

MISPLACED CHILDHOOD

by Scott McDaniel

"Mom?" Matt Freeman slowly stood up from the table. The music and atmosphere in Sad Mary's swirled around them, paying no heed.

"Uh, what?" said the woman that Matt addressed. She was moderately tall, dressed in provocative clothes, and had bleached blond hair. She slowly started to back away from the table.

Matt continued to stare. The woman who stood before him was his mother. She had just approached his table and asked if he would be interested in any "extra-curricular" activities. How could she be here? On this island? Matt closed his eyes for a moment, but she was still there when he opened them, looking confused and uncertain. Sure, she was in different clothes. She wore enough make-up to irritate a laboratory of rabbits. But it was definitely her.

Finally, Matt managed to force words from his mouth, "What . . . What are you doing here?" It was all he could think of. Slowly, the image sank into his brain. She was young. She certainly didn't look in her mid-fifties. In fact, she couldn't be older than thirty. But that did not change the fact that it was Sarah Freeman standing in front of him.

"Look, do I know you? I don't think I know you. Um, just forget it, OK?" She continued to back up, looking to the left and the right for escape routes. Matt stepped around the table to follow her.

"No! Wait," Matt said. "How can you be here? Who are you? Don't you recognize me?" His questions began to fall over each other. How could his own mother not know who he was? How could she be his mother? He paused, and asked himself that last question again.

How could this woman standing in front of him be his mother?

He had no idea, because Sarah Freeman had died in a car crash in 1992, at the age of fifty-three.

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THE SITUATION

The scene above, or one very similar to it, begins this scenario about a lost and confused young man. Matt Freeman thinks that he is a typical twenty-five year old who is working as a waiter at Sequins while saving enough money to go to school. He is, in fact, only seven months old. He is a prototype of a new species that the Pharaohs have designed to replace the current, unruly stock of mutant human.

Over the last few years, Quisling oppenheimers developed a new species of human; one that is more susceptible to control than the mutant humans. Once they iron out the bugs in the new model, the Pharaohs plan to eliminate the current humans and begin again with the new and improved variety. Such an agenda could, of course, fill an entire series. This scenario concentrates on the experiences of one of their first prototypes of the new species: Matt Freeman.

The Quisling scientists built him as an adult just over seven months ago. After initial laboratory tests, they decided to release him into the real world so that they could study his behavior in a less controlled setting. The scientists invented the persona of Matt Freeman and implanted memories and a personality into their prototype's brain. To make the memories seem real, they decided to film the salient portions of his recollections to use as a basis for the implants.



Quisling operatives hired local actors from around the Edge to play his family members, telling them that it was a made-for-TV movie called *Misplaced Childhood*. The actors never saw the movie on the tube so they assumed that it had been shelved and went on with their lives.

In the meantime, the Quisling scientists arranged for Matt to have a job as a waiter at Sequins (see the "At Your Service" chapter entry in OTE). The environment gave them the opportunity to observe how well he took orders and served others, and it also allowed them to set up different artificial situations to see how their subject would respond. Matt has been a waiter at Sequins for almost three months. The night before this scenario begins, another server asked Matt to cover his shift for him. Of course, Matt agreed.

To make up for the extra time, Matt's manager gave him the next day off. After his regular racquetball session, one of his partners asked Matt if he wanted to go to Sad Mary's. Having never been, he agreed. While there, a waitress/prostitute named Monica Lisbon propositioned Matt and his racquetball partner. Monica, however, was the actress who played Sarah Freeman in "Misplaced Childhood," which is why Matt recognized her as his mother.

As the scenario unfolds, Matt's world begins to peel away layers at a time. The PCs can affect the story in a variety of ways (see "On Ramps," below). Before long, however, Matt's sanity completely deserts him. As soon as the Quisling agents who monitor him realize that their experiment has gone awry, they close in to take Matt and clean up any messes.

ON RAMPS

The PCs can approach this scenario from a variety of viewpoints. They may all be working together, or you may have some of them compete to figure out what is going on and what to do with Matt.

Here are several options for involving the PCs in the scenario:

- If the PCs are altruistic or naturally curious, Monica Lisbon takes shelter behind them and asks them to protect her from this raving lunatic who claims that she is his mother. While some types of PCs might just trash Matt and then walk away, other types might want to investigate his claims further. Of course, if they do beat him up and then walk away, the Quislings would want to know why, and the PCs better have a good answer.
- Monica's "manager" hires the PCs to figure out what's going on with this crazy who keeps stalking one of his girls. Make Monica's manager seem shady and slimy, but not totally beyond redemption.
- The PCs are Quisling agents assigned to monitor Matt and bring him in if "anything unusual" happens. If you use this setup, you may still want to use the other Quisling agents in the scenario, perhaps as a competing Quisling faction.
- The PCs already know Matt (because you have expertly and subtly slipped him into previous scenarios), and he comes to them asking for help.
- Beefy security guards in the Terminal surround the PCs and accuse them of trying to sneak through Customs (never mind the fact that they just finished the interview). The guards take the PCs to Deborah Grierson, who asks them to investigate Matt, who has no immigration records. She explains that budget cutbacks have forced her to use tourists caught trying to sneak through Customs to research some of the more mundane cases.
- The conspiracy of your choice believes that Matt is an informant for Thuan Tram (the Quisling in charge of monitoring Matt, see p. 12), and they hire or assign the

PCs to investigate the relationship between Matt and Thuan.

CHARACTERS

Here are the characters that make up the core of the scenario. If the PCs become interested in somebody not listed here, consider whether that person might reasonably know anything about Matt and his nature. For instance, if the PCs decide to spend a lot of energy interviewing Matt's co-workers at Sequins, you could decide that one of the waiters there saw Matt go catatonic once. Or, perhaps a Quisling informant overhears the PCs asking questions, and suddenly people seem to be following them everywhere. Don't make it too easy, but don't leave the players stranded.

MATTHEW FREEMAN

Confused Prototype

Matt Freeman remembers growing up in a cozy little town called Chestnut Hill, Missouri. He had a Mom and a Dad and an obnoxious little brother that he called "Spud." He remembers having a great time at his 12th birthday party in 1983, so he must be 25 now. In the scrapbook packed away in his apartment, he has a few of his old report cards from Chestnut Hill High School (he mostly made Bs, with the occasional A and C).

Matt's world turned upside down when his parents were killed in a car accident four years ago. His brother went off to live with grandparents, but Matt came to Al Amarja to try to go to school. Now, he works as a waiter at Sequins, trying to save up enough money to go to classes at D'Aubainne University. To tell the truth, Matt is not sure why he picked Al Amarja as opposed to, say, Siberia. He has never really thought about it.

