributing factor in the course that a corruption will take, much more so than it does in the case of a victim infection. Both Adepts and Prophets are commonly formed from those who have corrupted themselves. Predators are more often victims though the cycle must have started with a Patient Zero.

Victim Infection: The most common means of propagating the Predator Archetypes, those that for whatever reason survive the attack of a Predator often do so at a terrible cost. Often simply a close encounter with a supernatural entity can bring about infection and begin the process of corruption. Those who have become corrupted at the hand of another always follow the path of the corrupter but not necessarily the same Archetype.

Hence a Predator will beget another Predator by Ritual Infection, usually some form of physical attack, while a Prophet will beget another prophet, though normally through preaching and conversion or attracting a disciple. Adepts are almost never created by victim infection, due in part to their individual and solitary nature, there is some conjecture as to whether an Adept can create rituals to cause certain types of

corruption and thus create Predators or Prophets who might serve the Adept's purposes.

The result of any infection is simple, the character receives the trait *Corrupted by the Supernatural*.

CORRUPTION

Corruption is a very individual thing and many different factors play a role in its progress. Depending on the method of infection and the nuances of the infected personality will determine which path that the corrupted will follow but how quickly he progresses towards judgement will be determined by his actions and the regularity with which he frequents areas or sites with high Seepage levels.

Once the Game Master has determined which corruption trait is trying to impress itself into the characters he should be watchful for any temptations for the character to act in that manner or if the character enters an area for strong Seepage (pool or locus). Temptation can occur in any area regardless of Seepage level while Impression occurs only in areas of high supernatural force.

Corruption's Path

In the cause of the Rite of Transformation the object of the ritual may chose which path he intends to follow. The recipient of a failed ritual will usually follow a path appropriate to the ritual, if it was a religious ceremony he will become a Prophet, while a follower of a mystical tradition will become and Adept.

Nanotech, the Aura and Corruption

Human beings, with the exceptions of Psinks, Voids and Burnouts all radiate psychic energy that becomes part of the Seepage. This radiant energy can be seen by some psychics and can be used to obtain information about the subject. For those with this type of training it is possible to determine a person's emotional state and physical wellbeing by examining the aura. In many cases, infection by diseases and viruses will show up in the aura proximately two weeks before physical symptoms begin to manifest. Nanotechnology, while neither disease nor virus, is an invasion of foreign material into the host body and similarly its presence is detectable in the subject's aura. For those who know what to look for (Greater Empaths only) Nanotech appears as a myriad of tiny perforations through the aura. However Nanotechnology doesn't in any way in affect the course or orientation of corruption. Yes this means that an Incarnate or Forsaken could have Nanotech enhancements.

Temptation: The character through the general course of his role-playing acts in a manner according to his next corruption trait. The Game Master should allow the character to complete the scene and then call for a Willpower test Df3, apply the following modifiers: +1Df if located in a Seepage Pool, +2Df if located in a Seepage Locus or a +3Df if located in a Supernatural Nexus. Failing the test means acquiring the corruption trait.

Impression: If the character is in an area of high supernatural activity, then the Seepage may try to force the next corruption trait on him. The Game Master rolls 1D, if it is lower than the current Seepage level then Seepage will attempt to Impress the trait on to the character, remember also that the presence of a Supernatural Foci will increase the Seepage level. The Willpower test to resist Impression is based on how much energy the Seepage is prepared or capable of spending on the task, 1SP makes the test a Df2, 2SP makes the test a Df3, 3SP makes the test a Df4. Passing the test means that the character is able to push back the desire to act in accordance with the corruption trait, failure that he gains the trait and immediately acts on it.

Regardless of the method by which the Seepage attempts to corrupt the character only one attempt can be made, successful or not, in any one given day. However if the character has succumbed and earned another corruption trait then the danger is not yet passed is he may yet be called to Judgement. When ever the character gains a new corruption trait have him make a Willpower test against a Df equal to the total number of corruption traits he has, success means that he is still human. Failure is his call to judgement and within the next moments his final fate will be decided, Incarnate emissary of supernatural forces or degraded, lost and discarded as one the Forsaken.

The cultural view wins of both Western and Eastern philosophies also plays a considerable role in the outcome of corruption.

In the West individual identity is highly prized and the idea of loosing ones persona or individuality are meet with considerable fear and apprehension. This fear has done much to mould the course of Westernized corruption, directing the corrupted towards

a clearly discernible stereotype, the Vampire or the Werewolf are clearly defined examples of this, each demonstrating strong stereotypical characteristics.

In the East the opposite is true, the need for a group identity often drives the corrupted to seek increasing individuality, a rebellion against the philosophies and ideologies of the East. Unlike Western corruption, physical mutation is a common occurrence with Eastern victims of corruption, some can be quite extreme with marked physiological alterations and abnormalities.

The possible stages of corruption for each of the Paths is listed below, it is not of course necessary for the character to pass through all of these stages. Though it is possible that the strongest willed individuals to resist their time of Judgement until the seventh stage, alas even the strongest willpower cannot hope to hold onto sanity and humanity forever.

A new concept being added to the process of Corruption is that of *Gift Traits*. Essentially this is the Seepage offering the corrupted a carrot to move them alone on the path. At any point when the character should have to test to see if the Seepage manages to impress a new corruption trait on to him a Gift trait may be offered as well. Accepting the gift means that the character automatically fails to resist that stage of corruption and picks up the normal corruption trait as well. In role-playing terms this will mean that the character acted on the temptation, immediately acting as appropriate to the new corruption trait acquired.

Eastern Corruption

To reflect the differing ideologies in terms of game mechanics the corrupted of the Eastern philosophies may buy off every second stage of corruption with a significant physical mutation in place of the usual mental trait. Additionally all Eastern Incarnate may have the power 'Mask' to project a particularly horrific and aberrant appearance... think manga!

OPTION 1: STANDARD CORRUPTION METHOD

Essentially this works by the same mechanism as described in *Conspiracy X* (pages 160-163). When the character becomes corrupted the Game Master must choose or randomly assign which stage of corruption the Seepage is trying to push on the character. There are a few basic modifications over the rules presented in *Conspiracy X*, firstly the corruption traits listing has been updated to take into account many of the new

traits that have been listed in the *Aegis Handbook* or in some cases have been created for this article.

Another option is that rather than simply randomly assigning a Corruption Trait the Game Master should take some time to pick the trait that the Character is most likely to react to. Usually starting with small perception altering traits like *Creature of Habit* and *Impulsive* before moving on to those that are more distant from the victim's psychology profile.

