

World of Darkness

Parasite Eve

Aaron Ragnarson was ready for his first day on the job. A former Marine, he had all the training he needed and then some. Every one of his two dozen NDAs had been signed, he'd passed his tests with flying colors, and he knew there were very few who could outshoot him on the range or in the heat of battle. He was ready.

MIST headquarters was in Los Angeles, California, and so Aaron had moved away from the Minnesota winters to be part of this new, most dangerous division of American law enforcement. And he was surging with pride and excitement as he stepped into the underground MIST office, to his meeting with Supervising Agent Rupert Broderick.

The cute receptionist had told him to just go on in, so Aaron opened the door and walked in, not realizing that Agent Broderick had a guest.

Rupert Broderick was a powerfully built black man, tall, with close cropped hair and a neatly trimmed beard. He wore a slightly rumpled tan suit, in deliberate defiance of the FBI's perceived "black suit" dress code. His guest wore an even more defiant outfit: blue jeans, steel-toed work boots, and a white t-shirt under a brown leather jacket. The woman wearing the clothes was tall, blonde, with bright blue eyes and stunningly beautiful features. Though right now, she was glaring at the new arrival.

"You're the newbie, huh?" she asked.

Aaron's confidence faltered, but he quickly reinforced it. "I am. Aaron Ragnarson, at your service."

The woman nodded. "Aya Brea. I get to break you in." She sounded less than amused.

Broderick replied: "You're the one who kept hollering for more backup, Aya. You wanted him, you train him."

"Only because Hal made me run through the whole Shelter incident solo."

"Considering what else Hal was up to, you're lucky to be alive to complain."

"Bastard," Aya replied, though the word was devoid of any real scorn.

"Synonymous with 'boss.' Now show the kid the ropes."

Aya nodded, and brushed past Aaron on her way out of the office. Aaron followed behind. As the door swung closed, they heard the sound of a phone ringing within the office.

"I won't get underfoot, Agent Brea. I've had five years in the Marines, accu-"

"Yes, you're an amazing soldier with enough decorations to snap a Christmas tree in half. But you've never fought anything like these things before, so don't think you have. Look sharp, pay attention, and learn everything I have to teach you, then get out there and start doing it on your own."

Aaron nodded. "They told me you hated having partners. That you preferred to work alone."

Aya stopped. "Did they say why?"

"Anyone who gets assigned here knows why. You're a legend, after all."

Aya sighed. "Yeah. Legend." She looked at Aaron again, a tiredness in her eyes. "Let's get you to the shooting range."

The PA crackled to life. "All field agents, to the situation room! All field agents, situation room, stat!"

"Scratch the range, newb. Follow me!"

Aya and Aaron broke into a run.

Rupert Broderick briefed Aya, Aaron, and three other MIST agents on the sightings of a pack of ANMCs running amok in a shopping mall in downtown LA. The other dozen or so agents were out on other assignments, most in a fairly long-term investigation of ANMCs nests in the deserts of Nevada. Rupert tasked all the available agents to assault the mall and destroy any NMCs and ANMCs found. The briefing

was quick, to the point, and, as soon as they were dismissed, the agent's collected their gear with alarming rapidity.

The MIST office was small and ill-funded enough that there was only one changing room for all agents, and so Aya and the other female agent were in the same room with Aaron and the two other male agents as they all stripped off their shirts to put armored vests on underneath their clothing. Aaron noticed that he was the only one of the group wearing a suit. Two of the men wore only dress slacks and shirts, while the third wore a loud Hawaiian shirt with faded blue jeans. The other female agent wore black jeans and Nikes, and a white t-shirt with a penguin on it. The shirts all came off quickly as armored vests came on. Aaron managed to hang on to his professionalism, and mostly ignore the bra-clad women as he put on his own vest, realizing why suits were frowned upon in this division of the FBI.

He was clipping on the belt holster for his sidearm, a Glock 17 pistol, when he glanced at Aya and noticed her weapon.

"Is that what I think it is?" he asked.

Aya nodded. "Beretta M93R, automatic machine pistol."

Aaron swallowed. "Aren't those extremely illegal?"

Laughter echoed throughout the room.

Aya nodded. "Yes, they are. But against NMCs, volume of fire is the third most important thing."

"What are the first two?"

Aya chambered a round, thumbed the safety on, and holstered her illegal sidearm. "Accuracy of fire and how many bullets you have."

The other female agent, whose name Aaron hadn't caught, waved her own oversized weapon at him. "You try using a peashooter like that against these things, your first day will be your last." She cleared out of the room, the other three agents hot on her heels.

Aya made a noise that might have been a growl. "C'mon, we'll have Jodie get you an actual sidearm, then we'll deploy."

That was how Aaron came to be wielding a Glock 18 pistol, the fully automatic twin brother of his favored Glock 17, as Aya drove him to the scene in her yellow Dodge Charger. The other agents had left the garage well ahead of them. They arrived at the mall only shortly after them, however, thanks to Aya's aggressive driving.

The agents split into two teams, Aya and Aaron in one team and the other three agents in the other, and each took one of the mall's two main entrances. The plan was to sweep store by store, floor by floor, killing any "monsters" they found inside.

Aya and Aaron moved slowly, eyes peeled, guns out and pointed at the ground, waiting for something, anything, to come out at them. They weren't kept waiting long.

An ANMC identified as a "Greater Stranger" leapt from the shadows at Aaron, knocking him to the ground and taking a large chunk out of Aaron's stomach, straight through the armored vest. As the creature spat out a ragged chunk of bloody clothing, Kevlar, plastic plates, and meat, Aya took aim, but not with her gun.

A searing blast of flame shot from her fingertips, catching the Stranger in the chest and knocking it backwards, off of Aaron's body. A burst from her Beretta silenced the creature.

Blinded by heat and light, Aaron clutched his wounded belly, groaning.

"Aaron!" Aya shouted, holstering her weapon and kneeling beside her fallen comrade. "Can you move? How bad is it?"

Aaron grunted out a reply. "I've had worse."

Aya hollered for medics, immediately, and gave Aaron all the comforting platitudes one gives when one is helpless to stop the bleeding, let alone the pain. For his part, Aaron held on, trying to minimize the grunts of pain lest he attract more NMCs. Shortly after the paramedics arrived and started feeding him drugs for the pain, he passed out.

It was two days later, as he rested in the hospital, that the true implications of the attack made themselves manifest. While sound asleep in his bed, Aaron Ragnarson was suddenly overcome by violent convulsive seizures. The nurse who was looking in on him did her best to restrain him while calling for

help, and found herself the first victim as Aaron transformed into a Greater Stranger and tore her throat out. He was just starting to pick the top of her uniform apart with his teeth to get at the meat inside when Aya broke in to the room. No one, not even Aya, is quite sure why, but her presence undid the transformation. . . briefly. Aaron was kept under heavy sedation while the top minds at MIST worked out the problem.