The problem with all this, as the players may discover, is that none of it is

real. Quisling oppenheimers created Matt, his memories, and his personality in a secret laboratory somewhere in the Edge. They created him to be a creature of habit, one who does not ask a lot of irritating questions (such as "What do I want to do with my life?"). Matt just happily goes along, waiting tables and going through his prefabricated little routine. It is a precise routine, and it includes the following (feel free to embellish, however):

- *Every day except Monday* — Report to work at Sequins at 11:00 am and get off work at 9:00 pm.
- *Monday* — Take care of grocery shopping, pay bills, and clean the apartment.
- *Tuesday and Thursday* — Work out or play racquetball at the Pegasus Health Club in Broken Wings from 9:00 am to 10:30 am.
- *Wednesday and Saturday* — Get a haircut at Thuan Tram's Barber Shop in Broken Wings Barrio from 8:00 am to 10:30 am.
- *Friday* — Do laundry and ironing in the morning.
- *Sunday* — Go to morning services and confession at the Temple of the Divine Experience (Matt is Catholic).

Matt does not like to deviate from this schedule, though minor changes do not upset him. He is particularly adamant, however, about never missing a haircut and never missing a confession.

Matt's personality is like an impressionist painting. From far away, or upon cursory inspection, the painting looks like an ordinary scene. As you get closer, however, the picture begins to grow more fuzzy until you are left with small, discrete blobs of color. Likewise, Matt's memories and personal quirks are more a collection of discrete attributes than a complete personality. During the first part of the scenario, play Matt as a likable, if ordinary, young man who is thrown into bizarre circumstances. As the players get to know him, however,

show some of the gaps in his world view and his life. For instance, Matt has no career plans, has never seriously thought about religion, has never had a girlfriend, and does not know many small details about life in general ("Chevrolet? What's that? Is it French?"). The closest thing he has to friends are the people he plays racquetball with.

After testing him for several months in the laboratory, the Quisling scientists set him up with a job as a waiter at Sequins. It gave them the chance to see just how well he followed orders. They could also set up special situations to see how he might handle them. To make sure they would not lose their experiment, they installed two safety measures in him. First, Matt has a tracking device in his forearm that allows Quisling agents to follow him wherever he goes (ah, the wonders of that satellite navigation network). Second, Matt goes catatonic if a keyword is delivered to him psychically. That is, Matt stops whatever he is doing and just stands or sits there. He may be moved, guided around, or made to sit, but he is not mentally aware. He does not wake up until the keyword is delivered once again.

Quisling agents also perform a thorough checkup on him twice per week. Thuan Tram, Matt's barber, delivers the keyword at each session and performs a thorough physical examination. He checks the tracking device, Matt's overall health, and administers any special treatments if ordered to do so. He then cuts Matt's hair and delivers the keyword again. All Matt remembers is a vaguely pleasant haircut. In fact, if Matt is forced to go catatonic at some other time, he remembers getting a haircut whenever he wakes up. The only way for PCs to discover the psychic keyword is for them to be psychically aware themselves and "overhear" it. Make the keyword as entertaining as you wish.

Although his memories say otherwise, Matt is only seven months old. He is naïve, and he does not have the emotional foundations required to handle weirdness in the extreme. Even with

the PCs on his side, Matt's chances of coming through this scenario in good physical and mental health are small. As soon as he becomes disturbed enough to begin missing items in his weekly routine, the Quisling agents realize that something is wrong and soon close in to retrieve their malfunctioning prototype. If the PCs somehow help him elude his pursuers, they then must decide what to do with him, because Matt is thoroughly incapable of making serious decisions about himself.

Appears to be an American man, 173 cm, short brown hair and nondescript features. Matt is about the right weight for his height and is in excellent physical condition. He wears a tuxedo when working at Sequins and jeans and t-shirts other times. He has no navel. Apparent age is 25 years, actual age is 7 months.

Languages: English, Al Amarjan patois.

Location: Sequins (when at work); 83D Blade Lane, Four Points Barrio

Hit Points: 25 (Tougher than the average human)

Traits

Waiter, 3 dice — Matt picked up the serving business quickly because of his natural inclination to follow orders and suggestions. He is friendly, courteous, and prompt, and is on good speaking terms with many of the regulars at Sequins. (Wears a tuxedo when at work)

Suggestible, 1 die — The Quislings designed Matt to be easy to control. He instinctively follows orders and suggestions, going along with whatever the players propose. Without direction, he waffles around but eventually makes a decision as to an immediate course of action. When attempting to disobey an order, Matt must roll his 1 die against any appropriate trait for the other person. If the person ordering him around is a Quisling, Matt suffers a penalty die as well. (Often says, "Hey, that's a good idea!")

MONICA LISBON

Aspiring Actress

Although she is unwilling to admit this to herself yet, Monica's dreams of making it big as an actress are slowly crumbling to dust. She's been in a few plays and done a few movies, but that break never seems to come along. To make ends meet she works as a waitress and prostitute at Sad Mary's. The real shame is that Monica is actually quite good — she just wasn't bright enough to recognize her real opportunities before they went by.

About a year ago she won a part in what seemed to be a low budget, made for AXTC movie called *Misplaced Childhood*. She played Sarah Freeman, a typical American mom who stayed home and took care of her two sons while her husband provided for the family. It was a pure vanilla role that did not require any talent whatsoever, but Monica gave it her all, hoping that the movie would be her chance at success. Unfortunately, *Misplaced Childhood* never showed on TV, and Monica soon relegated the experience to the "could have been" list of great roles.

Of course, Monica remembers playing the role of Sarah Freeman clearly, but she never did get a handle on just what the movie was about. The director seemed to be on some sort of artistic trip, and he decided to film the whole movie literally from the point of view of the oldest son (Monica doesn't think to relate this fact, however, unless asked specifically). As far as she could tell, there was no cohesive plot and very little action. Still, it was a chance and a paycheck, so she took the opportunity.

Al Amarjan woman, 153 cm, latently beautiful with bleached blond hair that hangs just past her shoulders. She is thin and well proportioned, and she tries to dress provocatively but often just misses the mark. 28 years old.

Languages: Al Amarjan patois, English, some French.

Location: Sad Mary's; 172 Hades Lane, #26, Great Men Barrio

Traits

Acting, 4 dice — Monica never had formal training, but her natural acting talent has led her to the threshold of success in the entertainment industry. If the players convince her to play Sarah Freeman again for Matt's benefit, she gets a bonus die to convince Matt that she is "real." (Switches accents routinely in a conversation)

Slow on the uptake, flaw — Monica's talent and looks were not quite enough to make her a success because Monica never really had the brains to realize when she had an opportunity. Unlike some of the other actors, she has no clue that there was anything odd about *Misplaced Childhood* and talks freely to anyone who asks her questions.