Corruption Traits List

Path of the Predator	Path of the Prophet	Path of the Adept
Creature of Habit	Code	Animal Animosity
Homicidal Tendencies	Driven	Cautious
Impulsive	Homicidal Tendencies or Pacifist	Creature of Habit
.lumpy	Multiple Personality Disorder	Curious
Killer Instincts	Paranoid Delusions	Driven
Paranoid Delusions	Prejudice	Egotist
Phobia	Schizophrenia	Paranoid Delusions

Gift Traits List

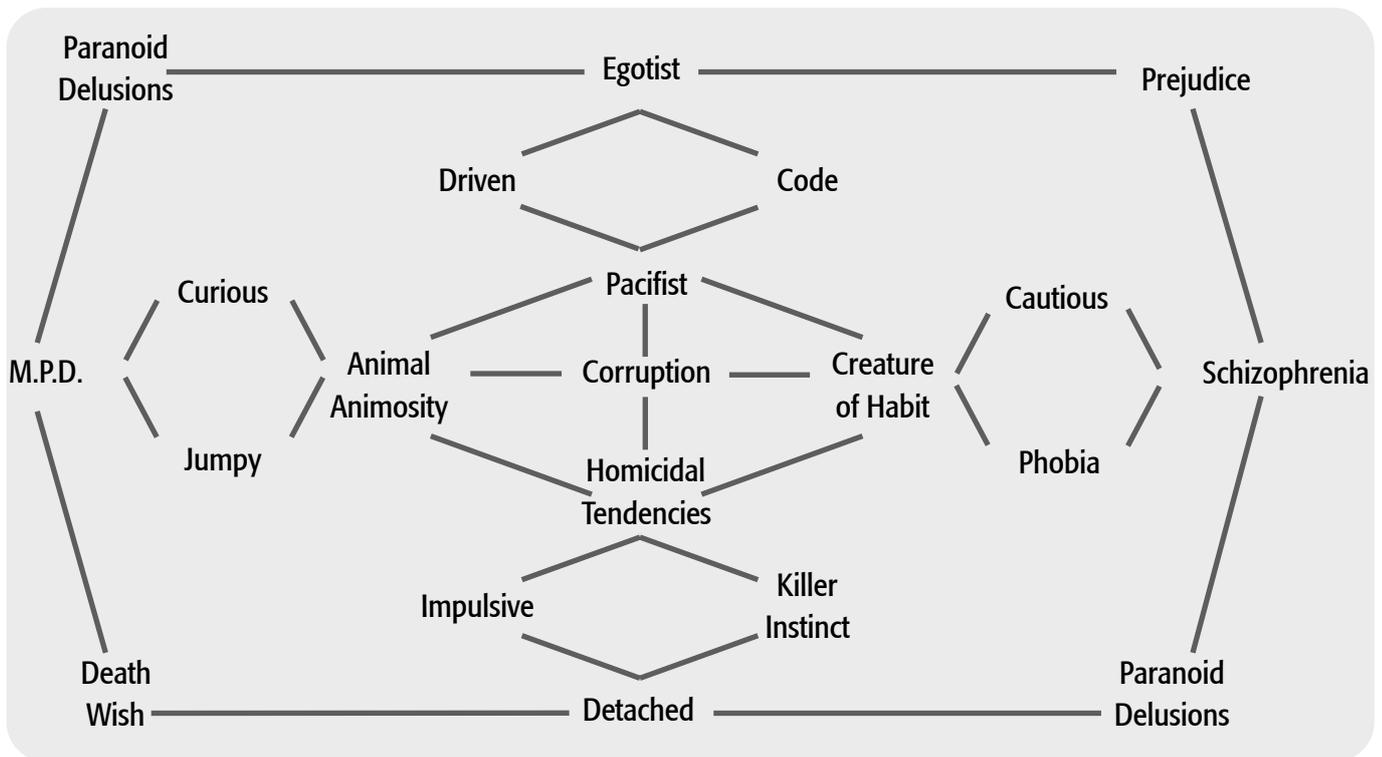
Adrenaline Surge	Sensitive	Sensitive
High Pain Threshold	Strong ESP	Seepage Magnet *

* New Trait detailed in this article

OPTION 2: CORRUPTION WEB METHOD

On the corruption web when the character gains the '*Corrupted by the Supernatural*' trait start in the centre of the web and follow the corruption out along the strands of the web. Corruption is limited to following the strands of the web. Some Traits are mutually exclusive where possessing one prevents the character

from gaining the other (*Pacifist* and *Homicidal Tendencies* for example) naturally this blocks movement through the web. In some cases traits have multiple degrees of severity, *Pacifist* and *Extreme Pacifist* for example. Corruption for these traits requires multiple entries to that area of the web or some Game Masters may permit the subject to remain stationary on the web.



As each new stage in the corruption of the character is achieved a Willpower test must be made with the difficulty equal to that of the number of corruption traits the character possesses, whether or not they were received during corruption or were possessed before that time. If the test is passed then the character is able hold back the floodwaters of the Seepage for a little longer. If the test if failed then the character finds himself drowning the Seepage's coiling embrace the chill energies running through him now pushing him toward sanity's edge.

New Traits: Seepage Magnet

Some people are just naturally attracting to the energies of the psychic Seepage. In many ways being a Seepage magnet is like being a supernatural focus in that the magnet draws in supernatural energies about him like the eye of a storm. The link with the Seepage that a supernatural focus experiences is not present but may exert a cumulative effect upon the character. Seepage magnets attract twice their normal amount of Seepage energy, hence a character who was both a supernatural focus and a Seepage magnet would produce 4SP's for ritual use.

Giving into the Call

Once the character has the *Corrupted by the Supernatural* trait he may at any time surrender himself to the Seepage, immediately receiving all the stages of corruption and becoming Forsaken. Yes Forsaken, even if the character was a *Supernatural Focus*, giving in always utterly destroys the character's mind and the delicate psychic conduits through which supernatural energy flows.

JUDGEMENT: INCARNATE OR FORSAKEN?

The time has come when the corrupted soul can hold out no longer, there are many names for the moment of transition between Human and what that other state that follows. Those of Christian faith call it Judgement, others call it Test or Trail, the word used really doesn't matter because it cannot capture the full horror of the process.

The Strongest of wills eventually break as the mind is slowly twisted to see the world in a new light, to see things the way the Seepage wants its pawn to see things, the old is destroyed to make way for the new. In the instant of Judgement what is critical to who becomes Incarnate and who is discarded as Forsaken is not whether the psychic energy conduits in the mind are created. But whether the wash of Seepage entering like a raging torrent simply washes away its own foundations. In the case of the *Supernatural Focus* this is avoided because the mental channels for the energy are already well developed, well used and simply wide enough to let the flood through, this Focus is automatically Incarnate without need to test.

In the instant of Judgement all the recipients attention and will must be focused on the trail and letting the Seepage remake him without fear or doubt for what he will become. Fear is the killer, the mind tries to run away and hide rather than aid the Seepage as it enters his mind then all is lost. To reflect this in game mechanics requires a Willpower test with a Df7, the character receives a -1Df for each of stages of corruption he has. Given the description of how Judgement works above it is up to the Game Master if he wishes to apply Judgement modifiers. If the character is in a Seepage pool or loci when Judgement comes then the stronger force of the Seepage battering its way into his soul would in theory make Incarnation that much harder. Apply +1Df to the Judgement test if the character is a Seepage pool, a +2Df if in a Seepage locus and a +3Df if inside a Seepage nexus (for details on Seepage Nexus's see the *UK Conspiracy Sourcebook* *). On the other hand the risk can be worth it, because Incarnates created in high Seepage zones are often more powerful then their lesser brethren. Additionally at the moment of rebirth as man becomes Incarnate, any character that is not a *Supernatural Focus* becomes one, simultaneously forfeiting any psychic or ESP traits the character had.

