

OWNING THE WORLDS WHERE YOU LIVE (AND A FEW WHERE YOU DON'T)

A CAMPAIGN SETTING THAT SHOWCASES SPYCRAFT'S CAMPAIGN QUALITIES.

BY SCOTT GEARIN AND PATRICK KAPERA.

With not one but two *Spycraft* print releases due imminently from Crafty Games and Mongoose Publishing (*Spycraft 2.0: Second Printing* and *World on Fire*, for those of you keeping track), we at the home office thought it might be a good time to revisit some of what makes the game's second edition such a powerful tool box for gamers of all stripes. Among the *Spycraft* engine's most exciting innovations are campaign qualities, or 'official house rules' that let you tailor the game's rules to support any world you can imagine. As an example, the *gritty* and *bloodbath* qualities make the combat system deadlier, transforming every fight into a vicious, decisive encounter. Alternately, the *fast feats* and *slow growth* qualities let you modify player advancement to match the pacing of your story arc, while the *mellow* and *cake walk* scale down the campaign's intensity, allowing your game to focus more on the fun of character drama than the unrelenting challenge of, say, saving the world.

With just a couple campaign qualities you can dramatically shift the rules, pace, tone, and flavor of your game to showcase any genre you might favor. With a little work, you could even include multiple genres in a single campaign. Here's just one way that might be accomplished...

THE CHASM GROUP

The Chasm Group was founded in 1991 as a military/industrial complex think tank dedicated to the study and development of practical applications for what it terms 'intrinsic description theory.' As described in Professor Anthony Martin's groundbreaking papers published earlier the same year, this esoteric theory examines probability structures in an attempt to define the fundamental concepts underlying the 'why' of our universe. For the most part the Chasm Group expected to be involved in dry technical investigation into the latest theories of quantum variance and particle properties with an eye toward military applications such as the fabled 'force field' so common in science fiction.

Unknown to most of its backers, the Chasm Group saw an unexpected breakthrough four years ago with a warehouse-sized device capable of sustaining a semi-stable energy field. Rather than deflect projectiles, however, this field sent them... *elsewhere*. Unwittingly, Chasm scientists had stumbled across a working 'doorway' to other potential and/or parallel worlds. After a slew of 'first wave' drone experiments, live teams were authorized to step through this Door and exploration commenced in the realms beyond, places Chasm personnel called 'Parallels.'

Acting on orders from their faceless superiors, the human 'second wave' emphasized the discovery of

alien science and technologies. These acquisitions were in turn used to line Chasm's coffers – as well as those of many other operations, both covert and public. In some cases, when advancements were close enough to the cutting edge, they were simply patented and sold through various front companies. Other gains were deemed too bizarre for general release and were instead incorporated into Chasm's arsenal, or transferred elsewhere for better effect.

Defying the popular expectation that parallel worlds would translate to infinite possibility, Chasm mathematicians theorize with some certainty that the Door leads to exactly one hundred and seven alternate worlds. One hundred and eight related realities drifting through time. Second Wave teams have only visited a handful of these worlds to date. The Door's tremendous energy requirements keep use to a minimum, lest brown outs and other side effects through the global power grid attract undue attention. Missions are staggered accordingly and teams are often stranded on other worlds for days at a time, requiring careful drone scouting which slows the process even further.

Roughly fifteen percent of the Parallels visited so far are uninhabitable or too distorted to warrant a Second Wave visit, but many of the rest are eerily similar to categories of literary fiction. This alignment of reality and imagination has triggered countless arguments

amongst Chasm theorists (and the Second Wave explorers for whom the question has rather more than academic implications). The main camp postulates that the Parallels are somehow generated from Earth as reflections of the human subconscious. A smaller group holds that the Earth is no more significant than the other Parallels and that the one hundred and eight worlds create and sustain each other – that there really are butterflies in some distant timelines dreaming themselves as men. Sadly, the explorers have found little of practical value to settle this speculation and boil their experience down to a single, simple maxim that saves lives on a daily basis: 'Doubt the familiar. Expect the unexpected.'



