



This game has become a crazy tapestry of information.

**The biggest problem and your role in it**

Monsters are attacking Earth via TransMatter technology. The leaders on Xenos have improved their tactics and their targeting, and they have even infiltrated vulnerable organizations on Earth.

**The immediate mission and its problems**

The Russian MBRF has taken over the TransEgo device and requires the team not only to collect information, but to *do* something which stops or impairs the Xenos attacks.

The senior administration of Kaleidos is clearly disorganized by policy struggles and personal drama. The Squids (a type of Spawn) are psychically gifted but not obedient to Bayne's rule. The old Xenos religion called the Balance is still active and resists Bayne's rule; its leader in Kaleidos is Jabulani the Seer, who colludes with Timmy's rebels. These rebels are highly motivated and have good local information, but they are unskilled in modern operations. You have extensive information about the TransMatter technology and the creation of Spawn soldiers.

You are currently blocked from returning to Earth. You do not know whether the block is from Earth or from Xenos. *You may use skills to figure this out; so far Claire and Nadja have failed to do so but they did not have help.*

**Important people and questions about them**

Isabella Bayne is the Earth scientist who has corrupted the society of Xenos. She uplifted animals (Spawn), created an elite social group of cybernetic humans (Progeny), and developed the TransMatter technology to attack Earth directly. *You have not seen or contacted her. You may use skills to figure out more about her situation.*

Prime Minister Krog directs the cyber-soldier program and the TransMatter attacks.

Daryl Kasparian is a member of the original jump team who repurposed the TransEgo device. He idealized Bayne and remained on Xenos. You do

not know where he is or what his goals may be. *You may use skills to figure out more.*

Timmy is the original subject of the TransEgo device and has lived from body to body on Xenos just as Bayne has (as far as you know). He leads an ongoing resistance campaign against her rule. *You may use skills to learn more about his movement's competence and capabilities.*

**Other significant information**

Even the elite Progeny fear what they call "drives," which apparently target female children of a certain age.

Someone at a leadership level greatly fears the TransEgo jump teams; they have dissected poor Bova, authorized more squads under Ebu-Da's leadership, and instructed the populace to watch for signs of "possession." *You may use skills to figure out more about this situation.*

**About the game text and the GM**

Some of the content includes important details but leaves my interpretation open. Timmy's background, his ideals, and the views of his supporters are clear ... but not whether he is genuinely of any use to the current problems. The international cooperation within ISES includes many details but nothing about conflicts among the agencies and governments.

Some of the content is left wide open. There are no rules about separating the team members from the group mind; it only says that Kasparian did it. It is also silent about the effects of reducing Earth's population so drastically within living memory. *You may use skills to learn or even "create" answers to some of this content for our game.*

Some of the content is too confusing or not credible to me so I've changed it. The text contradicts itself regarding how long jump teams have been active and how much the Xenos government knows about them, so I decided to minimize both.