* Not yet realized (but coming soon)

TREATMENT FOR CORRUPTION

Different organizations and groups look upon corruption in various ways, some see an exalted status, others see a monster and yet others do not even recognize that such a thing can exist. In many the most effective method of preventing the corruption from spreading is to simply destroy the unfortunate victim before it is to late. But while the most assured method of preventing its spread is extermination this is not what the corrupted victim wants to hear so what are the alternatives?

Magic can be used to treat corruption but this approach is paradoxical at best, using the very energies that cause the corruption to shut the victim off from the Seepage, thus preventing further damage. This doesn't reverse the damage already done, and contact with strong Seepage forces is usually all that is required to re-open the wound in the soul and continue the process.

A change in the victim's life style can have similar and sometimes farther-reaching effects. The rigors adherence to a life style and code of behavior, a formally structured routine is by far the best method, but this is no easy fix, the acceptance of a monastic existence is not for everyone and not compatible with the life of an Aegis Operative. The adherence to a monastic path can with time, patience and practice even reduce the effects of corruption in a similar fashion that a positive mental attitude can have a radical effect on cancers. A rigors physical training program and adherence to moral and ethical codes focus the mind and being on another path other than that of corruption, call this a path of purity or transcendence. This method of reversing the corruption takes years and is almost unknown in the West.

INCARNATE PLAYER CHARACTERS

Before creating an Incarnate Character the player should first seek the agreement and sanction of the Game Master and then follow the instructions below for New Incarnates. To convert a Character into an Incarnate during play is also possible but again the Game Master reserves the right to disallow player character Incarnates in his game, these characters should follow the instructions for *Reborn Incarnates*.

NEW INCARNATE PLAYER CHARACTERS

There are a few questions that you should take the time to answer, **BEFORE** moving on to work out new statistics and powers.

- *Prior to your corruption who were you and what did you do?*
- *How did you become corrupted and was it intentional or accidental?*
- *Which Path of Corruption and Archetype were you becoming?*
- *How swift or slow was your corruption and did you understand what was happening to you?*
- *As your corruption progressed how did your life change and how did you view your own changes?*
- *Did you ever try to seek a cure for your condition and what if any treatments did you try?*
- *When Judgement came how did you experience your rebirth?*
- *How long have you now been Incarnate and how do you now live?*
- *Do you still have contact with anyone who knew you before the change?*
- *What are your views on: Mortals? Aliens? Forsaken? And other Incarnate?*

Now that you know a bit about whom you were, what you are now and how you got there, you can begin character generation as normal. Character generation begins with 100 CPs to spend on everything you want but you do automatically receive the trait

Supernatural Focus and must pick corruption traits equal to the character's Willpower attribute, these traits are free and do not provide extra points to the character's points pool. Additional corruption traits maybe purchased for the character over and above those required for which the appropriate number of CPs are reimbursed to the character. The character may also draw skills and trainings from their original career as normal but most Incarnates tend to disregard and forget these mundanities in favor of their new birthrights.

The Archetype

The Archetype into which the Character has been transformed is all-important to the views, outlooks, motivations and of course powers that new Incarnate will have or be permitted to develop assuming he survives. A full description of each of the Archetypes can be found in the *Forsaken Rites Sourcebook* on pages 82-92.

REBORN INCARNATE PLAYER CHARACTERS

As existing characters having been played through the corruption process the character should already have all the traits and modifications required to make it this far. Once reborn the character begins to experience his new-found powers and will quickly adopt them in preference to the skills he once possessed as a human being. In game terms the character begins to cash in his old skills for new powers. Over a period of several weeks after the rebirth the new Incarnate may choose to lower any or all of this skills by one ranking and reclaim the CPs to spend on Incarnate powers, trainings too may be substituted.

Incarnate reborn in areas of high Seepage activity are slightly more powerful than they're ambient kin. If the character was born in a supernatural pool he receives a bonus 10 CPs, if birthed in a supernatural locus he receives a bonus 20 CPs and for the extremely rare few

to be produced in a nexus there is a bonus of 30 CPs. Due to the exceptionally rare occurrences of supernatural nexus points Incarnates produced by have been known only to occur at several sites across Europe and a couple in Australia.

INCARNATE POWERS AND SEEPAGE POINT

The use of each of the powers that the Incarnate possesses is powered by the flow of the Seepage energies channelled through the Incarnate. In essence this means that the Incarnate channels the ambient supernatural energy through himself to fuel his abilities. This ability is terrifically powerful, as the Seepage is theoretically a limitless supply of power and all Incarnate are effectively supernatural foci. Well not so the because once the ambient energy in a location is exhausted the Incarnate is out of juice and out of luck, but simply moving to another location will permit it to draw more.

INCARNATE TEMPLATES

For those people who don't have time to sit and develop their own personalized Incarnate some sample templates are given below. While these may be fine and general enough for New Incarnates, Reborn Incarnates should take the time and effort to create their own personal twists on their Archetype depending on their exact outlook and personal ideals (those that have survived corruption and rebirth anyway).

PREDATORS

Wendigo

Supernatural cannibal spirits of Indian legend and folk tale, these Incarnate enjoy the hunt as much as the kill, feeding on the fear and near terror that their actions bring. These creations are also associated with winter and the freezing cold.

Archetype: Stalker

Common Mutations:

- +1 Strength
- +1 Agility
- Fangs and Claws

Associated Powers:

- Thermokinesis (Cryokinesis used to inflict injuries by extremes of cold)
- Mask (Usually of a smallish or hunched man with wild hair or indistinct, outline obscured by blizzard winds)
- Phantasm (Sudden drops in temperature, the appearance of ice or wintry weather)
- Thrall (Fear)

Typical Banes:

- Warmth (Room temperature is discomforting but not dangerous, warmer temperatures mean that the Wendigo must spend an additional seepage point to power his abilities)

Fire Starter

Ever since humans have started living in towns or cities, fire has been a great threat. Once of the greatest crimes in medieval cities was setting the red cock upon someone (i.e. committing arson). Fire Starters love to watch things burn. They set fire to buildings, especially inhabited buildings, and even to people. Some Fire Starters worship fire as though it were a god, others talk to it and treat it as a dear friend or even as a lover.

Archetype: Destroyer

Common Mutations:

- +1 Agility
- +1 Reflexes
- Cosmetic Changes (red hair and ruddy colored skin)

Associated Powers:

- Mask (covered with flames)
- Mesmerism (inciting others to set fires)
- Thermokinesis (Pyrokinesis used to cause spontaneous combustion)
- Telekinesis

Typical Banes:

- Cold (Room temperature is discomforting cool but not dangerous, colder temperatures mean that the Fire Starter must spend an additional seepage point to power his abilities)
- Submersion (Water or Fire Retardant Chemicals even being covered in a fire blanket)

Werewolf

The Wolfman and the demon wolf are aspects of European and Scandinavian folklore. These beasts were once honored amongst the chosen of Oden by the Vikings and reviled as demonic incarnations by the Roman Catholic Church of the Middle Ages. The werewolf is one of the rarer incarnations in the modern times having given way to more modern ideas.