Professor Serkan Hattan, one of the original minds behind the Door's creation, coordinates Second Wave missions. His thick Middle Eastern accent does little to disguise his sharp and sometimes vicious intelligence, nor his dry collegiate wit. Though an accomplished academic, Serkan very much appreciates the Door's vast financial potential and diligently assigns teams to extract anything and everything of value when off world. Fortunately for Second Wave operatives, the recruitment and screening of new explorers is an expensive process, so Serkan views his staff as fairly valuable resources, too valuable to risk for any but the most impressive prizes. As yet, nothing has tipped the cost-to-gain ratio enough to warrant a suicide mission. If anything ever might, it's quite possible Serkan would never see it in any official report.

By virtue of a multi-million dollar cover up, Chasm's Door technology remains a highly guarded secret on Earth, but 'vigilance' is most certainly the watchword of the day. Some disagree, citing that 'paranoia' is more fitting. Among this segment of Chasm's personnel is Mission Officer Donna Ritts, who manages Chasm operations on this side of the Door. A no-nonsense CIA veteran with extensive industrial espionage experience, Ms. Ritts frequently shanghais Second Wave operatives for Earthbound assignments, primarily reconnaissance and counter-intelligence. Occasionally, these mission teams are tasked with intimidating or silencing Chasm staff suspected of leaking the project's secrets to civilians. Ritts realizes this is an inevitable outcome of Chasm operations and has drafted several contingency plans for the day the Door technology makes the front page. All of them involve a military response. Most of them anticipate war. Ritt is neither a hopeful nor a cheerful person.

Organization Statistics: Using *Spycraft 2.0's* organization rules, Chasm has the following statistics:

THE CHASM GROUP

- Goals:** 3 (Reconstruction, Secrecy, Visionaries)
- History:** 3 (Betrayal, Changing of the Guard, Triumphant – Science/Super-Science)
- Image:** 5 (Secretive Goals, Mysterious Methods, On Record Leaders, Secretive Members, Secretive Sites)
- Sites:** 3 (Door*, Law Offices, Motor Pool)
- Tools:** 4 (E-III, G-II, R-III, S-IV, T-III, V-III, W-IV)
- * The Door site is a unique facility (*see below*).

THERE AND BACK AGAIN

The key to Chasm's growing influence is of course the Door and the worlds to which it leads. The Door does possess several important limitations, however. First, it is far from mobile, housed in a massive complex within a cluster of warehouses in the industrial district of Chandler, Arizona. For security reasons – and because many of those in positions of power want to benefit from the Door without risking their lives should an attack come from off-world – the Chasm Group also maintains offices in nearby Phoenix and Washington D.C.

Door features and limitations include...

- An active Door appears as a dull orange plane of energy with a maximum size of 15 ft. x 15 ft. A Door is not visible in the target world.
- Each Door must be tuned to a single Parallel and can be held open for no more than three minutes. Due to power and security limitations, no more than one Door is opened every 72 hours. In practice, a Door is opened on average between three and five times a month. Consequently, no more than three teams are allowed off world at any time.
- As matter passes through a Door, it's projected into the target Parallel for a period of time proportional to the amount of power used to energize the transfer (roughly selectable between 1 and 100 hours). This time

period is slightly variable (average of the expectation and d% hours, rounded down). At the end of this period, all projected matter returns through the Door regardless of its current location in the Parallel. The point of arrival in each Parallel appears to be fixed; you always end up at the same spot in each world.

- Matter from Parallels is *not* transported back with Second Wave explorers. While this generally limits new acquisitions to information only, it has had an unexpected side effect – operatives steadily adapt in Parallels, especially as they breathe and otherwise consume local substances. Early on, this phenomenon nearly killed several explorers, who returned to Earth with uneven oxygen distributions in their bloodstreams. Consequently, teams now carry dedicated food and oxygen supplies for use near the end of each mission.
- Returning teams are often accompanied by ghostly images and figures (called wisps) that swirl around the Door before it vanishes. The source of these images is unknown, as the figures don't seem to match any known persons on either side of the Door.
- Slight variations between Parallels sometimes prevent technology and techniques from working as expecting, or working at all, in alien worlds. Technology, magic, psionics, and other 'powers' sometimes fail to function in any given Parallel (*see Everything Under the Sun, below*).