What Monica Knows

- The fact that she played someone named Sarah Freeman.
- The names of the other actors and director involved with *Misplaced Childhood*.
- The name and location of Backdrop Productions, the studio that filmed *Misplaced Childhood*.

RENÉ LA FAYETTE

Pube Actor

René is a bitter 14 year old who has endured a great deal of pain and is beginning the long climb to adulthood on his own. He grew up in Paris, the son of a painter and a waitress, neither of whom could afford to support a child of 12. During an art exhibition on the island, René's father arranged to "lose" him on Al Amarja, where he knew that the kid legally qualified as an adult.

René hooked up with a bunch of other pubes and now lives above Grim Kiichi's hardware store at 2317 Varicose Lane. The main hangout of the Black Death Theater Troupe is on

the floor above where he lives (see *The Last Province* magazine, issue 2), and he got the idea to audition for acting jobs after talking with them.

René got the part of Keith Freeman in *Misplaced Childhood*. He played the part as if Keith (Spud) was an obnoxious, but basically good at heart younger brother to Matt. He recognized that Jesus kept avoiding what should have been relevant questions, and quickly decided to just accept the money, do the part, and leave any suspicions he had at the door.

French boy, 149 cm, black hair and green eyes. René wears comfortable but cheap clothes whenever he is not auditioning for parts, and he keeps himself pretty well cleaned up in spite of his living conditions. He usually wears a pleasant expression, but is often melancholy and mistrustful on the inside. 14 years old.

Languages: French, serviceable English, Al Amarjan patois.

Location: 2317 Varicose Lane, #2, Flowers Barrio

Traits

Acting, 3 dice — Some of the more tolerant members of the Black Death Theater Troupe help René with his acting, and he is a likely candidate to join the troupe when he gets old enough. (Casually refers to the Theater Troupe in conversation)

What René Knows

- Shaquonda Ellers, the studio manager, did not like Jesus and had unusually little to do with the production as a whole.

JACOB FALSTAFF

Nervous Actor

Jacob played the role of Arthur Freeman, Matt's father, in *Misplaced Childhood*. One evening, toward the end of shooting, Jacob overheard part of a phone conversation between Jesus de la Playa and a Quisling superior. Jacob did not hear much that was use-

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ful, but he remembered coming away with the idea that he did not want to hear any more. While Jesus seemed artistic and free on the sets, the calculating, businesslike tone of that phone conversation went completely against everything that Jacob had previously experienced. He believes that the producers behind the film have serious and dangerous plans, and he absolutely refuses to talk about any aspect of the Misplaced Childhood experience. If the PCs try to talk to Jacob, they should see a door slammed loudly in their face, and they should feel Jacob's fear.

American man, 169 cm, short light brown hair and a few acne scars from his teenage years. Jacob wears grey and black clothes, going for the gothic look. He fidgets and looks nervously about as he speaks with the PCs through the crack in his doorway. He tends toward skinny, but is not gaunt. He is 31 years old.

Languages: U.S. English, Al Amarjan patois, Spanish (from high school).

Location: 352B Bienvenidos St., Sunken Barrio.

Traits

Acting, 4 dice — When he is comfortable and well directed, Jacob is a marvelous actor. Although he has not joined any of the various troupes around the island, he is beginning to make a name for himself as an independent actor. (Refers to Shakespeare as "The Bard")

What Jacob Knows

- Something was fishy about Misplaced Childhood, but he's not talking about it.

JESUS DE LA PLAYA

Flaky Movie Director

Jesus wants to be a good Quisling. Really, he does. It just seems that his artistic sense occasionally runs against his employers' wishes. When that happens, Jesus usually picks artistic

sense, though he covers it up very well.

Jesus directed Misplaced Childhood. He knew the nature and purpose of the film, and directed it so that the scenes could seamlessly fit as memories into the life that his colleagues were developing for this proto-human. He never saw the subject (he didn't need to, after all), but he would be quite fascinated to meet him. Jesus would love the opportunity to interview Matt, to see how effective an illusion his "movie" created. Jesus would never tell Matt what he really was, and his questions would be circumspect. Probably. Well, maybe.

Actually, Jesus would love to show Matt the hidden master tape that he stowed away (against his superiors' orders, of course). He would love to discuss why he constructed this memory in this way and find out just how effective that technique was. Should they meet, Jesus views Matt as an incredible fusion of art and science, and he would not be able to resist the temptation to discuss his "artwork." Jesus might be less open to questions from PCs themselves, but if approached in the right way, and with the right amounts of flattery, he would be willing to discuss certain aspects of the project. Of course, Jesus immediately reports any contacts with PCs to his Quisling superiors (at least, all the relevant parts).

Jesus does not just dole out information to the PCs, however. He knows that he walks a dangerous line, and he carefully examines the motives of anybody who approaches him. He says that he worked on Misplaced Childhood, but that it left his hands after it went to the AXTC executives. (Checking with AXTC, however, reveals no record of them ever having received a movie named Misplaced Childhood.) Make the PCs work to get information out of him. Perhaps he contacts them later, after he has had a chance to check on the validity of their claims.

Spanish man, 159 cm, with long, flowing black hair, a long frizzy beard, and a dark complexion. Jesus wears

wire rim, John Lennon glasses and dresses in the flowing garb of the Moors. The patterns are bright and vibrant, and his gestures are exaggerated and, above all, significant. Jesus speaks in deeply philosophical tones, except when discussing business with his Quisling superiors. 39 years old.

Languages: Spanish, English, Arabic.

Location: 39 Vester Place, #2, Flowers Barrio.

Traits

Film Direction, 4 dice — Jesus makes artistic, avant-garde films as well as standard television commercials. When necessary, Jesus' films show a restrained and subdued nature that belies his extravagant personality. Other times, he really cuts loose. (When conversations spin out of control, he yells "CUT!")

Blinding Passion for His Art, flaw — Jesus' dedication to art will probably be his death. He is not aware of the Pharaohs' true nature, and they only employ his services because they do not have to interact with him directly. The Pharaohs could not begin to understand Jesus' passions, and he wants to share his work with those who could. If Jesus talks too much to the PCs, he might turn into a rather messy example.

What Jesus Knows

- Jesus can explain why Misplaced Childhood was produced.
- Jesus has a secret copy of the master tapes for Misplaced Childhood. While he would not willingly part with them for any price, nor for any torture, trickery might work.
- Jesus does NOT know any of the other Quislings in this scenario.

SHAQUONDA ELLERS

Suspicious Studio Manager

Shaquonda grew up on the streets of Los Angeles, and her way of escaping the cycles of violence and poverty was

through the theater. After a few embarrassing performances, she quickly learned that her aptitude was in the technical aspects of producing shows. She became a professional roadie, touring with different theatrical companies. She first arrived on Al Amarja when traveling with a small troupe, and she soon found a job working for Backdrop Productions. Over the last ten years, she has turned Backdrop into her studio, and she now manages and owns it. She rents the studios out to whoever needs to film a production, and she makes a decent living at it.