Archetype: Destroyer

Common Mutations:

- +1 Strength
- +1 Size
- Fangs and Claws

Associated Powers:

- Mask (Used to effect the change into the Incarnates bestial form, usually a Giant Wolf or a Wolf man)
- Frenzy (When assuming the beast for this power gives them the supernatural fury augmented physical capabilities)
- Regeneration (Heals all wounds in minutes unless inflicted by silver weapons)

Typical Banes:

- Silver (Weapons made from silver cause wounds that do not heal and the presence of items made from silver may cause discomfort)
- Herbs and Charms (Folk Lore has it some herbs or lucky charms can be used as wards)

Vampire

Many different types of vampire incarnate exist shaped by legends and folk tales. These vary from beautiful seducers, to unseen stalking horrors. The modern hype and interest in vampires and vampirism has done much to increase the numbers of these Incarnate on the streets and revitalized the image and capabilities of these beings in modern context.

Archetype: Parasite

Common Mutations:

- +1 Strength
- +1 Perception
- Fangs

Associated Powers:

- Mask (Beautiful or unseen)
- Mesmerism
- Thrall (Fear or love)
- Telepathy (used to locate potential victims)

Typical Banes:

- Thermokinesis (Pyrokinetic effect on self when exposed to direct sunlight)
- Holy Presence (Varies greatly from fear reactions to causing horrific wounds)

Doppelganger

Doppelgangers kill their victims and take their faces. They skin their victim's face and wear it. While wearing this face they assume the identity of their victim, living their victims life until another suitable victim presents itself. Doppelgangers prefer to take lonely isolated victims, mostly to avoid having the impersonate someone who has many relatives and close friends who might notice the deception. Doppelgangers use their potent psychic gifts to aid in their deceptions. When not hunting for a new victim Doppelgangers do their best to fit into their new role. As the pattern progresses Doppelgangers often proceed to take more and more difficult to impersonate victims.

Archetype: Parasite

Common Mutations:

- +1 Strength
- +1 Intelligence
- Cosmetic Changes (Face becomes withered and shriveled)

Associated Powers:

- Mask (Duplicate the person who's face they wear)
- Divination (used to locate potential victims)
- Telepathy

Typical Banes:

- Discovery (being discovered as an impostor)
- True Form (being seen in its true form)

PROPHETS

Avenging Angel

Incarnate empowered by the divine spirit serving the greater interests of their faith by destroying the heretics and infidels who stand in opposition to the divine order of all things. An angel can be a terrible thing to behold using faith to justify all manner of injustice and cruelty.

Archetype: Purifier

Common Mutations:

- +1 Strength
- +1 Willpower

Associated Powers:

- Thrall (Inspire followers and intimidate the infidel)
- Thermokinesis (Burn the heretics)
- Frenzy
- Regeneration

Typical Banes:

- Pacifism (If the object of their vengeance acts with passivity they are unable to mete out retribution)

Messiah

The chosen one, born to lead his followers to the Promised Land or into the next world. Messiah's exist to show people the way, to inspire them to a life of spiritual purity or and existence of moral depravity depending on their orientation (saintly or demonic).

Archetype: Saviour

Common Mutations:

- +1 Intelligence
- +1 Willpower

Associated Powers:

- Thrall (Inspire followers and disciples)
- Mask (Holy aura)
- Healing (Laying on of Hands and spiritual purification)
- Phantasm (Inspiring mystical visions)

Typical Banes:

- Opposition (If one of the faithful confronts them and their vision)

Avatar

At first glance the Messiah and the Avatar might seem to be very similar archetypes, but there is a critical difference between them. The Messiah is chosen to bring the message to the faithful, the Avatar by contrast is a direct manifestation of the God and is destined to rule his people and provide them with the laws.

Archetype: God-King

Common Mutations:

- +1 Willpower
- +1 Perception
- Cosmetic Changes (The appearance of marks of faith or characteristics symbolic to the faith, e.g. crucifixion wounds or a witches lock)

Associated Powers:

- Mask (Holy auras, halos of light or angelic / demonic appearances)
- Thrall (Inspiring the faithful or condemning the heretic)
- Mesmerism
- Regeneration

Typical Banes:

- Incompetence (To demonstrate how pathetic and ridiculous the Avatar is)

ADEPTS

Conjurer

The Conjurer seeks the form of perfection, he seeks to understand the forces that shape and re-shape all things. In so doing the Conjurer hopes to one day produce the perfect creation the pinnacle of his creative knowledge.

Archetype: Alchemist

Common Mutations:

- +1 Intelligence
- +1 Willpower

Associated Powers:

- none, initially...

Typical Banes:

- Great Work (damage too or destruction of their lives work, either a physical attack or theoretical debate)

Mad Scientist

The Mad Scientist is unlike any other Incarnate, often devoid of supernatural powers themselves they possess a talent for the construction of super-technology toys (read magic devices). The Incarnate powers possessed by the Mad Scientist represent his level of understanding of some super-science theory with which he can build his devices. Hence a Mad Scientist with the Incarnate Power Psychokinesis might try to build a high tech rail gun possessed of that power. If this weapon was then fired on its maximal setting (3SPs), with a hockey puck sized projectile, would cause an Sp2 wound but a Firearms skill test would still be required to hit the target. See page 19 the Appendix at the end of this article for *Mad Scientists Guide to Modern Living*.

Archetype: Scholar**Common Mutations:**

- +1 Intelligence
- +1 Willpower

Associated Powers:

- Mesmerism (to motivate their assistants)

Typical Banes:

- Great Work (damage too or destruction of their lives work, either a physical attack or theoretical debate)

Necromancer

The life long search for the secret of creation, life from death. To create something from nothing is no small goal.

Archetype: Creator**Common Mutations:**

- +1 Intelligence
- +1 Willpower

Associated Powers:

- Mesmerism

Typical Banes:

- Great Work (damage too or destruction of their lives work, either a physical attack or theoretical debate)

INCARNATE MUTATIONS

Mutations are not inherently bad things to have but they do help to make the Incarnate noticeable different from the Humans round about them. What mutations are not is an invitation to be a '*Marvel Superhero*'; mutations do not include extra heads or massive physical alterations but instead relatively minor cosmetic alterations or not so obvious attribute enhancements.

Mutation	Cost	Value
Attribute Enhancement	15	
Cosmetic Changes		5-15
Fangs and Claws	5-10	

Attribute Enhancement

The Incarnate experiences a physical or mental change that benefits one of this attributes empowering it with an additional +1 bonus. If the Incarnate is ever faced by one of its Banes then this bonus is temporarily lost for the duration of the encounter.

Cosmetic Changes

Much like the trait Distinguishing Mark the character's appearance alters in a noticeable but other wise normal and explainable manner. This might be as simple as having sunken eyes or hair turning white, perhaps an increase in bodily hair or the fingers lengthening a little. Generally changes will be in accord with the corruption Archetype and with popular folklore, e.g. a Werewolf having eyebrows that meet in the middle.

Fangs and Claws

A mutation with a practical application, the 5 CP mutation buys Fangs or Claws while the 10 CP mutation buys them both. These mutations have the following statistics for combat, Fangs (Fl3) or Claws (Wn3) and the maneuvers Bite and Rake can be added to Brawling or Martial Arts Combos, though the Bite attack can only follow a successful Grapple on the intended victim.