POISONED APPLE

While the mere process of exploring new worlds is fraught with seemingly limitless risk, the greatest threat facing the Chasm Group actually comes from within. Twenty-one hours after the eleventh successful transfer of human agents to a Parallel, the Second Wave team returned through the Door, killed by small arms fire. While hostile natives and other mishaps had resulted in fatalities before, evidence from the Parallels had never returned with the victims. These bodies, however, were

riddled with bullets – bullets forged on Earth – leading Chasm to believe the team was killed by attackers from this world.

Further incidents generated a profile of the attackers: a rival group operating with its own Earthbound Door. Recently, a Second Wave team returned with startling intel that verified Chasm's worst fears, that this other group was led by a traitor, the legendary early explorer John Ocrest.

Ocrest was a pioneer with Chasm, whose exploits through Doors established many early mission protocols. The public record claims that Ocrest was killed in a traffic accident over a year ago, while he was on vacation from his cover position at Luke Air Force Base outside Phoenix. Chasm knows the truth, though. Ocrest was reportedly killed with his entire team while on assignment to Parallel 88. It's now clear that the team's fate was staged as the first step of a rival faction that may well become the most dangerous foe in Chasm's mounting rogue's gallery.

EVERYTHING UNDER THE SUN

The Chasm Group exists as a way for GCs to bring together much of *Spycraft's* potential in a single coherent campaign setting. The number of Parallel worlds beyond the Door is high but not infinite, making each destination a place to revisit and a valuable piece of the cosmic puzzle. These worlds' uncanny resemblance to classical fictional genres and settings gives the GC *carte blanche* to borrow from books, movies, and even other RPGs to inhabit his personal Parallel universe. Ocrest and his growing ranks of rival explorers provide constant threats that can strike at any time, on any world, with motives that are a dark reflection of the players' own goals.

Parallels also offer an easy venue for exploring some of *Spycraft 2.0's* more exotic options: the *high magic* campaign quality, first introduced in Crafty Games *Spellbound* series, which unleashes magical might and hundreds of powerful spells; the *legacy of the ancients* quality, which grants psionic power as seen in the *Classic Spycraft* volume, *Shadowforce Archer* (now available in PDF); and the *man + machine* quality, which activates cybernetic character options to be featured in the upcoming *Shatterpunk* campaign setting (another print product from Mongoose Publishing).

In the 'starter' Chasm setting, several worlds are already approved for Second Wave exploration. A quick summary culled from Professor Hattan's files follows, letting you dive into the action right away. Conveniently, most of these worlds fit the genres described in the Play Styles section on page 405 of the *Spycraft 2.0 Rulebook*.

Earth. This world not only serves as the players' base camp and launching site for new missions, but can also host long-term operations not limited by the restricted travel times beyond the Door. The GC can alternately apply campaign qualities like *high magic* or *power of the ancients* to the players' native world to allow them to use various character options learned on other worlds or continue to restrict such abilities to missions outside of the known world. In many ways the Chasm Group's Earth sets the tone of the whole campaign, being the bedrock on which players' assumptions are built.

Parallel 4: 'Desolation Junction' — Apocalyptic genre (*see the Spycraft 2.0 Rulebook, page 409*): Few worlds so immediately illustrate the dangers of Parallel exploration as the blasted desert landscape affectionately called 'Desolation Junction.' This world's Door opens along an obvious interstate highway interchange, where the probes initially found no signs of life. Second Wave teams eventually located a human settlement about 30

miles down the southern roadway, a small but fiercely defended enclave of humans with a dire cautionary tale about the dangers of rampant technological warfare. Nine-tenths of the Parallel's population was eliminated in the catastrophic release of a nanotech weapon called the Gomorrah Plague, which near-instantly petrified its victims, leaving behind slowly eroding statues of rock salt. Entire cities were reduced to crumbling tombs awaiting the weather to reclaim what was once the world of men.