Random infection by human beings of Neo-Mitochondria had never happened before, to the best of MISTs knowledge, so everyone was equally in the dark. The best available theory, advanced by Dr. Maeda, was that Aya's mitochondria somehow exerted an effect on the Neo-Mitochondria that, when they were in a small enough quantity, forced them into dormancy. He posited that, should the Neo-Mitochondria in Aaron's body be allowed to spread unchecked, soon he would be just another ANMC. He proposed another radical idea. . . that an infusion of Aya's mitochondria might protect Aaron from the ravages of the Neo-Mitochondria he'd contracted from his bite wound.

The treatment was a success. Mostly.



Aya had finally clawed her way out of the basement Eve had trapped her in. She took advantage of the long elevator trip to reload her service-issue Colt M1911. The M-16 she was carrying slung across her back was still loaded; Aya had yet to meet an NMC who required quite its volume of firepower. No, she was saving the assault rifle for Eve. Eve already had a head start on her, and precious time had been wasted while Eve had Aya trapped in the hospital's basement, first by cutting the elevator's cable, then shutting down the power and collapsing the stairs.

After finding her way through the maze of a basement to the fuse boxes and restoring power, Aya was on her way to the fertility lab on the 14th Floor. Eve couldn't be allowed to obtain a sperm sample... the consequences would be disastrous.

The elevator stopped at the 14th Floor, and Aya darted out. Maybe she wasn't too late, maybe- She stopped. The sperm bank was a mess, broken vials and cold, white fluid everywhere. The freezers had been broken open, and liquid nitrogen was boiling into the air, giving the whole room a chill.

Swallowing her apprehension, Aya made her way through the lab, eventually finding another set of elevators. Inside, she found an empty vial from the sperm bank. Eve had succeeded.

***I have to stop her before she gives birth,* Aya told herself, taking the elevator up to the roof. Eve had gotten off up there, Aya could sense it.**

The door pinged open, and Aya burst out onto the roof, gun at the ready for any NMCs Eve had left behind as surprises. The roof looked clear. Aya began looking around for Eve-

A shudder from the floor beneath her feet caught her attention. Aya scrambled backwards as the roof erupted in splinters and fragments. Something had broken its way up through the roof of the hospital!

Aya looked in astonishment as a large, spider-like creature glared at her, its multiple compound eyes glowing as it glowered at her. Insects were normally devoid of expression, but this one was definitely angry.

Again, Aya scrambled backwards as the thing fired sticky webbing at her. The substance landed on the ground, forming a barrier of entangling stickiness between Aya and the NMC.

Sighing, Aya holstered her pistol, and drew the M-16. She'd need its range and punch to go through this thing to find Eve.

Chapter One: The Future of Mankind?

In the World of Darkness, mankind is at the mercy of the monsters in the dark. . . ghosts, werewolves, vampires, and stranger things lurk in the night, preying upon humanity. As much as he likes to believe it, humans know, on some level, that they are not the dominant life form on the planet.

Evolution, however, allows creatures to adapt to overcome threats to their survival. As unnatural as vampires and werewolves may be, they may still trigger this natural evolutionary response. So what happens when evolution takes on the Kindred, or the Uratha, or the Created? What if this evolutionary push came, not from mankind itself, but from something far smaller and more important?

Mitochondria are organelles, components of cells that produce energy for the cell to function. However, mitochondria are not strictly part of the human body. . . they have their own genetic code and are more accurately classified as symbiotes. Some research even indicates the mitochondrial DNA mutates, and therefore evolves, several times faster than human DNA. So what if, in this evolution, mitochondria evolved to protect their hosts from the nightmares of the World of Darkness?

Parasite Eve explores this idea. However, as with everything in the World of Darkness, things did not go according to plan. Human science and human hubris once again meddled with things it was not wise enough to leave alone. A single scientist, Dr. Hans Klamp, managed to tap the latent power within the evolving mitochondria, and Neo-Mitochondria were born. Instead of working in symbiosis with their human hosts, however, Neo-Mitochondria sought to end “nucleic domination” once and for all.

On Christmas Eve, 1997, at Carnegie Hall in Manhattan, two women, Aya Brea and Melissa Pearce, would meet for the first time, and they would meet their destinies. Aya and Melissa were both childhood test subjects of Dr. Klamp, and their mitochondria recognized each other. Aya’s mitochondria changed subtly. Melissa’s did not. As Aya and Melissa’s mitochondria spoke to each other, the entire audience at Carnegie Hall burst into flames. . . except for Melissa and Aya. Aya was unharmed and Melissa was. . . changed. Eve was born, an entity composed of sentient mitochondria. Her only goal was the elevation of Neo-Mitochondria to the dominant life form on the planet; her only interest in humans as either obstacles or raw material.

Wherever Eve went, she triggered the evolution of regular mitochondria into Neo-Mitochondria, transforming animals into Neo-Mitochondrial Creatures, or NMCs. These NMCs were dangerous in the extreme, causing many deaths over the six-day spree which became known as the Manhattan Blockade Incident. The only person able to stand up to Eve and her creations was Aya Brea, the New York Police Detective who was at her ill-fated emergence at Carnegie Hall. Aya eventually slew Eve and the Ultimate Being she had been trying to birth, but the damage was done. Neo-Mitochondria were loose in the world, and nothing would be the same.

THEMES - DISTRUST, SECRECY, AND THE MONSTERS WITHIN

The themes of Parasite Eve are many. Distrust is commonplace, as the few regular humans who know about Neo-Mitochondria and those people who wield it, called Neo-Mitochondrial Humans or NMHs, fear them. These people are close to NMCs. . . some of them *were* NMCs. What happens if the mindless, soulless instinct of the NMC takes over? Or even worse. . . what happens if they decide humanity will be much better off when the only humans left are Neo-Mitochondrial Humans? The NMHs aren’t much more comfortable around regular humans. . . they can see the fear in their “comrades” eyes when they use their powers. And they know the governments they work for have “contingencies” planned for when the NMHs start becoming more trouble than they’re worth. . . and some have begun attempting to respond to

those plans, insisting on being prepared to preserve themselves and their race when their "keepers" finally turn on them.

Secrecy is paramount to the governments of the world when it comes to Neo-Mitochondria. No world government (or at least, none that anyone listens to) have publicly acknowledged the threat, or even the existence, of Neo-Mitochondria. The threat exists mostly within the United States, but NMCs have fled to Canada, Mexico, and even into South America. There are those who panic at the idea of NMCs hiding deep in the trackless jungles of South America, increasing their numbers in hiding until they are ready to spring upon humanity in a wave. Some NMCs have even managed to migrate off the mainland, to Hawaii, Cuba, and even across the Atlantic to England and parts of Europe. But no one is talking about it. All government-sponsored groups of NMC hunters operate under the utmost secrecy. However, NMCs and NMHs have access to very eye-catching abilities, and cover-ups can sometimes involve more missing persons after the fact than the NMCs were responsible for during the initial outbreak.