INCARNATE POWERS

Three of the powers listed beside are not actually available to Incarnates but are included here for the sake of completeness. *Possession* is available only to non-corporeal creatures (ghosts and spirits) while *Form Body* and *Invulnerability* are Demon only powers.

Incarnate powers are all fueled by the power of the supernatural channelled through the mind and will of the Incarnate. As such they may be disrupted by some supernatural or psychic powers and by Psinks. Voids are simply not affected by mental projections but can be effected indirectly by physical effect powers like Telekinesis. Note also that a Psink entering a close proximity to an Incarnate will drain the area of supernatural energies causing Incarnate powers to quickly stop functioning, even if already active.

Powers and Limits	Cost	Value	Breakthroughs
Mask	15		6
• required condition		5	-1
• specific effect only		5-10	-1
Phantasm	15		6
• required condition		5	-1
• specific effect only		5-10	-1
Animal Control	15		6
• required condition		5	-1
• specific effect only		5-10	-1
Thrall	15		6
• required condition		5	-1
• specific effect only		5-10	-1
Mesmerism	15		6
• required condition		5	-1
• specific effect only		5-10	-1
Telepathy	15		6
• required condition		5	-1
• specific target		5-10	-1
Divination	15		6
• required condition		5	-1
Psychokinesis	15		6
• required condition		5	-1
• self effecting only		5	-1
Thermokinesis	20		8
• required condition		5	-1
• specific effect only		5	-1
Teleportation	20		8
• required condition		5	-1
• self effecting only		5	-1
Healing	15		6
• required condition		5	-1
Regeneration	15		6
• required condition		5	-1
Frenzy	15		6
• required condition		5	-1
Possession	20		8
• required condition		5	-1
Form Body	30		12
• required condition		5	-1
Invulnerability	30		12
• required condition		5	-1

Each Incarnate power also has a number of associated limits that can be bought to reduce the cost of obtaining each of the powers. The list is not exhaustive and the Game Master has the final say on the value on any new limits that the Player may wish to device for his character.

CONTINUED DEVELOPMENT OF INCARNATE POWERS

The Incarnate may continue to develop his powers during the course of play but this requires research and development time and works in exactly the same way as long term research (*Conspiracy X* pages 110-111). In order to develop a power the Incarnate doesn't already possess to adjust a power he already have, requires the player to design exactly what the power should be. Then use the breakthroughs column of the table below to calculate how many breakthroughs must be made before the new or adjusted power can be used. Development of these powers should be done with the occult skill, which naturally limits Power development to Prophets and Adepts, few Predators understand their state of being sufficiently to enhance it.

Mask

Possibly one of the most common and most commonly utilized Incarnate powers, mask permits many of the supernatural feats that are not physically possible to appear to occur. The best example of this is the Werewolf transformation or the Vampire's ability to walk unseen through a crowded room. The Illusion itself exists only within the mind of the observer and as such Voids, Psinks and technological recording devices will not be fooled. An observer who is physically present but observing through a technological device would still see be subject to the effect though his device would not record what he saw but what actually occurred.

Effect: 1SP requires a Per3 test to see through, 2SPs requires a Per4, 3SPs requires a Per5

Duration: Until the next Dusk or Dawn (as appropriate) or until the Incarnate discards it

Phantasm

The Incarnate is able to make illusionary effects appear at his beck and call, this power incorporates the Foci manifestations: vortex, mirage and apparition (see *Conspiracy X* page 167). This power works in the same way as Mask and suffers from the same limitations concerning technological recording devices and Voids.

Effect: 1SP requires a Per3 test to see through, 2SPs requires a Per4, 3SPs requires a Per5

Duration: Until the next Dusk or Dawn (as appropriate) or until the Incarnate discards it

Animal Control

The supernatural control of animals is a form of empathic manipulation or attunement to the mind of the beast. Animals who come under the spell of this power are instinctively aware of the Incarnates needs and desires and respond with an understanding of the master's wishes.

Effect: 1SP gains control of all animals within close range (10m), 2SPs gains control of all animals within medium range (25m), 3SPs gains control of all animals within long range (50m)

Duration: 1 scene

Thrall

The supernatural control of the emotions, unlike animal control the level of manipulation that is possible can be finely adjusted. The Incarnate can select which emotions he wishes to elicit from those within his presence. The area of the Incarnates presence is dependent on the area he can realistically sway. Without assistance the Incarnates presence could reasonably be only a few meters if softly spoken or a theatre sized area if trying to make himself heard or using a modern PA systems. As a general rule the subject must be in the physical presence of the Incarnate to fall under his spell, using TV cameras to influence the world is not possible.

Effect: 1SP requires a Wil3 test to resist, 2SPs requires a Wil4, 3SPs requires a Wil5

Duration: 1 scene

Mesmerism

A powerful form of mental domination that subsumes and overrides the will of the victim with the Incarnate's wishes. The victim becomes the unquestioning mental slave of the Incarnate with little regard for personal safety. Though each time the Incarnate tries to get the victim to perform an inherently dangerous or self-destructive task the victim may attempt another Will test to break the spell.

Effect: 1SP requires a Will3 test to resist, 2SPs requires a Will4, 3SPs requires a Will5

Duration: Until the next Dusk or Dawn (as appropriate) or until the Incarnate discards it

Telepathy

The power to communicate by thought alone, includes the ability to send thoughts to a target or to scan a target's mind for information. Unlike the psychic abilities and trainings which operate in this field the Incarnate need never make a Rhine test as his abilities always succeed, what becomes an issue is how much power must be spent to obtain the desired result.

Effect: 1SP will project or read 'surface' images to or from the target, 2SPs will project 'spoken' communications or allow the reading of surface thoughts, 3SPs allows a deep level scan of the target's mind in search of specific information

Duration: 1 round

Divination

Divination is an incredibly powerful ability that combines the effects of Clairvoyance, Precognition and Retrocognition into a single powerful utility. This Incarnate power permits insight of 'yes' or 'no' nature to any question the Diviner should wish to ask. The quantity of supernatural energy required is dependent on the amount of insight required by the Incarnate. The Incarnate may only attempt one divination related to a specific target in any one day.

Effect: 1SP allows the asking of 3 questions, 2SPs allows the asking of 6 questions, 3SPs allows the asking of 9 questions

Duration: 1 round for every 3 questions

Psychokinesis

The power to move and manipulate objects seemingly by the application of the will alone. Dependent on the amount of power channelled determines how great a force is exerted and thus how large a mass may be lifted. Some Incarnate use this ability exclusively for personal levitation, others prefer to use it as a means of entrapment either holding victims with invisible hands or blocking escape routes by closing windows or doors seemingly of their own volition. Of course it is possible to manipulate a small object with a massive amount of force by expending more Seepage energy than is normally required for the task, this increases the wound category by 1 for each extra SP. Thus if an Incarnate spends 3SPs to hurl a Size 1 statue at an agent then the wound inflicted would be an Sp2. The Game Master should exercise his discretion when dealing with objects smaller than size 1 being hurled at hypersonic velocities...