Chasm views this Parallel as a potential treasure trove of advanced technology, happily left unguarded by its once-advanced civilization. However, in their rush to claim this coveted knowledge, the Door's arrogant taskmasters learned a harsh lesson about the dangers of suicidal societies. The first live missions to Desolation Junction very nearly spelled the end of the Chasm Group and all of Earth. Some of the deadly nanites still drift across the dry winds of Parallel 4, occasionally finding something to latch onto and replicate. When one of these nanites replicated within the flesh of an exploration team member, forming Earth-native atoms, it gained a ride back to a much richer world: our own. Only the exceptionally quick thinking of John Ocrest and the destruction of one of the Door complex's cooling systems prevented the nanite plague's spread. Additional safety protocols have since been instituted for missions to the barren world and assignments to Parallel 4 are now on a strictly volunteer basis.

The *bleak* campaign quality applies in this Parallel, reducing the number of action dice available to player characters and forcing them to rely more on skill than luck. It would be obvious to also add the *bloodbath* or *gritty* qualities, which increase the world's lethality, but that's maybe a little *too* obvious. Instead, the *tense* quality applies, ratcheting up any stress damage suffered and making the Junction more than a little unnerving.

Additionally, the GC may want to build many NPCs with the *class ability* quality, offering them Scout, Soldier, Guide, and Wheelman options. He might also want to bone up on animal options so he can introduce a few unique mutants to the equation. Chases are probably common here, with characters cobbling together 'crash cars' and 'battle wagons' from spare parts and weapons; thus, the GC should prepare to run a few Dramatic Conflicts using the chase cards.

Parallel 9: 'Grimwater' — Horror genre (*see the Spycraft 2.0 Rulebook, page 422*): This world closely resembles modern Earth except for the strangely black seas, lakes, and rivers. A spiritual calamity swept across Parallel 9 on 1 January 2000, ushering its people into a new Dark



Age. The dark waters have a calming, placating effect on most, but provoke sociopathic behavior in a small percentage of the populace, granting them inhuman strength and speed, as well as an insatiable hunger for human flesh.

Chasm seeks to harness the black water's common effect as a method of behavioral adjustment, perhaps even a weapon if a suitable means of delivery can be found. Unfortunately, the water's powerful traits have so eluded explanation. Worse, several Second Wave explorers have succumbed, joining the deadened ranks of the Parallel's populace or the deranged monsters stalking them. Recovering these lost operatives is a distant second priority for new teams arriving on Grimwater.

The horror genre suggests a number of qualities, including *bleak* and *tense*, which we've applied to Desolation Junction. Wanting a more action-oriented, shock value Parallel in Grimwater, we instead apply the *violent* quality, which increases the chance of critical hits. For good measure, we'll also throw in the *paranoid* quality, instilling a 'trust no one' attitude in the world's beleaguered populace. The modular NPC creation rules allow the GC to vary the dark water's effects on the infected and the GC can quickly add a little color to them with Origins (making one a 'privileged stranger' and another a 'rowdy hunter').

Parallel 11: 'Jade River' — Chop Sockeye genre (*see the Spycraft 2.0 Rulebook, page 410*): An ancient oriental empire straddling the banks and canals of the 'World River,' this Parallel's civilization is home to countless martial artists of peerless skill. These warriors command immense inner strength that allows them to leap enormous distances, defy gravity (if only briefly), deflect and absorb crushing impacts, and face down veritable armies of lesser foes.

No other realm has driven Chasm to work as hard at overcoming the Door's 100-hour limitation. If Chasm agents could gain a foothold here and train in the martial arts of Jade River, the benefits could reach across all worlds. Even if the skills of the Jade River masters are not entirely transferable to other Parallels, a fraction of their power could make for unstoppable agents on Earth and abroad.

When visiting the Jade River, operatives should be on the lookout for chances to visit the Underworld (seemingly a not uncommon experience here, though mainly for those who are lost in mind, spirit, or body). Within this series of seemingly natural caves, hapless wayfarers claim to encounter otherworldly beings of their darkest nightmare. These beings pose honorable challenges with the promise of escape or wild dreams made real. Chasm thinkers are eager to learn whether the truth behind the Underworld and its denizens, especially whether the caves are naturally subterranean, a previously unknown Parallel, or something else.