NMHs are also acutely aware of the monster within. Their power doesn't come from themselves. . . it comes from a symbiotic organism that has proven its ability to dominate its host when the desire arises. NMHs who used to be ANMCs are especially aware of it. . . they recall what it was like to be a being that existed on base instinct, killing and eating whatever caught its attention. They can wear their monsters on the outside, displaying them for all the world to see. NMHs born with Neo-Mitochondria may not be as obviously inhuman, but they are still set apart. And the specter of Eve looms over everyone like the Sword of Damocles. Eve claimed she was as old as mitochondria themselves, and that she was an entity, not a person, and could not be killed. If that is the case, when will she arise next. . . and who will she choose as her avatar?



Glossary

Air: One of the five categories of Parasite Power. Air powers generally channel electrical energy, and are usually offensive in nature.

ANMC: Artificial Neo-Mitochondrial Creature. A human turned into an NMC by deliberate procedure, often involving the use of technological implants. Also, a generic term for any NMC that started out as a human being.

Earth: One of the five categories of Parasite Power. Earth powers tend to focus on manipulation of the Earth's gravitational and magnetic fields, and tend to be mostly defensive in nature.

Fire: One of the five categories of Parasite Power. Fire abilities focus on manipulation of temperature, and are almost exclusively offensive in nature.

Mitochondria: Organelles within all animal cells responsible for creating the energy cells need to function. Having their own genetic code, mitochondria are more properly identified as symbiotes.

Neo-Mitochondria: Mitochondria which were on an evolutionary path toward something else, before a scientist's experiments unlocked their potential. Mostly, Neo-Mitochondria take over their host, transforming it into an NMC. Some people, however, had mitochondria within their bodies that were on the same evolutionary path. These people can have their mitochondria awakened to Neo-Mitochondria by proximity to another being with Neo-Mitochondria active in their bodies. In such instances, the mitochondria retain their symbiotic connection to the host.

NMC: Neo-Mitochondrial Creature. An animal who has been infected with Neo-Mitochondria, becoming a monstrous creature. NMCs are more intelligent than their animal counterparts, though they are far from sentient. They can be cunning, however, luring their prey into traps and

ambushes. The energy that Neo-Mitochondria produce requires a highly active metabolism; as a result, NMCs are always hungry and seeking new food. People with high levels of Neo-Mitochondria in their systems are the NMCs preferred prey, but any human will do. They also feel the burning desire to increase their numbers, and so NMCs can sometimes forego food, instead pursuing sex. As with food, people with high concentrations of Neo-Mitochondria are preferred.

NMH: Neo-Mitochondrial Human.

NMH, Activated: Neo-Mitochondrial Humans born with Neo-Mitochondrial DNA. These humans' abilities lay dormant in their bodies until activated by proximity to large amounts of Neo-Mitochondrial energy.

NMH, Infected: These NMHs "contract" a Neo-Mitochondrial infection, usually from a wound inflicted by an NMC or ANMC. Normally, this would result in them transforming into an ANMC, but an infusion of mitochondrial DNA from an activated NMH stalls the process, allowing them to maintain their humanity.

Parasite Energy: Term for the ability channel and harness the energy of Neo-Mitochondria into Parasite Powers.

Parasite Powers: Abilities granted to the host by the Neo-Mitochondria. They are fueled by Parasite Energy.

Transformation: One of the five categories of Parasite Power. Transformation powers are abilities possessed by NMCs that NMH's can manifest if they once were NMCs. Transformations all involve channeling Parasite Energy through the body in various ways, and many of them are offensive.

Water: One of the five categories of Parasite Power. Water powers involve the condition of the body, and almost always focus on healing.

The gunshots reverberated around the small room. Sweat beading on her brow, Aya concentrated, squeezing the trigger on her Beretta 93R, losing three round bursts at her targets. One went down, and she reloaded without a thought, knowing only two rounds were left. Two rounds wouldn't be enough against these.

She slammed in the new clip just in time, as another target popped up. She drilled it with a three round burst, then whirled to face another target before the first had even dropped. Another three rounds, and she turned again. This target was a civilian, but Aya could faintly see the NMC crouched behind. She picked her moment carefully, waiting until the woman was safely out of the way, then fired, drilling her next target. Then a reload, turn, waiting for the next target to pop up.

There was no next target. A siren blared and a red light flashed, signifying the end of the session.

"And... we're done," Pierce said from the control station.

Aya let out a shuddering breath, and made her way out of the firing range. It had been set up with mobile targets that would pop up, move around, and retract randomly, to make training more realistic. It worked. Even the images of NMCs and civilians on the hard, plastic targets made things more believable.

Stepping into the outer firing range, Aya unloaded her sidearm, cleared the breech, and holstered the empty gun, replacing her unused ammo in the appropriate boxes. Pierce, as usual, watched her like a hawk. Someday, she'd have to disabuse him of the crush he seemed to nurture for her.

Aya sighed. Her Parasite Energy set her apart from everyone else, made her different from every other living human on the face of the planet. The only beings who shared her power were the NMCs, and they were hardly ones with whom to share the burden of being different. In fact, the NMCs seemed to want to eat her more than the regular humans out there.

Aya saw Pierce wave to her from the booth. He was motioning for her to join him with one hand, the other clutching a phone to his ear. Something was up. Squaring her shoulders, Aya went to go see what it was.

Chapter Two: In The Beginning

Mitochondria have been with us, literally, since the dawn of mankind. Without them, life as we know it would not exist. They are an inseparable part of us, as important as our hearts or brains.

Neo-Mitochondria, on the other hand, are inimical to human life, seeking to become the dominant life form on the planet. This desire is brought forth in the entity known as Eve, a creature made up of sentient Neo-Mitochondria who has already sought once to end human life as we know it. Whether Eve is just a sentient expression of the will of the Neo-Mitochondria, a mental instability created by her host's transformation, some sort of supernatural entity taking advantage of the situation, or, as she claimed, an ageless entity who had been guiding mitochondrial evolution, and thus the evolution of all life, including humanity, for her own ends remains unknown.