Effect: 1SP will manipulate an object up to Size 1 (inflicting a Fl2) or levitate an Incarnate of Size 3, 2SPs will manipulate an object up to Size 2 (inflicting a Fl3) or levitate an Incarnate of Size 4, 3SPs will manipulate an object up to Size 3 (inflicting a Fl4) or levitate an Incarnate of Size 5

Duration: 1 scene

Thermokinesis

Typically divided into Pyrokinesis and the somewhat less well known Cryokinesis, both these powers permit the Incarnate to radically alter the actual temperature in a area. Pyrokinesis causing intense heat and outbreak of fires and Cryokinesis bring incredible cold, freezing liquids or forming ice over small areas.

Effect: 1SP warm or cool an object so that it feels hot or chill, 2SPs may ignite or freeze objects (Wn3) or warm or cool a large volume (room size area), 3SPs may ignite non-flammable objects or freeze solid a living being (Sp4) or warm or cool a very large area (house sized area)

Duration: 1 scene

Teleportation

Teleportation is a rarely occurring Incarnate power that requires considerable supernatural energy to use. There are two forms of this power the first allows the incarnate to transport a small or non-personal item between two points in space, this aspect of the power may be used in an ambient Seepage area. The other method is to teleport the Incarnate with all his personal effects between two areas of supernatural activity, pool, locus or nexus. In all instances the Incarnate must be personally acquainted with the target site

Effect: 1SP will teleport a small item (no bigger than a shoe box), 2SPs will teleport the Incarnate and personal effects, 3SPs will teleport the Incarnate and a victim with who he is in physical contact

Duration: Instantiations

Healing

The repair of biological tissue beyond the body of the Incarnate, this form of faith healing or laying on of hands can work on any biological tissue damage, even on aliens and voids, though the presence of a Psink will still inhibit the power. Physical disorders may also be healed if sufficient power is available to the Incarnate.

Effect: 0SPs wounds stabilize, 1SP will heal a single level of damage, 2SPs can heal a physical disorder where the organs are intact but not functioning, 3SP's can heal a physical disorder by regenerating a destroyed organ.

Duration: Instantiations, except for organ regeneration that takes several hours

Regeneration

This power is almost identical to Healing except that it functions on the Incarnate himself and may not be used on others. Naturally the Incarnate must be alive to use this power, so any regeneration stops when he is killed.

Effect: 0SPs wounds stabilize, 1SP will heal a single level of damage, 2SPs can heal a physical disorder where the organs are intact but not functioning, 3SP's can heal a physical disorder by regenerating a destroyed organ.

Duration: Instantiations, except for organ regeneration that takes several hours

Frenzy

The Incarnate is able to empower his physical capabilities with the power of the supernatural, frenzied individuals are often unstoppable killing machines who care little for their own survivability after using this power.

Effect: 1SP boost one attribute (Str, Agl or Wil) to 5, 2SPs boost two attributes (Str, Agl or Wil) to 5, 3SPs boosts all three attributes to 5

Duration: 1 scene

Possession

The use of this power allows a disincorporate entity (usually a ghost, demon or deceiver) to invade the body of a host. Achieving a state of possession allows the invading entity to suppress the human mind so that it remembers nothing of the time during the possession. Or it can leave the human mind a watcher as the possessor takes control, the latter while a great means of torturing the host's mind does make it harder to maintain control, -1Df on all tests for host to take control of his own body again. Being possessed by an entity can cause supernatural corruption of the existing personality. Each time the victim is possessed he must make a Willpower test against the a Df equal to the Willpower of the possessor to avoid corruption, if the victim is all ready corrupted then there is no additional effect. Once a victim has been possessed the spirit can remain in his body indefinitely, it may not always be in control but it will always be in his mind talking to him, trying to twist him to its will or gain control for itself again. While spirits may leave the host at any time they choose, if it doesn't want to go the only way to get it out is to have it exorcised with a Rite of Banish Spirit (*Forsaken Rites* page 49)

Effect: 1SP the victim must resist possession with a Willpower test of Df3, 2SPs the victim must resist possession with a Willpower test of Df4, 3SPs the victim must resist possession with a Willpower test of Df5

Duration: There is no set duration for a possession, though the victim may attempt to take control at dusk or dawn (as appropriate). Casting the possessor off requires a Willpower test with a Df equal to the possessor's Willpower.

Form Body

The use of this power allows a disincorporate entity to construct a physical vessel, as with the teleportation power a body can only be produced in an area of high supernatural energy (pools, loci, etc.) Additionally this body is not of a natural construction and a cursory medical examination will reveal that the body is not living or natural. The presence of a Psink will cause problems for a formed body as it will begin to unravel taking a Wn3 each round until destroyed or removed from the Psink's area of effect. Because the body does not actually physically exist, though its form is sustained by a supernatural energy flow, it may be seen by Burn-outs, Voids and Psinks.

Effect: 1SP will form a body of Size 1 or 2, 2SPs will form a body of Size 3, 3SPs will form a body of Size 4 or 5

Duration: Until discarded or destroyed

Invulnerability

Only the most powerful of demons or ascendant ghosts may ever possess this power and it functions automatically in conjunction with the power *Form Body*. The formed body may only be harmed by specific weaknesses related to the individual's Banes.

LIMITS

Limits are designed to be psychological reins on the otherwise extremely powerful Incarnate and the manifestations of his power. All limits should be appropriate to the power, the character and his Incarnate archetype. In addition the Game Master has final say on the suitability of any limits to the character type.

Required condition

The activation of this power requires some requisite action or occurrence to trigger it. Without the triggering condition the Incarnate cannot make use of this power. Typical requisite conditions include: taste of blood, a full moon, becoming emotionally aroused (anger, fear, lust, etc.)

Specific effect only

Many Incarnate do not possess the full and versatile range of what each power is capable of, instead specializing each power to its own particular niche. Having only one purpose to which the power may be extended provides a value of 10 points while having two possible alternative uses provides a value of 5 points. Examples of specific effects include: using Mask to assume one particular form, using Thrall to cause one particular emotional response or being able to use Thermokinesis in its Pyro or Cryo form only. Note that with Thermokinesis the specific effect limit may only be taken once at a value of 5 points.

Specific target only

This power can only be used on a specific target category, though depending on the power itself these target categories should suggest themselves. Example: Animal Control might have a specific type of animal as the specified target (wolves or bats perhaps) or Telepathy might only work with people who are in a particular emotional state. An example of what should NOT be done with this limit might be Thrall, cause fear in New York Cops.

Self effect only

Kind of self-explanatory but means that this power cannot be used on anyone or anything but one's self. Some powers are automatically self effect only by dint of their description, thus invalidating this limit, examples include: regeneration or frenzy which can only work on the self. Note in rare instances frenzy and regeneration are not a self only effect, see *the Mad Scientists Guide to Modern Life* page 19.

INCARNATE BANES

The effect of Bane’s upon an Incarnate can be profound and once these weaknesses are known any operation against one of these being has a much greater chance of success.

Weaknesses and Incarnate powers which act with detrimental effects on the Incarnate himself cause fear in New York Cops.

Bane	Cost	Value
Bane Power		See Trait Description below
Channelling Limit		5-10
Vulnerability		5-15
Vulnerability: Crippling		15-30

Bane Power

A Bane power is an Incarnate power that the Incarnate himself has no control over and which will activate automatically upon the occurrence of a trigger condition. The actual value of this bane is dependent upon the normal cost of the power, Seepage level of the power when activated and trigger condition.