The Jade River is governed by the *historical* quality, which sets the limits of its native technology. One way this manifests is that nuances of electrochemical behavior prevent combustion engines and certain explosives from working along the banks of the World River. Guns may or may not work, at the GC's discretion, and if they do, the GC might add the *gladiators* quality, which reduces the overall utility of firearms while emphasizing melee and unarmed combat. Also, the *bulletproof* quality is applied, allowing for intense, prolonged combats with fewer critical injuries. Finally, the additional martial arts feats in *World on Fire* and the advanced actions and tricks found in the *Practice Makes Perfect* PDF are the perfect tool for fleshing out the many competing styles of the Thousand Schools of Jade.

(Interested in *Spycraft* kung fu? See page 55! - Ed.)

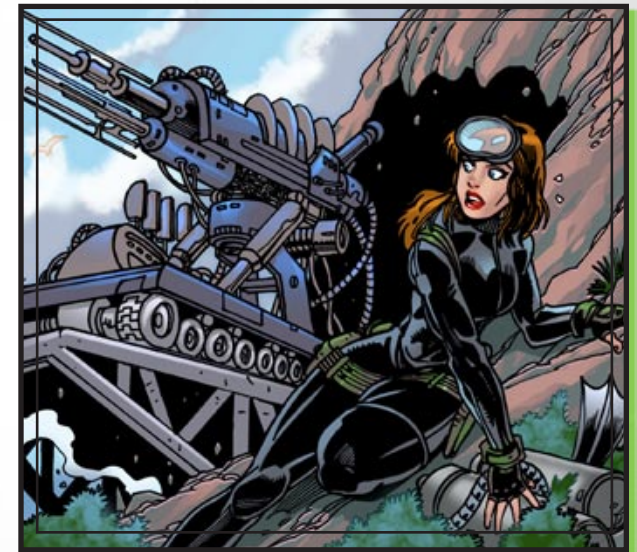
Parallel 17: 'Duke' — Western genre (see the *Spycraft 2.0 Rulebook*, page 422): This world of vast grasslands and rugged mountain ranges isn't entirely what it appears. Despite its level of technological development, which hovers near the American west in the late nineteenth century, certain inhabitants exhibit the disturbing ability to wield what appears to be genuine magic, reportedly of divine origin. Through healing and destruction, control of the weather or feats of superhuman strength and will, Duke's gifted periodically achieve greatness on both sides of the law. Most of these individuals call themselves 'shamans' and 'priests,' but a small number call themselves heroes and villains as well.


Duke is a world teetering at the brink of an explosive new age of development, with these visionaries leading the charge. Chasm operatives have standing orders to remain out of the fighting, due in no small part to an incident on the Parallel during the first team's visit. The explorers found themselves in an escalating conflict between a frontier town Sheriff and the natives on whose land the town stood. The Sheriff and his people were apparently in the wrong, stealing the territory to mine precious metals, and when unexpectedly pressed to take a side in the situation, the Second Wave team chose to fight with the natives. Unfortunately, it turned out the natives were just as complicit in the bloodletting, kidnapping frontiersmen for use in bloody rituals to their dark god. The only blameless character in the equation was a drifter who called himself Duke, who drove out the leaders of both factions and brokered a peace between the others. Sadly, Duke vanished shortly thereafter, presumably to wander off to help others in need. In honor of the man's work, though, Chasm named the Parallel after him and tries to uphold his legacy of strategic, beneficial involvement whenever possible.

The Duke Parallel is a place where motives are somewhat murky, so the *black and white* quality — which widens

the gap between the good and bad guys — isn't appropriate. The *corrupt* quality works just fine, though, allowing characters much greater latitude in dealing with the Parallel's shady inhabitants. The *historical* quality applies obviously, as does *diplomatic*, which gives negotiations and other positive social efforts a little boost. Finally, the *high magic* quality from Crafty Games' *Spellbound* conversion of the d20 magic SRD is perfect for powering those shamans and priests with all the might their gods can muster.