Shaquonda is also a low level Neutralizer. She keeps her eyes and ears open, and she passes information on to her contacts. The PCs, of course, do not initially count as contacts, but if they seem reasonable and are polite, she may get back in touch with them with the information she does have.

She remembers Misplaced Childhood because Jesus got careless late one evening and left a copy of his orders (coded) lying around while he went out for a cigarette. She photocopied the orders, and has since been working on cracking the code. A completely decoded version of the front page of the document appears on p. 15, (WEB VERSION: [Image here](#)) though you should only grant the players as much information as you need to suit the story. Shaquonda is repulsed by what she has found out, and feels that the more people know what happened the more difficult it will be to get away with such deeds in the future.

Black woman, 165 cm, muscular and well dressed. Shaquonda is usually business like, and is at least nominally pleasant, even when she has reason to dislike somebody. 42 years old.

Languages: U.S. English, Al Amarjan patois.

Location: Backdrop Productions, 821 Aria Lane, Flowers Barrio.

Traits

Studio Manager — Shaquonda runs an efficient studio and keeps it profitable, though not outrageously so. She pays

protection money to the Aries Gang and can call them for help if she needs to. (Businesslike manner)

What Shaquonda Knows

- Misplaced Childhood was never meant to be shown.
- Misplaced Childhood's scenes were to form the basis of implanted memories (optional).
- Shaquonda has a copy of the partially (or completely) decoded document instructing Jesus on how to film Misplaced Childhood.

FATHER DENNIS GRIERSON

Unpredictable Priest

Father Grierson first came to minister to Al Amarja's Catholic population 30 years ago. While some priests might have difficulty coping with the huge variety of religions and beliefs in the Edge, Father Grierson thrives on the challenge. He delves into theological debates with the same relish now as he did when in the seminary.

Grierson tends to be alternately gruff and good natured. For instance, if the PCs want to check his confessional for bugs, Grierson himself pulls out a fancy looking metal and radio wave detector and gives the confessional a thorough scan. He finds two listening devices, plucks them from beneath a board, and marches into his back chamber motioning the characters to follow. He opens a deep drawer that is more than two thirds full of various listening devices and drops them in. "These," he explains, "are just from the last month."

Grierson scans between each confession, and he believes he has a pretty good confidentiality rate. Grierson serves two purposes for this scenario. He can be a red herring, throwing the PCs off of the main trail, he can help Matt deal with his confusion, or both. Grierson studies psychology and pub-

lishes papers in many academic journals. He is quite adept at all aspects of counseling, including hypnosis. As far as he is concerned, the names we attach to mental illnesses today are merely different faces of the demons that used to possess people in the middle ages. Whether the term "demon" is literal or figurative matters little to him, as such problems all come from the same source.

British man, 179 cm, solid but not fat. Grierson's hair is still black, but his beard is a startling mixture of grey and black. He has a well worn face that scowls just as easily as it smiles. He is gentle one moment and passionate the next. 51 years old.

Languages: British English, Italian, Latin, Al Amarjan patois, Psychobabble.

Location: Temple of the Divine Experience, Sunken Barrio

Traits

Catholic Priest, 4 dice — Father Grierson embraces all aspects of Catholicism, from the secular views prevalent in the west to the almost aboriginal views that thrive in many third world countries. He has performed an exorcism or two in his day, and he has used modern psychological theories to help him deal with his varied flock. (Wears priest's collar)

Psychology, 3 dice — Father Grierson is familiar with counseling theory and technique. He performs hypnosis and can administer personality tests and a number of other measures to help him understand people. (Snorts when people mention Freud)

What Father Grierson Knows

- Matt is a regular at Sunday Services.
- Matt is very receptive to advice and usually exhibits a positive attitude.
- Matt's confessions are among the most trivial (and boring) that Father Grierson hears. Of course, he won't discuss this with PCs, but it may color his choice of words and attitudes during any PC interaction.

**RYAN
O' SEABAN**

Unsuspecting Racquetball Partner

Ryan usually plays racquetball with Matt on Tuesdays and Thursdays. He works for a small software firm in Golden Barrio, but he often telecommutes from his apartment in Broken Wings. He can, therefore, keep unusual hours. Ryan does not know Matt very well outside of racquetball, but thinks he is a likable sort. He knows that Matt usually goes off to work after playing, but when Matt had the day off, Ryan invited him to go to lunch at Sad Mary's. He quickly fades into the woodwork during the confrontation between Matt and Monica. In any event, he does not know anything about the situation.

TARENT

Trusted Quisling Thug

Tarent grew up an orphan in an understaffed and poor orphanage in Four Points Barrio. As he aged, he learned to get what he want on two different levels. Being bigger than many of the other boys at the orphanage, he took what he wanted through sheer force. At the same time, he carefully cultivated a nice, well-mannered image to get what he wanted from the staff at the orphanage. The most recent phase of his development has been a successful combination of both approaches. Tarent has the unusual ability to cheerfully pound the snot out of you and make you feel that he's done you a favor at the same time.

Tarent joined the Quislings as a hired thug, but his amoral ability to use people has resulted in a steady climb to trusted thug. Tarent knows what Matt is, and he knows what could happen to him should Matt somehow get away or be unduly damaged. On the other hand, the Quisling may develop a surprising empathy for Matt — Tarent knows what it's like not to have a family. He only cares about Matt if it suits your story.

Al Amarjan man, 158 cm, solid build and close-cropped strawberry blond hair. 24 years old, though he looks maybe 18 or 19.

Attack: 3 dice (X2 damage with brass knuckles)

Defense: 3 dice

Hit Points: 21 ("Oh, did I get hurt back there?")

Traits

Pounding, 3 dice — Brutal. Fast. Strong. Efficient. (Has never heard the word "subtle")

Covert Ops, 3 dice — Tarent is still learning his trade, but he has gotten pretty good at following people and reporting on them without being noticed. If you need somebody to tail the PCs or to be seen checking up on Matt, Tarent's your man. (Looks like a college kid)

Amoral, flaw — Tarent has not cared about anybody except himself for most of his life. If Matt should somehow break through this shell, Tarent becomes confused and unpredictable. He does precisely that action which makes the story the most interesting.

SVIETA

Professional Bag Lady

Svieta is Tarent's current partner. She poses as a bag lady who makes the alleyways around Matt's apartment building her home. She keeps an eye on Matt's comings and goings, and has even established a vaguely conversational relationship with him. She prefers to let Tarent provide the muscle, though she can mix it up if she needs to. While Tarent follows Matt when he goes out, Svieta keeps Matt's apartment under observation so that the Quislings know if anyone tries to snoop on him behind his back.