Channelling Limit

Not all of the Incarnate are reborn equal, some are limited in the quantity of power they can channel from the Seepage to their powers. The number of SPs that can be used to fuel an Incarnates power is reduced by 1 for every 5 points value of this bane.

Vulnerability

Most Incarnate have some form of weakness innate to their psychology that they have particular trouble dealing with. When the incarnate is confronted by the object of their weakness all actions are taken at a +1Df and all supernatural powers require an additional point of Seepage energy to function. Typical vulnerabilities include Holy Ground, Symbols of Faith, Heat, Cold or even being openly defied by a follower. The actual value

of this bane is determined by the Game Master who should consider the effect and the likely hood of bane occurring.

Vulnerability: Crippling

Very few Incarnate with this Bane survive for very long, for the most part this works in the same way as Vulnerability above except that its effects are far more debilitating. Facing a Bane of this type prevents the Incarnate from using any supernatural powers what so ever and any other type of action is at a +1Df penalty. The actual value of this bane is determined by the Game Master who should consider the effect and the likely hood of bane occurring.

Activated Seepage Level

- 1SP +0 Value
- 2SPs +5 Value
- 3SPs +10 Value

Triggering Conditions

- Common Trigger -0 Value
- Uncommon Trigger -5 Value
- Rare Trigger -10 Value

FORSAKEN PLAYER CHARACTERS

Forsaken characters are sad and pathetic remnants of something that was once human. Unable or unwilling to bear all to the Seepage the character tried to hold onto some of his individuality, his own fear of what he was becoming denied the Seepage the hand hold it needed during the change. Consequently the Forsaken becomes little more than a maddened burnout. Half-remembering what it was like to know and feel powers caress, it longs and hungers for its return, something that will never happen.

Forsaken are not recommended as Player Characters but someone is at some point going to want to play one. A Forsaken is both obsessive with and devoid of supernatural power, but they can still make difficult and elusive prey for an Aegis Cell. Forsaken often think in odd ways or in a simplistic fashion, their logic is jilted and fizzy, what matters to them was their divine purpose and some may seek to continue as they were while others simply become consumed by self pity.

There are three different routes that the Forsaken can take over and above their Archetype, three ways in which the Forsaken deal with their existence. These pathetic remnants are termed the Fallen, the Lost and the Doomed.

REBORN FORSAKEN

The principle change experienced by a character reborn as a Forsaken is one of role-playing rather than game mechanics. Unlike the Incarnate the Forsaken doesn't need to purchase new powers or come to terms with vast supernatural resources.

Fallen Forsaken: The Fallen are in many ways the most unfortunate of all the Forsaken, because they remember what it was like before the judgement came, they know that they were not strong enough and they know that they have been discarded. To have known power and lost it is surely far more terrible than to have been granted merciful ignorance. In truth many cannot fully remember what it felt like to be creatures of power and they mourn its loss, they yearn for its return. The addiction of the supernatural power leaves them with a thirst.

Each of the Fallen hopes that one day they might earn another chance, that if they continue as the Seepage bayed them it might one day return to reward them with the powers they craved. This will of course never happen but they wait for it, pray for it, kill for it, for the archetype is all they know now how to be, humanity is beyond their grasp.

Lost Forsaken: The Lost and the Fallen share much in that they still both seek to follow their Archetype, but it is in their motivations that they differ. The Lost remember nothing, or at best fragments, from the time before judgement, they do not understand that they were rejected. They continue because they believe that the Seepage has kept its bargain with them and they are empowered. Sadly they're powers are purely part of their delusional state of mind and as such many wind up in sanatoriums raving about their Masters and the powers they believe they have.

The Fallen know that they have been cheated and can to some extent work around their non-empowered state of being making them far more dangerous than any of the Lost will ever be. The Lost believe that they have access to divine or demonic power and have a tendency to rely on powers they do not have, thus overestimating their own capabilities and underestimating the capabilities of others.

Doomed Forsaken: The Doomed are saddest of all the Forsaken, while the Fallen are to some extent preserved by a sense of hope these poor souls know that they are at an end, that they have failed to win the prize and that there is no reprieve from their sentence. Many of the Doomed become self-destructive in a bid to end their tortured existences and to escape the shackles their own fear imposed on them. The Seepage no longer speaks to them, the supernatural no longer calls, it is over why bother to play a game that is already lost? Death is usually easier.

While that Doomed are ultimately self-destructive and more often than not suicidal, those that do manage to hold on for any length of time usually try exact retribution on the Forces they see as responsible for their fall from grace. Sometimes this means that the target is the Seepage or other empowered individuals, sometimes the target is a mundane institution or individual that the Doomed blames for their condition. In such cases once the Doomed has exacted its revenge it will usually destroy itself as well.

THE MAD SCIENTISTS GUIDE

TO MODERN LIVING

This section is designed to educate concerning the number and variety of empowered devices produced by the Adept Incarnate. While any of the Adept Path can create or maintain existing empowered devices the Mad Scientist and other of the Creator Archetype are by far the most prolific.

It should be understood that there is a large difference between the category Empowered Devices and the classification Awakened Objects. Empowered devices are not awakened though they are magical in nature, they are also mechanical, electrical, chemical or perhaps yet other in nature. In order to understand these devices in their entirety the analyst must be awakened himself, which is to say one of the Incarnate and must also understand the physical world workings of the device. Analyzing the device from only one perspective will not yield answers of any real value.

It is however possible to make use of a device without understanding how it was constructed or indeed the underlying principle of the design. Depending on the device will determine how much knowledge and which skills will be required to work it. To work the device simply requires an operator with the appropriate skills, the operator doesn't need to be an Incarnate or have any form of understanding for the Seepage.

CONSTRUCTION OF EMPOWERED DEVICES

Any of the Adept archetypes may construct devices that combine aspects of real world items with supernatural powers. This requires the Adept to have all the skills necessary to design and build the physical object what will house the invested power. Initially the Adept should take some time to design the object he is going to produce, what kind of object? Which power to invest? And amount of required Seepage energy the device will have to channel?

This should be undertaken in the same manner as long term research projects (*Conspiracy X* pages 110-111). The number of breakthroughs required to complete the

project is equal to the maximum number of SP's that the invested power will use +1. So a device that will make use of Thrall power at SP2 would require 3 breakthroughs to complete. The skill used to do the construction work will be dependent on what type of device or object is being produced. An empowered magic wand might require the use of the *Occult* skill while the creation of an empowered car would require Engineering – Automobile. Note that only one power can be invested into an Empowered Device. Naturally the device cannot be used in a semi-completed form and must meet all the Adepts designs specifications before it he attempts to use it.

CONSTRUCTION OF AWAKENED OBJECTS

There is no set formula for the creation of these rare and powerful artefacts, in many cases these objects are not intentionally produced by an Adept but instead formed as a result of common faith and belief by Humanity at large. Awakened Objects unlike Empowered Devices are never very complicated in physical structure usually limited to a few gears or other similar mechanics if it has any at all. It has been postulated that this is due in part to the amount of time it take for a mundane object to attract the attention and collective belief of Humanity and that in the future more complex Awakened Objects will begin to appear.

A SELECTION OF EMPOWERED DEVICES...