What is known is that the path to Neo-Mitochondria has been centuries in the making. Mitochondria began to evolve into something else nearly a millennium ago, though the process has been, as all evolution, quite slow. In the mid-seventies, a scientist named Hans Klamp discovered the changes occurring in mitochondrial DNA. Armed with this knowledge, he conducted some experiments upon a young girl. . . Maya Brea. He kept the few small procedures he managed to perform upon her a strict secret from her parents and twin sister, though he was forced to abandon them

when her parents became suspicious. When Maya and her mother were killed in a car accident when the girl was only six, Dr. Klamp saw his chance to continue his research. Maya was an organ donor, and Klamp managed to conduct a few last procedures on her corpse before her organs were extracted. Her kidney went to another young girl, Melissa Pearce. During the surgery and subsequent checkups, Klamp managed



to perform a few more secretive procedures on the girl. When Aya Brea, Maya's twin sister, developed a problem in her left eye, Maya's cornea was transplanted into the girl, and again, Dr. Klamp performed his unethical research.

This research didn't pay off until over a decade later. On Christmas Eve, 1997, Aya Brea, now a junior detective with the New York Police Department, went on a date to an opera at Carnegie Hall. The lead actress was one Melissa Pearce. The two women felt an intense connection as the opera started, and this connection grew until, during her first aria, Melissa began setting the audience on fire without so much as a touch.

The only person in the audience unscathed by the flames was Detective Brea, who confronted the actress. During their initial battle, Aya found her body growing warmer and warmer, as through feverish. Aya fought and chased the actress throughout the backstage area of Carnegie Hall, witnessing the strange mutations of common rats into creatures the size of large dogs, with a lethal cunning and ferocious appetite. Eventually, she cornered Melissa in a rehearsal room, where she found the actress talking to herself. The woman identified herself as Eve, then underwent a startling metamorphosis. Her arms grew long and too flexible, her hands became overly large claws, and her legs vanished, replaced by a curved, stinger-like protrusion of

a blackish, bony substance. Eve attacked Aya with mysterious powers of energy projection, but Aya found her wounds closing far more quickly than humanly possible. Aya's bullets didn't seem to hurt Eve much, if at all, and eventually the former actress retreated to the sewers beneath Carnegie Hall, where Aya lost her.



Over the next five days, Aya tracked and battled Eve across Manhattan island. After the second evening, when Eve reduced a crowd in Central Park to an oozing mass of

slime, Manhattan was completely evacuated. Eve's plan was revealed on December 26th, by Dr. Kunihiro Maeda. Maeda had followed a similar research path as Dr. Klamp, though without resorting to unethical experiments on little girls. He'd discovered that, should an entity such as Eve arise, her hope for ascending all mitochondria to the slot of planet-dominating life form would require the conception and birth of what he dubbed the Ultimate Being, a creature that would usher in a new age of Neo-Mitochondrial domination, and effectively destroy the human race as we know it. Armed with this knowledge, Aya tracked Eve to a Manhattan hospital, where large amounts of frozen sperm were stored and, unbeknownst to Aya, Dr. Klamp had performed his unethical experiments and transplants. Eve trapped Aya in the basement of the hospital by cutting an elevator's cables, blowing the fuses, and collapsing the stairs, buying her time to raid the sperm bank and impregnate herself. Eve, using the mass of Neo-Mitochondria rich slime she'd accumulated from Central Park, traveled to the New York Museum of Natural History to prepare to birth the Ultimate Being. Aya tracked her there, and killed Dr. Klamp as she attempted to stop Eve from giving birth. Eve, now mutated even further into a bloated, multi-breasted womb for the Ultimate Being, fled again, this time to Liberty Island and the Statue of Liberty. By this time, the Navy had responded, positioning the USS *Nimitz* and her escorts off the coast of New York, ready to strike Eve. Their efforts were for naught, however, since Eve still possessed the ability to burn human beings alive from several hundred yards away, rendering the Navy pilots ineffective. Aya was summoned by the admiral in command of the carrier group to fly a chopper against Eve, releasing their one last option short of a massive cruise missile or nuclear bombardment. Several Navy chopper pilots flew interference for Aya, lining up ahead of her and sacrificing their vehicles and lives so that Aya and the weapon could get through. When she was within range, Aya loosed the weapon, which exploded the massive, humanoid amalgamation of Neo-Mitochondrial slime. The construct sagged against the Statue of Liberty, toppling it from its base. Aya, sensing Eve's presence, parachuted out of the helicopter to face her one last time. In the ensuing battle, Aya witnessed Eve transform three times, before she finally pumped enough bullets into her to kill her. Eve dissolved back into the gelatinous mass, taking Melissa's body with her. It is commonly believed that Melissa "died" the instant Eve took full control of her body.



As midnight came and went, it appeared the whole ordeal was finally over. Aya, her partner Daniel Dollis, Dr. Maeda, and a few others were gathered on one of the Navy destroyers combing the site of the disaster. Just as they all breathed a collective sigh of relief, however, the slime surged, bulged, and gathered itself. Too late, Dr. Maeda realized that the slime itself was the womb for the Ultimate Being, who was being birthed independently of Eve. Aya and her

friends watched in horror as the slime gave one final bulge, and a bizarre, bulbous-headed entity with vestigial wings, odd tentacles, and an eerily baby-like cry emerged.

The Ultimate Being had been born, and half the destroyers in the Nimitz's carrier group immediately exploded as its uncontrolled Neo-Mitochondrial energy was unleashed. Aya elected to remain behind to fight the Being, as the others left hastily. The Being, drawn to Aya's own Neo-Mitochondrial power, boarded the boat and attacked her.

Aya fought the creature, causing it grievous harm. . . though that only seemed to encourage it's growth, as the creature matured- or perhaps *evolved*- before Aya's very eyes. Eventually, it mutated into a sort of jelly-like, soft-



bodied creature, nearly impervious to Aya's bullets. But Dr. Maeda had a surprise prepared. . . bullets containing Aya's cultured cells. Aya's body had managed to defeat the Neo-Mitochondrial infection, forcing the runaway parasites to return to a symbiotic relationship. Released uncontrolled into the body of an NMC, even (or perhaps especially) one as powerful as the Ultimate Being, those cells would be highly toxic.



Daniel took the clip of bullets from Maeda, and leapt from the escaping helicopter to deliver them to Aya. Daniel, like any other human, burst into flame as he came near the Being, but still managed to hurl the clip of ammunition at Aya, then splashed into the water.

Aya fired three shots at the Being. In only moments, the Being began to feel the effects of the toxin, parts of its amorphous body dissolving and falling off. Still the Being pursued Aya at a slow crawl into the

destroyer. Aya lured the creature to the engine room, where she set the engines toward a catastrophic failure, before abandoning ship. The destroyer exploded, taking the Ultimate Being with it.

Despite the destruction of Eve and the Ultimate Being, the world hadn't heard the last of Neo-Mitochondria. The incidents were all covered up, and plausible cover stories were concocted and sold to a relieved public. But NMCs were still around, and they began to migrate west. A new branch of the FBI, the Mitochondria Investigation and Suppression Team, or MIST, followed them. Aya joined the team shortly after their inception, moving with them as they tracked NMCs across the country, eventually settling in Los Angeles. NMC activity continued to die down, and Aya actually began to consider the possibility that, within a few years, the only remnants of Neo-Mitochondria might exist within her body.