Russian woman, 160 cm and deceptively frail. She looks dirty and unkempt, and she speaks English very fast, with a thick Russian accent. 34 years old.

Languages: Russian, English, Al Amarjan patois.

Attack: 3 dice

Defense: 3 dice

Hit Points: 21 (Puts pain out of her mind)

Traits

Covert Ops, 4 dice — Svieta's expertise on undercover operations comes from both study and experience. She can play a variety of roles and snoop with the best of them. (Does a convincing paranoid schizophrenic)

THUAN TRAM

Quisling Coordinator

Thuan is the ranking Quisling field operative involved with the Matt Freeman experiment. He oversees both Tarent and Svieta, and he also gives Matt a biweekly checkup. Thuan poses as a local hair stylist near Sequins in Broken Wings. When Matt goes in for a haircut, Thuan psychically delivers the keyword, rendering Matt catatonic. After a quick haircut, Thuan proceeds to run Matt through a variety of tests, measuring biological conditions. He provides any maintenance necessary on the tracking device in Matt's forearm, administers any drugs specified by the Quisling oppenheimers, and then wakes Matt back up.

A small room behind the stock room in the barber shop contains the equipment that Thuan uses to track Matt. He can pinpoint Matt's location to within a quarter mile anywhere in the Edge. A small, plain box in the stock room contains disks which have encrypted logs and records that detail Matt's condition and activities. Thuan knows how to decode the files, but will only reveal that information to save his own life. Any players trying to crack the encryption must roll a computer or other applicable skill against the 6 dice encryption process. Thuan also keeps a taser in the stock room. It is hidden, but within easy reach. He can call in any number of

Quisling backup agents, each with 3 dice combat abilities.

Thuan is a short, dumpy Vietnamese man with bad eyesight (there can be more than one person like that, you know), 145 cm tall and 42 years old. He has short, black hair, thick glasses, and is usually dressed meticulously. When working, he wears a barber's smock. He is quite a good barber.

Languages: Vietnamese, Chinese, English, Al Amarjan patois.

Location: Thuan Tram's Barber Shop, 17 Broken Wings Plaza.

Attack: 3 dice (X5 damage with taser)

Defense: 3 dice

Hit Points: 21 (Unwilling to fail)

Traits

Field Operations Manager — Thuan has been an efficient operations manager for the Quislings for 12 years, and he's still alive. (Makes tough decisions quickly)

Psychic Awareness, 1 die• — Although he is no powerhouse, Thuan is psychically aware enough to deliver a keyword to Matt's mind. Thuan is also good at disguising his thoughts and intentions from those who might scan him. (His speech is occasionally out of sync with his mouth)

ITEMS

There are several physical clues that the players can find, although most of them may only confuse the PCs. The one "smoking gun" clue is a copy of Jesus' orders while making Misplaced Childhood. Feel free to make up other clues on the fly.

IN MATT'S APARTMENT

- Family photo on the wall from 1988. It includes Monica Lisbon as Sarah Freeman, Jacob Falstaff as Arthur Freeman, and René

LaFayette as Keith Freeman. The picture also includes Matt. The actors remember staging the picture, with an empty space where Matt is.

- Matt's scrapbook is in a storage chest underneath Matt's bed. He may pull it out at some point as "proof" that he is not going crazy. It contains various "growing up" items, such as report cards (mostly "B"s), minor awards, articles from the Chestnut Hill Crier about his soccer team (Matt's name is highlighted in yellow magic marker), school pictures, and the like. Of course, the Quislings fabricated all of this "evidence."

IN TRAM'S BARBER SHOP

- Disks with logs of Matt's check-ups. The disks are in a small, non-descript box in the stock room, and only Thuan knows the decryption key. He will only tell PCs the code if they threaten his life and he believes they are serious.
- Tracking equipment. The equipment that tracks Matt sits in a small room behind the stock room. The door is, of course, locked at all times and Thuan has the key. The equipment locates Matt with resolution of a quarter mile. Of course, the top Quisling scientists have their own versions of this equipment in their labs, so simply destroying this tracker will not prevent the Quislings from finding Matt.

AT D'AUBAINNE HOSPITAL

- Medical records. Matt once went to D'Aubainne Hospital for an examination on the advice of one of Sequins' patrons. He wanted to

be sure that he was physically fit enough to work out and play racquetball. If the PCs are able to bribe somebody into letting them see the records, they might notice Matt's unusual vital signs. While not wildly off, they indicate that he should have been quite sick rather than a picture of health.

AT BACKDROP PRODUCTIONS

- Completely or partially decoded orders for Jesus. Shaquonda filched Jesus' directions from his Quisling superiors while he took a smoke break, and she has been working on decoding them ever since. A decoded version of the document (which you can photocopy for your own use as a hand-out to players) is on p. 15. (WEB VERSION: [Image here](#)) Shaquonda may decide to give the PCs a copy of the orders, but it is unlikely that they could search Backdrop and find the document on their own.

EVENTS

This section gives you a timeline of events to help with story continuity, and then it provides suggestions for events to use during the scenario if things seem to be moving slowly. Or if you feel chaotic.

TIMELINE

- Approximately 1 year before the game time, Quisling operatives completed filming on Misplaced Childhood, the "movie" that became the basis of Matt Freeman's memories.
- Approximately 7 months before the game time, Quisling opponents built an adult prototype of the new human species that the Pharaohs plan to use to

replace the current mutant humans.

- Approximately 3 months before game time, Quisling operatives released their proto-human, Matt Freeman, to see how he would behave outside the laboratory. They arranged a job waiting tables at Sequins for him.
- The day before the scenario begins, Matt pulled a double shift to cover for another waiter. Instead of working from 11:00 AM to 9:00 PM, he worked through the night as well. To compensate, his manager gave him the next day off.
- A few hours before the scenario begins, Ryan O'Seban invited Matt to go with him to Sad Mary's. He had never been to Sad Mary's, so he said yes.
- The scenario begins with the initial confrontation between Matt and Monica Lisbon, who tried to seduce him. Unless the PCs are coming into the scenario from an unusual angle, you should probably have them be present for at least a part of the confrontation. Give them a chance to join the action.

SEMI-RANDOM EVENTS

These events may or may not happen, at your discretion. They need not occur in any order.

- Matt develops a rash on his forearm, leading to the discovery of the tracking device.
- Matt sees Wilford Brimley in a commercial on television, and recognizes his grandfather ("Grandad always was telling me to eat my oatmeal . . .").
- Matt tries to call some old friends in the U.S. only to discover that

his hometown of Chestnut Hill, Missouri does not exist.