Parallel 20: 'Sunset Drive' — Near Future genre (see the *Spycraft 2.0 Rulebook*, page 418): The Door to this world deposits operatives in a helpfully secluded canyon on the outskirts of the vast post-modern metropolis of Sunset. This unbroken urban sprawl stretches from Alaska to Baja along a largely familiar west coast. The only similar sized city-nation, Eudomina, occupies most of western Africa. The rest of the world has balkanized into countless tiny city-states which serve as the proxies and battlefields for continuous low-level warfare between the two super-powers of the day.





The city-nations' most prolific divisions by far are their weapons manufacturers, which engage in their own private arms race at the bleeding edge of the Parallel's technological curve. Mercenaries are drafted into service for both sides, donning heavy suits of personal battle armor and sporting sidearms that in practice amount to man-portable rail guns. Most warfare happens on a small scale, with no more than a dozen or so on either side, but the danger to anyone in the immediate area when fighting breaks out is all too real. Entire city blocks are sometimes leveled in the process, with no reprieve for those injured, killed, and left homeless in the wake. 'It's just the price of progress,' the bureaucrats say. Then the sweeping crews arrive to clear the area before the civil engineers expand their nations' holdings.

Despite the localized destruction, the citizens of the nations' satellite states count their blessings. It could be so much worse. Parts of Europe, South America, and the poles are pocked so deeply the craters can be seen from space. Each area was devastated in 'less sophisticated times,' when solo slave-soldiers of the Powers That Be were hardwired with tactical biotech nukes set to go off when their heartbeats stopped, and many of them still aren't inhabitable two generations later.

Chasm operatives tend to stay out of the militarized civil mayhem perpetrated by the Parallel's juggernauts. They plug into the street pulses of the nations and states, where street gangs and city militia wage bloody personal wars of chrome and vice. Extensive cybernetic augmentation is common at the bottom of this world's food chain, and though such invasive implants can't port back to Earth and many other worlds, the fundamentals of the tech provide a steady stream of related discoveries. New medicines, prosthetics, vehicular refinements, and more comes out of this research, and trips to Parallel 20 don't look to be scaling back anytime soon.

The *violent* quality defines this Parallel, and the *gunmen* quality grants a few enhancements to guns already listed in the gear chapter that place them firmly in the 'near now' category. The GC might also want to make an exception to the Seasons Only rule and apply the *big budget* quality here, universally increasing gear Calibers to simulate the Parallel's superior rate of progress. Cybernetics and biotech will be covered in Crafty Games' forthcoming *Shatterpunk* toolkit setting, which will also include a wide variety of material supporting near now games of any flavor. In the meantime, the GC can simulate most cybernetics by simply allowing characters to install gadgets into their own bodies. The immense number of gadget options covers most classic cyberpunk-style installations and a few more.

Parallel 21: 'Neo-Atlanta' — Pulp genre (*see the Spycraft 2.0 Rulebook, page 419*): No other Parallel does quite as good a job of showing the 'sideways through time' flavor of the worlds beyond the Door as '21,' otherwise known as Neo-Atlanta. Operatives emerge in a charming city park that could have been lifted straight from 1920's New Orleans, except that the two-storey Victorian flats are surrounded by an impossibly massive skyline periodically obscured by passing zeppelins belching endless clouds of choking ash. No less than two hundred art-deco skyscrapers spike up through this blanket of industrial airborne grime, each a towering monument of shimmering copper, brass, and silver.

Tiny personal zeppelins dart between the massive cargo dirigibles, carting about a litany of rich, powerful, and ingenious persons. These men and women, and the forces of business lording over the concrete monoliths poking through the clouds, are the leaders of the day. Unlike the patchwork quilt of ethnicities huddled below, this upper crust lives without limit. They make dreams reality on a daily basis. Some of them, a random few, are

even more. With strange powers discovered, inherited, or stolen, these larger-than-life 'Marvels' make their own futures. Some enforce personal brands of justice; others expand their fortunes and indulge their wicked fantasies. All change the world.

Chasm is keenly interested in learning more about these Marvels, as it's unclear whether the source of their power is a physical thing or, preferably, an untapped facet of the mind or will. In the latter case, the abilities may even transcend the Door, becoming an undiscovered country for the jaded theorists and power mongers on Earth. Unfortunately, all attempts to define these abilities have met with frustrated failure. While some seem to be the product of mystic studies in the Far East, others are the glorious triumph of mad science conducted in hidden basement laboratories (often to the beat of a crackling Jacob's ladder).