In May of 2000, Aya was called to seemingly routine NMC investigation and elimination at the Akropolis Tower in downtown Los Angeles. This investigation was far from routine, however, as the NMCs in the tower annihilated an entire SWAT unit, even taking down their chopper somehow. Aya worked her way through the roof of the Akropolis, encountering many new breeds of NMCs, several of which bore a strange intellect never before encountered in an NMC. One had even assumed the shape of a young woman, even donning garments and pretending to read a magazine, until Aya approached. This NMC's human appearance wasn't it's only strange feature, it bore several metallic implants, one of which Aya confiscated off the creature's seeming corpse. When the creature turned out to be not as dead as she'd thought, Aya was rescued by a few well-placed .357 magnum revolver shots from Rupert Broderick, fellow MIST agent.

Aya and Rupert split up, meeting up later as Rupert encountered a strange soldier: a large man, hunched over as though deformed, wearing a green, armored suit that obscured any details. Aya finally faced this unidentified soldier on the roof's helipad. It seemed possessed of some strange powers of its own, able to light its machete on fire and shrug off the hardest hits Aya was able to deliver with borrowed SWAT weapons. Finally, several rounds to the face caused the soldier to retreat, but not before triggering bombs set around the roof of the tower. A MIST chopper extracted Aya and Rupert at the last minute.



As other MIST operatives were sent to deal with cleanup at the Akropolis Tower, Supervising Agent Eric Baldwin sent Aya off on an investigation of NMC activity in a small town in the Mojave Desert, the appropriately-named Dryfield. The town was empty when Aya arrived, save for one last resident, Gary Douglas, and a man named Kyle Madigan, who claimed to be a private investigator working out of Los Angeles. Aya moved through the small town, hunting down NMCs and eventually facing another confrontation with the mysterious soldier. Something strange occurred as she fought the stranger, culminating in Aya's Parasite Powers seeming to go haywire, stopping the soldier and causing Aya to lose consciousness. She dreamt of a small blonde girl in some sort of hospital-like facility.

Aya didn't regain consciousness until after nightfall, when Kyle Madigan found her. The two made their way back to Aya's car, which had unfortunately been demolished by a pack of small, destructive NMCs, with yet more mechanical things attached to their bodies.

Through Madigan, Douglas, and her own investigations, Aya learned about some sort of shelter not far from Dryfield. Aya and Kyle borrowed Mr. Douglas' truck, and went to check it out. The two of them got separated at the entrance to the mine which concealed the entrance to the shelter.

Aya explored the shelter, deserted except for NMCs, and discovered the horrible truth. The shelter was part of a project by some secretive organization to create Artificial Neo-Mitochondrion Creatures, or ANMCs. These creatures were formerly human, and those behind the project were planning on infecting the entire human population with Neo-Mitochondria, turning everyone on the planet into NMCs. The key to this plan was a "pilot" for a sort of biological creature made to spread Neo-Mitochondria contained in a retrovirus across the planet. The pilot turned out to be, as Aya and found out as she reunited with Kyle, the small blonde girl Aya had been dreaming about, a girl who bore an uncanny resemblance to Aya. A girl named Eve.



Also located underneath the shelter was Neo Ark, an artificial environment populated with ANMCs, and containing two creatures engineered to be Neo-Mitochondrial energy sources. Aya had to dispose of those creatures before she could reach the area where Eve was kept. Aya and Eve escaped from the lab back into Neo Ark, where Eve was abducted by the mysterious soldier, who finally identified itself as Number 9. Aya pursued the soldier, attempting to recover Eve, but

was waylaid by 9's compatriots, cyborg soldiers known as Golems.



The Golems had been stored in the Shelter as a means of keeping order should the ANMCs run amok, and had been activated by Number 9. Aya had to fight her way through several dozen of them to make her way finally to the surface, where she suspected Number 9 had taken Eve. All she found on the surface, however, were dozens upon dozens of Golems. Luckily for Aya, the military choose that moment to arrive on the scene, making handy work of the cyborgs.

Aya had learned many interesting things during her investigation, not the least of which was the existence of a traitor within MIST. Eventually, with the help of MIST's technical expert, Pierce, Aya managed to pinpoint Supervising Agent Baldwin as the mole, and warn her fellow MIST operatives.

Aya's immunity to Parasite Powers again caused her to come to the fore, as she was the only one who could get close enough to the area where Number 9 had taken Eve. He was preparing to insert her into the creature and execute the final stage of the plan when Aya and Kyle Madigan, somehow also making his way past the barrier, intervened. Kyle was revealed as a government operative. The creature ate Number 9 instead of Eve, finally killing him. Moments later, the contingency plan the US had initiated went off.

Elephant, an orbital hypervelocity railgun left over from the SDI project, fired at the Shelter, striking several key areas. Collateral damage collapsed the walkway next to the large pupa the creature had been maturing in, as well as the cocoon itself. The being was released and fell down the shaft below. Eve was also knocked below, hanging onto a twisted girder above the pit. Aya went below to try and rescue Eve, but found another surprise. The creature wasn't dead, it was maturing. Becoming a gigantic creature not dissimilar from the Ultimate Being, it began to attack Aya. Aya killed the creature, though from it's corpse rose it's final form, something akin to a cross between an Ultimate Being and Eve's battle forms. Aya attacked this creature as well, and it eventually grabbed Aya, attempting to take her as it's pilot. However, Aya poisoned the creature, as her cells had done to the Ultimate Being, killing it, and dropping Aya to the bottom of the shaft, nearly killing her.

Aya and Eve were rescued by the military. Once everything had settled, Aya found herself in the midst of a massive governmental reorganization. MIST and several other covert

agencies were housecleaned from top to bottom, with many exposed double agents rounded up. Eve had an identity created for her as Aya's little sister, and Aya went about taking care of the girl.

But Neo-Mitochondria endured, and NMCs and ANMCs still plagued the country, and began migrating across borders, and even oceans. Worse still, the Neo-Mitochondria gained the ability to invade human hosts, something they hadn't had before. As a result, humans began to become infected by Neo-Mitochondria, mutating into NMCs. An injection of Aya's cells would stabilize the person, keeping the Neo-Mitochondria from completely controlling the host, though these people still had to fight their ANMC natures.

Now, MIST is a country-spanning organization, dealing with Neo-Mitochondrial threats across the nation, and sometimes in other countries as well. Many MIST operatives are NMHs, some infected, but others who have been born with Neo-Mitochondria that were activated by the spread of NMCs.