- The Quisling agents detain one or more PCs to find out their interest in Matt. Perhaps they let a clue slip in the form of a question during the interrogation.
- A roughed up Monica calls the PCs for help, but then refuses to talk to them. Tarent has reached her in the meantime and threatened to return if she talks to the PCs again.
- Father Grierson offers to hypnotize Matt and regress him to his childhood to help puzzle out recent events. Here are several suggestions as to what such a procedure might produce:

If Father Grierson asks Matt to return to when he was 3 years old, Matt calls up the closest implanted memory to that (supposed) age. Make up memories, but have them be remarkably generic. Careful questioning reveals numerous blank spots where memories should be. If regressed to an age at which no memory exists, Matt only says one word: "nothing."

If Father Grierson asks Matt to return to a particular year, he remembers either nothing or only has vague images of doctors hovering over him.

If asked existential questions, such as "Who are you?" Matt responds with cryptic responses, or less cryptic responses, depending on the story's needs. For example, he might reply in a hollow monotone, "I am nobody and everybody. I am the first." or he might recount the story of his creation (make this suitably dramatic).

- Matt becomes increasingly concerned about getting his haircut and grows agitated if kept from the appointment.
- Tarent defects and decides to try to help Matt by removing the tracking device and smuggling him out of the country.

- Thuan realizes that the experiment is going bad and orders Tarent and Svieta to bring Matt in. It just so happens that the PCs are there when this happens.

RESOLUTION

After the initial confrontation between Matt and Monica, the story may head off in a variety of directions, depending on what the PCs do. A happy ending for Matt himself, however, is unlikely. To the Quislings, he is a prized experiment, and they have all the resources of the Pharaohs behind them on this one. As added motivation, the Quisling agents realize that returning to their superiors empty-handed means certain death.

If, in spite of all this, the PCs manage to remove Matt's tracking device and keep the psychic keyword from rendering Matt catatonic, then they have to decide what to do with him. The Quislings will not stop looking for him just because he leaves Al Amarja, and Matt does not yet have the ability to handle his own life. Is Sylvan Pines, or another institution the answer? Would plastic surgery help throw off the Quislings? The PCs are not left with any easy answers, and what they decide to do should tell them something about themselves.

More likely, however, the Quisling agents will close in and take Matt. Perhaps he just disappears, never to be heard from again. When the PCs return to his apartment, they find empty rooms. On the other hand, perhaps Thuan Tram renders Matt unconscious, and then Tarent poses as a medical technician to "take him to the hospital."

Throughout the course of the scenario, the players will probably discover some, but not all, of the clues that could tell them what Matt really is. They will probably not learn who is behind the experiment, and they may not even figure out that Matt is not a "real" person. This is fine. It will make them paranoid and provide you

with several ready made plot-hooks. For instance, watch their reaction when, several months later, one of the PCs runs into a relative in the strangest of places . . .

INTERSECTIONS

- *New Faces*: If the PCs have any connections in the Agara community, they might offer to take Matt in and teach him how to live. Alternatively, Roentgen may get wind of Matt and send some operatives after him as well.
- *Airwaves*: If the players ask AXTC if they have ever shown *Misplaced Childhood*, the employee they talk to might be a Quisling operative, or she might just be familiar with some of Jesus' other works. Of course, *Misplaced Childhood* never made it as far as AXTC, unless somebody smuggled them a pirated copy.
- *Welcome to Sylvan Pines*: If the PCs can disguise Matt's identity sufficiently, Sylvan Pines may make an excellent haven for him. On the other hand, Dr. Klemp's Ison neural device may help fill in the gaps in Matt's swiss-cheese personality.
- *Wildest Dreams*: Matt wakes up as a perfectly normal person who has just had the damnedest trip from a hit of Nightmare. The real question is why the PCs experienced it as well.
- *Weather the Cuckoo Likes*: The Cut-Ups could provide another haven for Matt, though they would not really know what to do with him in the long term. If Matt learns to deal with what he's discovered, he might even choose to join the Cut-Ups.
- "The Doppelgänger Plague" (in *The Myth of Self*): Instead of mimicking people directly, Realism Banal decides to do a little background research and mimic their close friends and relatives instead. Watch what happens when they mimic one of the PCs' dead relatives.

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RIXA BEKKER

CPC Hound

Rixa Bekker came to Al Amarja for a vacation, but ended up staying after being hired by the Democratic Bureau of Investigation. As a part of her "routine" Customs and Immigration interview, Bekker was screened for paranormal abilities. The results indicated that she was sensitive to psychic phenomena. While she toured the Edge, Bekker was carefully monitored by Bureau agents to determine her motives and to ensure her suitability as a DBI agent. As she was preparing to leave the island, she was contacted by an agent and offered a position working for the Bureau. Bekker had become enchanted with Al Amarja and jumped at the chance of staying. After passing through the standard indoctrination and training programs, Bekker was assigned to the Center for Paranormal Control, working under a man named Shadrach — who is secretly a Vornite Mover.

Bekker's role with the CPC is to circulate through the Edge to pick up psychic phenomena and report them to Shadrach for further investigation. Personally, Bekker is dedicated to her job and believes that she plays a key part in ensuring Al Amarja's safety. She considers herself on duty at all times and always exhibits a professional attitude. Bekker can be encountered just about anywhere in the city, looking out for psychic manifestations. She has an office in the CPC building, but it is collecting dust because she is rarely there. Bekker prefers not to let her work come to her, rather she seeks it out. She is tenacious and will track a phenomenon until she has found its source. She resides in one of the single women's dorms in the Arms Barrio.

Like all CPC inspectors, Bekker has a built-in crystal trap in her badge.

German woman, age 31, 170 cm, 70 kg. Short brown hair, brown eyes. She dresses in casual clothing to better

fit into her surroundings. She always acts professionally.

Languages: German, English, Al Amarjan patois

Attack: 3 dice, X1 unarmed, X4 with 9mm automatic pistol

Defense: 3 dice

Hit Points: 22 (conditioned)

Armor: 1 die bullet-proof (kevlar vest)

Traits

DBI Training, 3 dice — This trait includes criminology, interrogation, subterfuge, Al Amarjan law, cutting through red tape, and spotting trouble. (Professional attitude)

Psychic Awareness, 2* dice — This trait allows Bekker to sense when a psychic event is taking place or when a psychic talent is being used nearby. It does not point out who is causing the manifestation, so she must rely on her DBI training to identify the source. Bekker suffers tremendous headaches after detecting a psychic manifestation. (Carries a big bottle of aspirin)

Self Defense, 3 dice — Bekker has been trained in basic self defense tactics and firearm skills. As an agent of the DBI, she carries a Heckler & Koch 9mm pistol and uses it when the situation warrants. (Slight bulge under her left arm)



ELAINE CZARNY

One Tough Gal

Czarny teaches karate at Kuan Tun's, and serves as a fight coach for several fighters at Sad Mary's. She has a nasty reputation as being ill tempered and vicious; once Gordon Dobson tried to "score" on her at Sad Mary's. It took four Aries gangsters to kick her out, but not before she'd knocked one gangster out and had staved in three of Gordon's ribs.