Beyond the ubiquitous *historical* quality, Neo-Atlanta also features *spirited*, which improves player character action dice and increases the number available, and *omni-competent*, which removes result caps and enhances skill use. If the GC is feeling plucky, he might also add the *catch phrase* quality, which spices up the game with signature calls and statements for key characters. New character options might include psionics, which can be handled with conversion rules provided in the Classic Spycraft release, *Shadowforce Archer*, available as a Crafty Games PDF. Otherwise, characters might become globe-trotting, action-junkie Explorers, versatile Pointmen, or even take the Test Subject Specialty so they can become – gasp — talking apes! Because no pulp setting is complete without talking apes!

Parallel 33: 'Quisling' — Conspiracy genre (*see the Spycraft 2.0 Rulebook, page 411*): In a strange twist on the old adage 'Keep your friends close and your enemies

closer,' the single most dangerous world beyond the Door is almost indistinguishable from Earth. It even has its own Chasm Group.

During Earth's first venture into Quisling, the Second Wave team thought the Door had malfunctioned, as they were unceremoniously deposited in a formation of rock outcroppings several miles outside Phoenix. They returned to civilization on foot and found the Door complex populated with strange technology and unfamiliar faces. Unfortunately, they were discovered before their scouting mission yielded much fruit and only narrowly escaped capture. Ten hours later, after a harrowing chase across the American southwest, the team was whisked back to Earth through their closing Door and reported their findings. It wasn't long before things got worse.

You see, unlike every other Parallel visited to date, Quisling can return the favor. They know about the Door to Earth, and they've used it on more than one occasion. Prior to Chasm's first trip to Quisling, the Parallel's counterpart had written Earth off as a harmless curiosity, lesser in ambition and devoid of technologies to plunder. Burying three of their people with Earth bullets in their guts changed all that. Now they plan, circling dates on their calendars for a return of that particular favor as well.

Quisling resembles Earth in all but tone. Where this world's Chasm Group was founded upon lofty ideals that were later perverted by greed, Quisling's counterpart was free of such limitations from the start. Forged in fear and paranoia, it was created with the sole purpose of inter-dimensional pillaging toward a stronger, more draconian future. The people of Quisling long ago gave up rights we consider inalienable and champion their public version of Chasm with every empty platitude

they're force-fed by the shallow spin doctors in their media. They cheer for the day their heroes – the explorers openly robbing other worlds to bring back their future – deliver on their promise to crack the one-way barrier. Someday soon, they believe, that future won't just be words and concepts, but hard reality: weapons for conquering and treasures to horde.

Chasm knows this sentiment all too well, and many in its leadership worry that Earth might be slipping toward the same dark fate. This is especially true with the increased frequency of Quisling's incursions. It's one thing to step through the Door from a world impervious from reprisal. It's quite another to fend off an enemy with at least as much knowledge, and possibly a great deal more. That's the sort of situation that leads to panic, and panic... well, fear and paranoia aren't that far off.

Aptly enough, the dominating qualities on Quisling are *paranoid*, *tense*, and *thriller*, which contribute to the Parallel's anxiety-ridden, slow-burn flavor. They also make it harder to sway opinions and complete dangerous tasks under pressure. As an evil afterthought, the *revolving door* quality also applies, though with no Reputation cost and only when dead characters' bodies are recovered by Quisling's Chasm Group. Normally, this quality allows for characters to burn a big chunk of their personal or professional standing to be recovered near or just after death and nursed back to health. One of the most advanced technologies available on Quisling, stolen from a Parallel they later pushed into an annihilating world war, is that of cloning. More terrifying, this late world also provided foolproof brainwashing, which Quisling uses to keep its clones in line. Quisling's sadistic Chasm leaders can't wait to test those two discoveries on the remains of the next Earth team who dares cross through their Door...

QUARTERMASTER



REQUIREMENTS

Charisma: 13+.

Streetwise: 6+ ranks.

Feats: Fence.