Coil Gun

The ultimate in weapons construction, a gun that fires caseless rounds at incredible speeds. First developed by Dr. Laura MacLean, a graduate physics genius working with the U.S. Navy surface weapons testing centre, this device raised a significant amount of interest and curiosity. Her compatriots were unable to reproduce her design and unable to fully comprehend the supernatural mechanics of the theories employed by Dr. MacLean. Aegis quickly stepped in canceling her project and removing both her and the coil rifle for further study, both are currently in the hands of Aegis Supernatural Exploration Division (SED).

Description: This weapon appears as particularly long hunting rifle with magnetic coils wound around the length of the barrel.

Technical Knowledge: Science – Physics

Invested Powers: Psychokinesis

Effect: A bullet-sized projectile is accelerated to a hypersonic velocity, doing Death2 damage to anyone hit. The operator requires Firearms: Rifle skill test to hit the target.

Combat Enhancement Drug Injection System (CEDIS)

The creation of super-soldiers or at least super-enhanced individuals has long been a goal of fantasy. A fantasy that was finally achieved by Mr. Andrew Jupp a disgraced biochemist. His doctoral thesis scoffed at and his work suspended he took his passion underground. It was several years latter that his corruption complete he was able to finally produce his secret serum. Unfortunately its first uses saw it enhancing his new sponsors bodyguards in the hands of a Mafia Don. The serum still is the actual enhanced device and the concoction that it produces may be dispensed through a standard hypodermic syringe or through a specialized drug collar, brings about the required effect.

Description: A small silvery unit with several vials containing various colored liquids, the ejection system includes a needle collar that is used to inject the chemicals into the subject's neck. Several alternative designs have since been noted.

Technical Knowledge: Science – Biochemistry

Invested Powers: Frenzy

Effect: Each round one dose of chemical can be dispensed into the subject, on the first round Strength is enhanced to 5, on the second Agility is enhanced to 5 and on the third Willpower is enhanced to 5. The use of this device doesn't require any specialized knowledge or skill test.

Congress Hall

The work of Professor Paul Ludwig Troost the Congress Hall at Nuremberg in Germany is truly a master of devious construction and excellent design. Constructed over a supernatural pool for power, it this

Seepage battery as grown with the invested faith of the Reich Party since before the time of WWII and is now a supernatural loci. Many of the architectural works of Pr. Troost and later his protégé Albert Speer gives substance to the powerful supernatural forces of the areas in which they were built.

Description: This building stands as a testament to 'true Germanic architecture' according to *Mein Kampf*. A construction of simple yet enduring pillars constructed from hand hewn stone and Nordic brick work, designed it was said to endure a millennium in the glory of the Third Reich. It still serves as a rally ground for the Reich Party.

Technical Knowledge: Engineering – Architecture

Invested Powers: Thrall

Effect: Whatever mood or emotion the speaker is trying to elicit from the assembled audience is greatly magnified. Thus in the days before WWII when Hitler addressed the Nuremberg Reich they were enthralled with devotion and loyalty to his cause.

Dermal Regenerator

Developed by a Dr. Phillip Rattenbury this device was the culmination of his life's work, unfortunately his fellow professionals never took his creation seriously and he disappeared shortly after having been struck off the medical register. The device however has remained in private hands, Dr. Rattenbury's son – Dr. David Rattenbury – owns and makes occasional use of the device from his exclusive London Practice. Though David himself has no idea how it actually functions, he does keep his files carefully in the hope that one day his father's work might have the recognition it deserves.

Description: A small hand held device about the size and shape of a mobile telephone. There are a number of buttons that control the settings of the device and two mobile scanner heads, which deploy from one end to make a tissue assessment. When used to heal an injury the device emits a weak beam of reddish light that is played over the afflicted area of the patient until the dermal regeneration is complete.

Technical Knowledge: Medical – General Practice

Invested Powers: Healing

Effect: Capable of diagnosing and stabilizing wounds near instantly, continued use will cause incredible tissue regeneration. The use of this device requires some level of medical knowledge to operate. Skill tests are required for any attempt to use the devices the difficulty dependent on the level of wound the patient has received: Flesh Wound is a df2, Wound is a df3, Splatter is a df4.

Local Area Weather Adjustment Device (LAWAD)

A large device that is built into the back of a normal, dark blue, transit van for the sake of convenience. Based around the theories of Dr. Timothy Jack a former technical specialist with Project HARRP. This device bypasses many of the potential weaknesses of the HARRP by being both portable and local area affecting only. Though adjusting a weather front can cause wider area affects than intended it does permit precise local area weather manipulation. The current owner of this device is a Tornado Chaser who runs Tornado Chasing Holidays, funnily enough his tours always locate a Tornado.

Description: A dark blue transit van painted with the 'Tornado Tours' logo on the side. On the inside the van looks like it might be an NSA magic van, full of dials, knobs, buttons and levers.

Technical Knowledge: Science – Meteorology

Invested Powers: Thermokinesis

Effect: Can be used to adjust the local area weather patterns by heating or cooling areas of the atmosphere.

Shadow Suit

Commissioned from an unknown designer by a wealthy risk taker and gentleman thief. Unconcerned by the acquisition of wealth the owner, known internationally as the Shadow, simply leaves a calling card inside seemingly impossible security of Bank Vaults, Museum Displays and more recently Secure Military Installations, each time he strikes the obstacles must be

greater than the last. The challenge is one of breaking the security of a facility without being caught, and leaving behind his calling card. Naturally both Aegis and the Black Book would like to interview the Shadow about his activities.

Description: An all encompassing tight fitting black body suit with hood. The right forearm has a miniature computer control system for the cloaking unit.

Technical Knowledge: Science – Physics

Invested Powers: Mask

Effect: Masks the wearer so that he may move unseen.

Universal Free Energy Theory

In rare instances Incarnate have gone beyond the creation and construction of Empowered Devices which mimic supernatural powers and learned to manipulate the Seepage by scientific like theory. Perhaps the greatest known of these creators was Nickola Tesla and his theory of Universal Free Energy. Understanding this principle allows the Mad Scientist to create the Seepage Reactor, though these devices masquerade under a number of other names, most notably cold fusion. How in fact these devices work is simply to change Seepage Energy into Electrical Energy after all energy cannot be created or destroyed only changed into another type of energy.

One particularly odd device that has appeared of late in Britain and seems to be an extrapolation of this type of theory is called the Seepage Burner. Unlike Cold Fusion or other Seepage Reactors the Seepage Burner is a weapon. A weapon designed to deprive the Incarnate of their source of power. The Seepage Burner uses up one SP per turn from the local area until there is none left. This device is currently in the ownership of one Mr. Andrew Leask, a self styled Vampire Hunter who operates in the British Isles. The Burner itself is a compact unit about the size of a camping stove and once activated can become quite hot.

The supernatural in all its forms is powered by the energy field that researchers at CAPS refer to as the Seepage, it has other names as well each and every tradition of magic and some branches of science have a name for this mysterious concept. A mystic who can see these things can discern an aura about most people, a corona of energy seeping outwards from them in to the universe at large. Over the millennia of human evolution and development this external field of psychic energy has become many things, at first nothing more than what it was, it has been shaped and tempered by the beings that inadvertently produce it...



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