S I T U A T I O N R E P O R T : U S A

The USA arguably has the largest Neo-Mitochondria problem, and the most organized response. MIST has a nation-wide presence, though it is always more focused in areas with actual NMC activity than in others. MIST not only wipes out active NMCs and ANMCs, but also keeps a look out for NMHs just coming in to their powers. When discovered, these people have three options. They can join MIST, or they can take specific drugs to render them unable to access their Parasite Powers. The third option is never actually discussed, as those subjected to it are rarely capable of discussion. Option three is death, pure and simple.

NMC activity is concentrated mostly in southern California, along the East Coast, and some in the Midwest. Central MIST offices exist in Los Angeles, New York City, Miami, Minneapolis, and Houston. MIST is still a division of the FBI, but has been growing larger and more independent over the last seven years. Should Neo-Mitochondria ever become public knowledge, MIST is prepared to go fully independent, becoming its own entry into the alphabet soup of governmental agencies.

S I T U A T I O N R E P O R T : G R E A T B R I T A I N

In the UK, Neo-Mitochondria investigations are handled out of Security Service, known by the more common sobriquet of MI5. A division of MI5, the Bio-Intelligence Division, handles Neo-Mitochondrial threats as part of its general charter to look into all criminal abuses of biotechnology.

NMCs are still a very small problem in the British Isles, with only a few small outbreaks occurring in isolated pockets in the countryside. However, increased sightings of the Loch Ness Monster and "Nessie's" seeming offspring may be the result of an ANMC breed known as a "Diver" migrating across the Atlantic to the lakes of Scotland.

Concurrently, NMHs are almost unheard of in Great Britain, though the government is covertly starting to screen its citizens for signs of latent Neo-Mitochondria.

S I T U A T I O N R E P O R T : C A N A D A

Canada, taking their cues from Great Britain, have lumped Neo-Mitochondrial investigation into their version of USAMRIID. However, due to the ease with which NMCs can migrate to Canada from the US, their problems are significantly larger than Great Britain's. The Canadian government is considering making Neo-Mitochondria public knowledge, and then suing the US government for allowing that threat to cross borders.

S I T U A T I O N R E P O R T : M E X I C O

Some MIST agents say that the real reason behind the push to build a fence between the US and Mexico is not to keep immigrants out, but to keep NMCs in. Even if this is the case, it's too little, too late. NMCs spread to Mexico even before the Neo-Ark Incident, and have made

themselves at home in the arid countryside, preying on livestock and unwary humans. Some even suspect NMCs have migrated all the way into the deep jungles of South America, where they hide and increase their numbers for some sinister purpose.

The Mexican government is dealing with the problem quietly, though inefficiently. The low population density of the areas where NMCs are most comfortable mean that days or even weeks can go by before an attack is reported, and more often than not, by the time the response is mobilized and arrives on-site, the NMCs have vanished. NMC activity is the sole purview of the military, and the “investigations” invariably involve large numbers of regular army troops combing the countryside for monsters.

Aaron and Aya stood back to back, their guns spitting out fire at the onrushing NMCs.

"This is the most I've ever seen in one place!" Aya shouted.

"Thanks, that makes me feel SO much better!" Aaron replied.

Both MIST agents were using Calico M950 submachine guns on full auto, pouring 9mm rounds into the advancing hordes of NMCs. The Spartan rounds the guns had been loaded with exploded on impact, shattering the NMC scorpions that blanketed the ground. Three feet across with stingers the size of footballs, the scorpion's venom was perfectly lethal. Both Aya and Aaron kept their mitochondrial energy channeled into their immune system, destroying the venom as soon as it entered their bloodstream.

The scorpions, however, were the least of their issues. Mind Sucklers, flying ANMCs, were harassing them from the air as well. The Mind Sucklers would dive in, attempting to stick the Hunters with their sharp, needle-like proboscis. That injury, small as it was, would ultimately prove worse than fatal, as the package of Neo-Mitochondrial information would transform the victim into a larval Blood Suckler. Even as the thought crossed Aya's mind, a Mind Suckler swooped in at her. Aya fired off a spray from her Calico, clipping the creature's wings and causing it to fall into the midst of the Scorpions. They reacted by stinging the intruder to death. The silver lining: NMCs weren't big on teamwork.

Of course, Aya had been distracted for a crucial instant, and felt a Scorpion's sting in her thigh. Aya shifted her aim downward, hammering the Scorpion with 9mm rounds. It disintegrated, literally, and Aya stepped aside to avoid the pool of poisonous blood it left behind.

"This is not going well!" Aaron shouted, unleashing a wave of flame from his fingertips, obliterating a wave of Scorpions before him. It bought him valuable time to drop the drum of ammo from his Calico and replace it. He'd gone through two of the one-hundred round drums already, and only had three left, including the one he was now opening fire with. If this kept up, Aya and Aaron would be in the very dangerous position of being completely out of ammo.

Behind the mass of Scorpions, a Brain Stinger began activating one of its own Parasite Powers. Brain Stingers were a highly intelligent ANMC, and were capable of harnessing the same kinds of Parasite Powers as Aya and Aaron. Aaron ducked below the wave of yellow energy it sent out, shouting to Aya.

Aya missed the call amidst the sounds of gunfire, and the yellow blast struck her full in the back, dropping her to the ground where the Scorpions swarmed all over her, stinging.

Aaron screamed as he saw his partner go down, dropping his gun. Anger and sorrow overtook him, and all Aaron wanted to do was kill everything in the room. And his mitochondria wanted to help.

Aaron let go of the control he'd worked so hard to attain. He let go of all his training and discipline, unleashing the monster his mitochondria had always wanted to make of him.

His skin changed color, dried out, got tougher. His bones cracked and lengthened, his hands becoming wicked claws, his mouth gaping open, teeth sharpening to rend and bite.

He let out an inhuman roar, a sound not heard from a natural animal ever in the history of the earth. A step forward crushed a Scorpion under his foot, and a sweep of his claws killed three more.

His ANMC form gloried in the prospect of unbridled slaughter. What was left of his human brain struggled to assert some measure of control. Whether he'd be able to this time, or not, remained to be seen.

Chapter Three: Character

Characters in Parasite Eve are mortal, one and all. That doesn't mean, however, that they are strictly human. In fact, NMHs have the boon of Neoteny. . . clinical immortality. They do not age past their prime, and the Neo-Mitochondria will, in fact, restore an aged host to about 22 biological years of age. They can still be injured and killed, though the Neo-Mitochondria provides them many survival advantages.

As such, characters in Parasite Eve are designed as Mortals, using the rules found in the World of Darkness core rulebook. Step Five is adding the NMH (Neo-Mitochondrial Human) template.