Czarny has a secret in her past. She claims to be the sister of Eric Czarny, a moderately successful kick-

boxer of about eight years ago. She's not; she is Eric Czarny, who had a sexuality crisis and decided he was a lesbian trapped in a man's body. Since he was a disturbed man, not a true transsexual, the only institution that would give him sex change treatments was the D'Aubainne Hospital and Trauma Center.

She's really a very unhappy woman. It was the guilt she felt as a man that made her want to dissociate herself from masculinity, but she still feels an intense attraction for many aspects of machismo (obviously). The tension between her idealization of the feminine and identification with the masculine (and usually the worst aspects of that) leaves her edgy, irritable, and miserable.

She can most often be found at Kuan Tun's or watching the fights at Sad Mary's. She has an apartment in the same building as Kuan Tun's, where she lives with her girlfriend (who is extremely fragile, quiet and feminine).

U.S. white woman, 170 cm, 72 kg. Short black hair in a bob, small breasts, pale skin, sulky expression. Usually wearing all black leather and carrying a matched pair of daggers at each hip (plus one in the boot).

Languages: English

Attack: 4 dice, X2 with knife

Defense: 4 dice

Hit Points: 28 (impervious)

Armor: 1 die plus 1 point (leathers, and kote ate) against blows, 1 point (leathers only) against stabbing or cutting attacks.

Traits

Butt Kickin', 4 dice — Czarny has studied a broad number of martial arts, and has synthesized them into something that looks remarkably like the techniques of a superb street fighter — only a little prettier. Technically she's a san dan in Shorei Ryu Karate. (Sullen manner)

Kote Ate, 1 die — Kote ate is a discipline known as "body hardening" in the West. It consists of hitting things really hard with your body, and then hitting your body with really hard things. Eventually, the bones develop extra layers of calcium, the skin becomes desensitized to pain and bruises less easily, while tough calluses develop on the striking surfaces. Her routine includes dropping a shot put on the tops of her feet, doing full power punches and kicks against concrete, and having guys from the dojo try to break two by fours against her tensed stomach. It gives her 1 die of armor against blunt attacks. (Does not change expression when struck)

Disturbed, penalty die — Czarny is sullen, inarticulate, and possessed of an enormous mean streak. She's baffled by the damaged communication between genders and takes out her frustration on anyone who offers her the slightest excuse. (Sullen)



**GORDON
"WHINY"
DOBSON**

"Social Guide"

Dobson is from Seattle, Washington, by way of Perth, Australia. In one city he left behind a pregnant girlfriend — a convicted arsonist's girlfriend, to be exact; in the other — massive credit card debts under the name "Leonard Gluck." Deficient in class, morals, and money, Dobson (or "Whiny" to his acquaintances) works as a guide for Al Amarjan tourists. Dobson makes a perfect addition to any PC group — seemingly worth enough to go out on a limb for, but unreliable enough to infuriate even the kindest PC.

Dobson lives in a cruddy apartment in Great Men, but spends most of his time at the Terminal trying to sell his services to tourists. He can also be found in the bar at Cesar's, or Sad Mary's if Cesar's kicks him out.

US white man, age 20, 170 cm, 66 kg. Unkempt, worn-looking, crooked teeth. Shabby, wears sunglasses. Smokes constantly.

Languages: English

Attack: 3 dice

Defense: 3 dice

Hit Points: 21 (slippery)

Armor: 1 point (leather)

Traits

Ingratiating, 3 dice — Copious bootlicking skills have kept Dobson alive and whining. They've also provided him with some street contacts — he's tolerated most everywhere, knows where to find whatever delights his employers seek, and can persuade people that he knows the town. At the first meeting, play him in such a way that the PCs will respond favorably. (Lots of people know him)

Sneaky, 3 dice — The other stilt supporting Whiny's life. Dobson knows when to chicken out of a fight, when to stand someone up when they need him most, and how to decide between saying "I just found it there,

Officer!" and "You know, there's more than enough for two here..." (Wears sunglasses to conceal constantly shifting eyes)

Trouble Magnet — For some reason, trouble just finds him. Although he doesn't know it, he's begged for his life from (at various times) Neutralizers, Movers, and Throckmorton operatives. This is a guy who, when confronted with a bar full of women, will head straight for the karate black belt who's on a mean drunk streak and ineptly hit on her (see Elaine Czarny). (Constantly complaining about his string of bad luck)



DENISE FELDER

Snake Dancer

Denise Felder started out as a slightly frumpy research librarian. Then she met Dr. Jamaranathy Panil, of her university's Asian Studies department. Dr. Panil was interested in certain obscure Indian religious texts that had to be painstakingly reconstructed from various fragments, and he hired her to do the legwork. Tracking the sources down took Felder months. Slowly, the photocopied pages and borrowed volumes trickled into her office, where she helped Dr. Panil reassemble the original and translate it.

Then Felder started to notice the changes. They came on so gradually that at first she paid them no heed. Then she could barely help but notice. Her blood started to bubble, telling her of the wondrous things that could be had in the world, the glories that could be hers. She began skipping work, making feeble excuses to her colleagues, and throwing herself into exhibitionistic frenzies. Much to her surprise, her co-workers accepted her explanations without hesitation.

One morning, Felder was singing loudly in the shower when she felt something odd touch her nose. She checked in a mirror, and screamed. Her tongue had become long and forked, like that of a snake. She ran to Dr. Panil's office, only to find it abandoned. She found that he had left the country weeks ago, taking the translation with him. At the time, she hadn't even noticed.

Since then, Felder has gone where her "inner demon" has taken her. Along the way she has made some effort to locate Dr. Panil, hoping that he knows exactly what has happened to her. She's been in Al Amarja for a couple of years, after hearing rumors that Dr. Panil had joined the faculty of D'Aubainne University. She hasn't managed to find the time to really check the rumors out yet, though. She has a flat in Sunken Barrio, and will often sublet a room to anyone she figures she can soak for money. She works as an exotic dancer in whatever bars and clubs will have her when she needs money, which is all the time. (Sad Mary's is a favorite of hers.) The rest of the time, she is either out on the town looking for new things to do or asleep.

US white woman, age 39 (looks much younger with makeup), 173 cm, 59 kg. Hair dyed fiery red (naturally

black), long legs, black forked tongue. Dresses rascily.