EXPERT
CLASS

With so many operations taking place beyond the Door, it's essential for Second Wave teams to rely a complete logistical base. The Quartermaster ensures his team has the right tools for every occasion. He not only plans for as many contingencies as possible, he's also a master of foraging or bartering to cover unexpected needs.

Attributes: The Quartermaster loves to wheel and deal, making Charisma his foremost attribute. He may also have to scrounge up goods by careful inspection, making Wisdom a solid secondary choice.

Vitality: 1d8 + Con modifier per level.

CLASS SKILLS

The Quartermaster's class skills are Analysis, Bluff, Bureaucracy, Computers, Cultures, Electronics, Falsify, Mechanics, Networking, Notice, Profession, Search, Sense Motive, Sleight of Hand, and Streetwise.

Skill Points at Each Additional Level: 8 + Int modifier.

CORE ABILITY

Something Just for You: Your mission gear includes a number of additional upgrades in any gear category

equal to the number of Gear feats you possess. These upgrades may be applied to any gear items you or your teammates possess.

CLASS ABILITIES

Pick and Save: You know all the tricks to getting what your team wants when they need it. At Level 1, you gain the Advanced Skill Mastery (Fence) feat. Further, your Fence feat also affects Bureaucracy checks.

At Level 5, you gain the Grand Skill Mastery (Fence) feat.

At Level 9, you gain the Perfect Skill Mastery (Fence) feat.

Swap Meet I: At Level 2, during the Intel phase, you may spend a number of your mission gear picks up to your Charisma modifier to choose the same number of gear items from any category (minimum 1).

Swap Meet II: At Level 7, during the Intel phase, each of your teammates may spend 1 of their mission gear picks to choose 1 gear item from any category.

Bonus Feat: At Levels 3 and 7, you gain 1 additional Gear or Tradecraft feat.

Fully Stocked I: Only the best for you and your friends! At Level 4, at the start of each mission, your Possessions Rating and that of each of your teammates increases by 1 until the end of the current mission. This ability may not increase any single character's Possessions by more than 2, no matter how many *fully stocked* abilities are involved. Further, these additional points may not be liquidated for Spending Cash, nor may they be retained in any fashion beyond the end of the current mission.

Fully Stocked II: At Level 8, this ability's Possessions Rating bonus increases to 2.

'I Know a Guy...': At Level 4, your Basic Combat, Style, and Tradecraft feats count as Gear feats when determining the effects of any ability, prerequisite, or requirement based on the number of Gear feats you possess.

Let's Deal: At Level 6, instead of making an opposed Bureaucracy check, you may set your result to 1 higher than that of your opponent. This cannot result in an error or threat. You may use this ability a number of times per session equal to your starting action dice.

'Money, Money, Money': At Level 8, each time you make a Streetwise check, you roll twice and keep the result you prefer.

Something for Every Occasion: At Level 10, a number of times per mission equal to the number of Gear feats you possess, you may automatically succeed with a Gear or Request check without rolling.

THE QUARTERMASTER									
Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+0	+0	+1	+1	+2	+0	1	1R, 1V	Pick and save (Advanced), <i>something just for you</i>
2	+1	+0	+2	+2	+3	+0	2	2R, 1V	Swap meet I
3	+2	+1	+2	+2	+3	+1	2	2R, 1V	Bonus feat
4	+3	+1	+2	+2	+4	+1	2	2R, 1V, 1E	Fully stocked I, 'I know a guy...'
5	+3	+1	+3	+3	+5	+1	3	2R, 2V, 1E	Pick and save (Grand)
6	+4	+2	+3	+3	+6	+2	3	3R, 2V, 1E	Let's deal
7	+5	+2	+4	+4	+6	+2	4	3R, 2V, 1E	Bonus feat, swap meet II
8	+6	+2	+4	+4	+7	+2	4	3R, 2V, 1E, 1T	Fully stocked II, 'money, money, money'
9	+6	+3	+4	+4	+8	+3	4	3R, 2V, 2E, 1T	Pick and save (Perfect)
10	+7	+3	+5	+5	+9	+3	5	3R, 3V, 2E, 1T	Something for every occasion