NMHs come in two varieties. The first are those who had potential Neo-Mitochondria in their bodies from birth, and who had that potential activated by proximity to high concentrations of Neo-Mitochondrial energy. Usually, this would require a pack of NMCs (at least a dozen), but on rare occasions, a single NMC or NMH has enough energy to awaken another potential NMH. The most famous account of this, of course, is Melissa Pearce and Aya Brea, who were powerful enough to awaken each other's Neo-Mitochondrial potential.

The second set are people who have been infected by Neo-Mitochondria, generally from a wound from an ANMC. These people begin to mutate into ANMCs themselves, unless they receive an injection of Neo-Mitochondria from an NMH born with Neo-Mitochondrial potential, such as Aya Brea.

Both NMHs suffer the questions of identity, who they are and what they are. Are they even still completely human? If so, why does humanity hate and fear them? If not, why should they protect humans?

Once a character decides if they are an activated or infected NMH, then they move on to selecting Parasite Powers.

Parasite Powers

Characters begin with three dots in Parasite Powers. Activated NMHs can select from the Earth, Air, Fire, and Water Parasite Powers. Infected NMHs can select from these four, and from the fifth branch, the Transformation Powers. Parasite Powers are fueled by Parasite Energy.

Parasite Energy

Parasite Energy is the Neo-Mitochondrial energy that sets NMHs and NMCs apart from their normal counterparts. This energy is channeled through the character's cells to manifest various Parasite Powers. Parasite Energy creates a pool of power within a character that fuels their Parasite Powers. This energy can only be used to fuel their Parasite Powers, and is referred to by NMHs as Mitochondria Points, as the only other references to it are at least eight syllables long and require at least two degrees in biology to pronounce.

Mitochondria Points

Mitochondria Points are the pool of energy used to fuel Parasite Powers. The energy comes from the Neo-Mitochondria within the character's cells, and is processed just like the regular energy the rest of the character's biological functions run on. However, Mitochondria Points can only be used to fuel Parasite Powers, and is useless for any other purpose.

New Advantage: Parasite Energy

Parasite Energy is the ability of NMHs and NMCs to create more and different kinds of energy than normal creatures. This energy is what creates and sustains Parasite Powers, and what allows the character to store Mitochondria Points in his body, and to channel those points into Parasite Powers.

As part of the NMH template, the character receives one dot of Parasite Energy free. Additional dots can be acquired by the expenditure of experience points, or by spending Merit dots at character creation at the rate of three merit dots per one dot of Parasite Energy. Note that

Activated and Infected NMHs receive different amounts of MP/MP per turn. This is a function of the different ways in which Neo-Mitochondria interact with their bodies.

Effects of Parasite Energy

Parasite Energy is a trait measured from 1 to 10 dots. This energy has many effects on the NMH character, listed below.

- The effectiveness at which Neo-Mitochondria store and process energy, especially energy required to fuel Parasite Powers, is determined by their Parasite Energy score. The higher the Parasite Energy score, the more Mitochondria Points the character can store, as well as spend in a turn (see Mitochondria Points, below.)
- When resisting the effects of Parasite Powers or other supernatural effects, the character's Parasite Energy score is used.
- Characters can sense NMCs within a range determined by their Parasite Energy score.

Drawbacks of Parasite Energy

- The higher the character's Parasite Energy, the easier it is for NMCs to sense the character. Characters with higher Parasite Energy scores tend to be targeted by NMCs with greater frequency than characters with low Parasite Energy scores.
- The more Parasite Energy a character possess, the more regular humans recognize him as something different, and the more supernatural beings recognize him as something dangerous. The character suffers penalties on Social rolls with any being that does not have a Parasite Energy score per the table below.
- While Parasite Energy doesn't directly affect how many dots of Parasite Powers a character can have, it does limit his ability to spend MP and therefore what manner of Parasite Powers he may activate. A character may know a power that requires 3 MP to activate, but if he cannot channel 3 MP in a turn, then he cannot activate that power, even though he's awakened it.

Effects of Parasite Energy				
Parasite Energy	Max MP/MP per turn (Activated)	Max MP/MP per turn (Infected)	NMC Detection Range*	Social Penalty**
1	10/2	10/1	10 feet	-0
2	11/4	11/2	20 feet	-0
3	15/6	13/3	40 feet	-1
4	17/8	15/4	80 feet	-1
5	20/10	17/5	160 feet	-2
6	25/12	20/6	320 feet	-2
7	30/14	23/7	640 feet	-3
8	35/16	25/8	1,280 feet	-3
9	40/18	27/9	2,560 feet	-4
10	50/20	30/10	5,120 feet	-5

*This is how far away a character can sense Neo-Mitochondrial Creatures. However, the NMCs can sense the character within this range, as well. NMCs will generally prefer to attack a character with a higher Parasite Energy score than characters with a low or no PE score. However, they will always attack larger and more obvious threats first.

**This penalty affects all Social rolls the character makes involving characters without Parasite Energy, including other supernaturals. Note that this penalty has nothing to do with an overt display of power, its an intrinsic sense of unease that the character gives off. People who see an NMH using their Parasite Powers are likely to be much harder to deal with afterwards than this penalty suggests.

New Advantage: Mitochondria Points

For lack of a better term, NMHs name the pool of power that fuels their Parasite Powers Mitochondria Points. These points are necessary for all Parasite Powers, though some Powers require more energy than others to activate.

Mitochondria Points are generated by the character's mitochondria just as the rest of the body's energy is. However, Mitochondria Points are only usable for powering Parasite Powers, and the character's body cannot make use of this energy in any other way. A character could, for example, starve to death with a full pool of Mitochondria Points, as his cells cannot use that energy for basic functioning.

Regaining Mitochondria Points

- When a character eats a full meal, he regains one mitochondria point every ten minutes for a full hour after eating, as part of the energy his digestive system gleans from the meal goes to replenishing his mitochondrial energy.
- Certain beverages, such as sodas, sports drinks, and energy drinks, can provide a single MP when consumed.
- When a character kills an NMC, he regains Mitochondria Points equal to that NMC's Parasite Energy score. If multiple characters with Parasite Energy kill the same NMC, divide the points equally among them, with any leftover points being lost.

Modified Advantage: Morality

As humans themselves, NMHs use the same Moral code as humans do, as found in the World of Darkness Core Rulebook. However, owing to some of their inherent differences, NMHs have a few extra sins to worry about.

Allowing an NMC to escape, and therefore spread Neo-Mitochondria and endanger others, is a Morality 6 Sin.

Using Parasite Powers to kill a human is a Morality 4 Sin.

Willfully engaging in sexual activity with an NMC is a Morality 3 Sin.

NMHs suffer the negative and positive effects of high/low Morality just as all regular humans do (see the World of Darkness for more information.)

Merits

While they don't have access to many of the supernatural and even magical powers of other denizens of the World of Darkness, NMHs have some peculiar advantages all their own.

