

ETU Characters—Core, Big Bad Con 2014

Santiago, _____

Background: Soldier, 28

Exposure: Encountered sentient-seeming sludge creature in Iraq. It killed most of your squad.

Strengths: Survival, Violence

Weakness:

Focuses: Firearms, Leadership

Research: Cryptopaleontology

Williams, _____

Background: Hacker, 22

Exposure: Briefly infected with a transhuman virus, recovered thanks to ETU team. But declared dead.

Strengths: Tech, Human Manipulation

Weakness:

Focuses: Security Systems, Scamming

Research: Alien Tech, Paraepidemiologist

Imeba, _____

Background: Three-year ETU “veteran”

Exposure: Friend turned into werefox, tried to eat you. You killed her in self-defense, but she reverted form in death and you were accused of murder.

Strengths: Human Manipulation, Violence

Weakness:

Focuses: Soothe, Endurance

Research: Cryptozoology

Poole, _____

Background: Genuinely Reformed Cultist

Exposure: Familial indoctrination.

Brought up in a cult on a North Dakotan compound. ETU agents raided during a doomsday plot, thanks to your help.

Strengths: Unnatural Sciences, Survival

Weakness:

Focuses: Surprise, Blending In

Research: Parapsychologist, Alchemy

Konig, _____

Background: New ETU agent, first mission

Exposure: Memory wiped, don't remember most of incident. Several arcane scars on forearms and chest.

Strengths: Violence, Tech

Weakness:

Focuses: Scars, Blackout Fighter

Research: Medical Examination, Cryptobiology

Andersen, _____

Background: Geologist, lab researcher

Exposure: Strange mineral sample turn out to be a portal to “dreams.” Co-researcher wholly insane from event.

Strengths: Unnatural Sciences, Survival

Weakness:

Focuses: Terrain, Clear-Headed

Research: Cryptogeology, Parapsychology

ETU Characters—Unnatural, Big Bad Con 2014

Fire is the Only Soul

Ritual: Draw a pentagram from gasoline, lighter fluid, or another flammable liquid. Put dried leaves in the center, away enough from the pentagram's fire lines that they won't burn. Light the pentagram. Chant. Wait.

Effect: A fire sprite—malevolent spirit that claims to be a herald of powers beyond—will appear. (Note: This *contains* the entity but doesn't control it.)

Extrasensory Perception: You can communicate with fire. Fire isn't intelligent, has a short memory, and can't generally be reasoned with (though bribery has proven to work).

Treat the Meat as Yours

Ritual: Look at someone with intent. Imagine them dead, on a slab in front of you, with the top of their skull removed. You are shoving things inside of their dead brain-flesh. Imagine you smiling as you're doing so.

Effect: You implant an idea in someone's mind. They think it's their idea for a few hours, before questioning their sanity and feeling a sense of psychology violation.

Extrasensory Perception: you can see the scars in another's mind from recent unnatural psychic manipulation (including your own effects).

Earth is All-Mother

Ritual: Eat a handful of local soil—rocks, bugs, and all.

Effect: Until the next sunrise or sunset, your skin becomes rock-like: not only hardened, but literally changes texture and appearance as if you were a creature of stone. This makes you nigh-impervious, and you can move around and see/hear normally. Your tactile senses are numbed, and you cannot eat anything. You don't seem to need to breath during this time.

Extrasensory Perception: You can see through a bit of soil, maybe up to three inches, as those it wants you to find things underneath. You doesn't work for wet earth, sand, or stone, and you have to part or cut grass to see under it.

I am the True Physician

Ritual: Touch a wounded person and speak these words aloud: "I accept your cancer into my body with love." Know that your words will be heard by vast and unknown powers.

Effect: The wounded person is completely healed; if dying, they're entirely stabilized. If they're already dead, then whatever wounds it took before dying are healed, but is still dead. You can't heal yourself. You might also get cancer or another permanent ailment from this ritual. That's uncertain.

Extrasensory Perception: When you touch someone, you know of any terminal illnesses they have. You can speak with those illnesses directly. (Reports show that they're uncaring, hostile, and claim to be ancient spirits of the "true world.")

NAME

Ritual: x

Effect: x

Extrasensory Perception: x

NAME

Ritual: x

Effect: x

Extrasensory Perception: x