Languages: English, badly-accented Arabic, scraps of several dead languages (written only)

Attack: 3 dice

Defense: 3 dice

Hit Points: 21 (quick on her feet)

Armor: None

Traits

Forked Tongue, 4 dice — Felder's "inner demon" (as she calls it) is a sybaritic creature, accustomed to luxury and pleasure. It has given her an aptitude for lazy lies and untruths to avoid unpleasant realities. Felder doesn't really understand how it works (though some drunken intellectuals have theorized that the ends of her tongue may give off pleasing vibrations), but people she speaks to tend to believe her lies, and even regard her as a friend and confidante for no good reason. (Forked, snakelike tongue)

Exotic Dancer, 3 dice — Felder's specialty is erotic dancing, but she's fairly good at other forms as long as they aren't too structured. Her inner demon isn't interested in dancing as an art. She prefers dancing as an excuse to glory in her body and the ways it can move. Plus, it gives her a good way to show off. (Muscular legs)

Library Research, 3 dice — Felder was once a good researcher. She specialized in finding unusual books and assisting in academic research. Now she has a lot of trouble using these skills, most often taking a penalty die when using them. She'd like to be able to use them to track down Dr. Panil, but can't be bothered just now. (Subscribes to esoteric literary magazines, but never reads them)

Sybarite — Felder is at the mercy of her inner demon when it comes to entertainment. Her attention span is practically nil and her appetite is endless. She can't stand hard work or anything requiring concentration, and will do whatever it takes to avoid them. Fortunately, her ability to exploit those around her gives her a ready supply of excuses. She has reached the point where she even uses them when there's no need. She'll generally take a penalty die when trying to accomplish anything difficult or unpleasant, if her efforts to avoid it somehow fail. (Hisses occasionally, lies all the time)



FINOLA MONTAGUE

Freelance Photojournalist

Finola Montague was born to an Irish mother and French father in strife-torn Belfast. At an early age she became accustomed to scenes of destruction and violence. While growing up, she became interested in photography and when she was eighteen, she took some spectacular photos of an IRA mortar attack on a police station. These photos caught the attention of veteran photojournalist Josh Vincent. Vincent offered to purchase Montague's pictures, but she made a counter offer. Seeing a chance to escape Belfast, she asked him to take her on as an apprentice. Her stubbornness paid off and Vincent accepted.

Traveling the globe with Vincent, Montague was exposed to even more violence and destruction, but the air of danger was an intoxicant for her. She found herself craving the dangerous assignments that she and Vincent took. As they traveled together, the two became close friends. Their friendship was cut short, however, during the Gulf War. Vincent was killed after Montague insisted they break off from the reporter pool and see some of the real action. She blamed herself for Vincent's death and made a rash decision to stop covering the dangerous assignments. After a year of covering safe stories, Montague found herself craving the rush that comes from being in a dangerous situation. The name of a little known Mediterranean dictatorship named Al Amarja caught her attention and Montague bought a one way ticket.

Since her arrival, Montague has been covering the seedier side of the Edge as a freelance journalist for Al Amarja Today. So far, she's done features on fixed hospital betting, the MDA-cubed epidemic, and a photo-essay on Otto's Men. She has three projects in the works: a photo-essay on the fighters from Sad Mary's, an interview with members of the Cut-

Ups, and an interview with Sir Arthur Compton.

Montague has an apartment in Justice that also serves as her dark-room. When covering a story, Montague is all business. She prefers to work alone since the incident involving Vincent's death has left a deeper scar than she likes to admit. However, when she is not working, Montague enjoys touring the Edge's nightclubs and having a good time, in a futile attempt to forget Vincent. Montague has a portable police scanner that she keeps handy for tracking down stories and drives through the city in a dilapidated land rover.

Irish woman, age 25, 167 cm, 64 kg. Medium length auburn hair, green eyes, pale skin, moderately good looking. Dresses in utilitarian clothes, always has a camera handy. Has an air of danger about her.

Languages: English, Al Amarjan patois

Attack: 3 dice, X1 with fist, X2 with knife

Defense: 3 dice

Hit Points: 21 (in shape)

Armor: 1 point (leather)

Traits

Photojournalism, 3 dice — Taking good pictures, writing articles, asking prying questions, selling photographs, etc. (Camera bag over shoulder)

Streetfighting, 3 dice — Growing up in Belfast and traveling the world's danger spots, Montague has learned how to defend herself. (Carries a knife)

Nose for News, 2* dice —

Montague has an uncanny ability to be in the right place at the right time for covering a story. It works best for drawing her to dangerous situations, but it also allows her to tell when somebody is giving her the brush-off. (Fearless)



V. I, AKA VEEDOT ONE

Biological Simulacrum

Veedot One takes his name from the official military designation: "Biological Simulacrum, V.1." He was created by a group of fringe U.S. military scientists working in secret. He was to be the ultimate fighting machine, hardwired with extensive combat training and tactical programming. The project was independently funded, and the government knows very little about the project's success. Thanks to the efforts of an anti-mili-

tary radical who erased his slave programming, Veedot was able to escape from the installation after destroying the data needed to create more beings like himself.

Externally, Veedot appears to be a tall, well muscled human, however, internally he is quite different. In addition to having two hearts, Veedot's internal organs have been rearranged for better combat survival and his body's soft spots are protected by a cartilaginous armor. Veedot has no navel, of which he is painfully aware. He goes to great lengths to keep his belly hidden.

After being freed, Veedot hunted down and killed the scientists responsible for his creation to insure that no more super-soldiers are created.

Veedot has tracked the two remaining scientists who worked on the project to Al Amarja. Shortly after arriving in the Edge, Veedot applied for a job with the Peace Force, but left when he was told that he'd have to submit to a complete physical. Since then, he has become a fighter at Sad Mary's, where he makes decent money and is able to keep a finger on the pulse of the city. He lives in the Flowers Barrio, and when he is not fighting, Veedot spends his time methodically searching the city for clues that will lead him to the last of the oppenheimers who created him.

US black man, 188 cm, 108 kg. Heavily muscled, clean shaven with military crew-cut. Dresses in combat boots, fatigue pants, black sweatshirt, and a leather bomber jacket.

Languages: English, Al Amarjan patois

Attack: 4 dice, X1 with fist, X2 with knife

Defense: 4 dice

Hit Points: 34 (inhuman constitution)

Armor: 1 die + 1 point. Internal armor, plus leather jacket

Traits

Biological Simulacrum (upside) — Veedot One is not human; he is a biological robot designed specifically for combat. His mind is actually an artificial intelligence, and his body is naturally armored and combat-worthy. (No navel)

Commando Training, 4 dice — Veedot One's artificial brain has been programmed with many forms of hand to hand combat, stealth, and basic first aid. (large and muscular)

Heightened Senses, 3 dice — All his senses have been designed to perform better than a normal human's. (Eyes gleam green in the dark)

Biological Simulacrum (downside) — Veedot One is not human and he knows it. His programming makes it hard for him to think about things other than combat. Furthermore, he fears someone will discover he is not human and thus avoids doctors and hospitals at all costs. (Shuns hospitals)