Power Affinity (•••)

Prerequisite: Parasite Energy

Benefit: You have an affinity for a certain type of Parasite Power, and can learn that category faster than others. Select one category of Parasite Power, such as Air, Earth, or Transformation. Powers purchased in that category require experience at a rate of New Dots x 6, instead of the usual New Dots x 7.

Liberated Form (•••••)

Prerequisite: Activated NMH, five dots in any two Parasite Powers

Benefit: Your mitochondria are able to warp your body into an alternate form. . . unlike an ANMC or stabilized NMH, you have complete control over unleashing this form. The specifics of the form vary for each person who assumes it, but most have a certain angelic appearance to them.

The Liberated Form may be assumed by successfully rolling Parasite Energy and spending all your remaining Mitochondria Points (the power requires you to have at least five MP available, otherwise it automatically fails.) The character can remain in Liberated Form for a number of turns equal to his Stamina + Parasite Energy. While in the Liberated Form, the character's hand-to-hand



attacks gain a +4 bonus, and deal aggravated damage. The character may not use any weapons or equipment, or other Parasite Powers, while in this form.

MIST Agent (•••)

Benefit: Your character has been recruited into MIST, the FBI's Mitochondria Investigation and Suppression Team. As such, the character has an FBI badge, and will frequently be issued a MIST search warrant, granting her unprecedented access to scenes of interest in the course of her NMC hunts. However, the character must obey the orders of her superiors or face the consequences, and the foremost order of MIST is to keep NMCs and Neo-Mitochondria out of public knowledge. Also, MIST agents dispatched to deal with NMC incursions sometimes find themselves not facing NMCs, but vampires, werewolves, and even stranger creatures. The government, however, is slow to accept the idea of truly supernatural entities, though there are rumors of subgroups within MIST who are starting to branch out into hunting other beings, as well.

This Merit functions similarly to a four-dot Status: Police, granting the character the ability to swoop into investigations involving NMCs and snatch them from the hands of the local cops. However, the burden of strict secrecy hampers the efforts of the MIST operative, and their activities are substantially more specialized and dangerous than those of regular police.

Social Flaw: Reluctant MIST Operative

The character was conscripted into MIST because of his Parasite Powers, as their only other option was to be drugged into senselessness. They perform their duties to MIST adequately, but would just as soon leave the organization and live a normal life. This Flaw only really comes into play when the character's attempts to live his normal life are derailed by his forced association with MIST.

Aya's Berretta M93R was hidden in its shoulder holster under her favorite leather jacket. Aaron was at her side, his Glock 18 likewise concealed under a black trenchcoat. The two of them lounged on a park bench, watching the crowd casually but intently. There had been reports of strange activity in this place, but so far neither agent had seen anything out of the ordinary.

"Maybe it was a crank call," Aaron suggested.

Aya shrugged. "Maybe."

"I'm not sensing anything. You?"

Aya shook her head.

"I say we call it. There's nothing here."

Aya couldn't find any reason to disagree but... something was bothering her. She saw one man, moving through the crowd, looking completely ordinary. Suspiciously ordinary, in fact...

Tapping into her Mitochondrial powers, Aya began to use the subtle flow and motion of air to pick up on people's exact locations and movements. But she was able to tell far more than that. Using that power, she was able to discover that the ordinary man wasn't a man at all.

"We have a problem," she said.

"ANMC?" Aaron asked.

Aya shook her head, sensing the hideous features lurking below that human mask. "Worse."



Chapter Four: Parasite Powers

What truly sets NMHs and NMCs apart from normal humans and animals are their Parasite Powers. These abilities, fueled by the energy of Neo-Mitochondria, allow NMHs and NMCs to harness powers that even some supernatural beings, such as vampires and werewolves, are hard-pressed to match.

All Parasite Powers require an expenditure of MP to function. Characters without sufficient MP, obviously, cannot use powers requiring that number of MP. For example, a character with four MP cannot use a power that costs five MP, but could use any of their powers that require four or fewer MP.

Parasite Powers are divided into five types. The first four are elemental categories, based on how the Neo-Mitochondria relate to and make use of the four classic elements of Air, Earth, Fire, and Water. The fifth category are Transformation Powers, possessed by those NMHs who contracted Neo-Mitochondria from infection from an ANMC. These powers are intimately linked with an infected NMHs struggle against his NMC nature.

Each Parasite Power is activated through an Attribute + Power roll. The Attribute varies with each power, and is listed in that power's description. The Power is the number of dots the character possesses in that type of power.

Some Powers may call for resistance rolls. NMCs and NMHs attempting to resist these powers use their Parasite Energy score. Other supernaturals attempting to resist these powers will use their appropriate statistic, such as Blood Potency, Primal Urge, or Azoth.

Some NMCs will possess other abilities not listed here. Those unique attacks are expressions of the animal's own nature through Neo-Mitochondria, and cannot be learned by NMHs, either activated or infected.

Air

Air, when channeled through Neo-Mitochondria, becomes the element of change, force, and electricity. These powers are frequently electrical in nature, though the addition of Neo-Mitochondrial energy makes this electricity function in unusual ways.

• Heightened Senses

This power sharpens the character's natural senses. He can see, hear, and smell farther and with more clarity and detail than any human, and each individual sense is heightened to a level at least equal to that of an animal evolutionarily designed for the task (an eagle's eyesight or bloodhound's sense of smell, for example.) While the character may be able to hear as keenly as a bat, he cannot make use of echolocation. . . his brain isn't wired to make use of sound stimuli in that manner. Touch is refined to an extent where a character can read written words on a page by touch (provided he's learned to make out the letters by touch) and feel anything on a surface larger than microscopic dust particles. A sense of taste becomes powerful enough to pick out the individual ingredients in any mixture, no matter how complex. . . even picking out things such as poisons and other drugs in a drink, for instance.

Cost: 1 MP

Dice Pool: This power involves no roll, activation is automatic, and the character will notice most any mundane object in range of his senses. These heightened senses are useless against supernatural powers, however. . . vampires using Obfuscate or mages creating illusions fool the character's Heightened Sense just as they fool regular mortals.

This power does not allow a character to see in pitch blackness. Some light source is required for the character to make out anything.

Action: Instant.

•• Aether Currents

Air is constantly moving, even if that motion is imperceptible to humans. Air power at this

level allows a character to utilize those currents to sense his surroundings, providing him with a sixth sense. There are those who claim the currents sensed with this power are actually psychic in nature, and some applications of this ability seem to prove them right, for it acts as a potent precognitive danger sense, as well.

Cost: 2 MP

Dice Pool: Wits + Air

Action: Instant. The power lasts for the remainder of the scene.

Roll Results:

Dramatic Failure: The character not only fails to activate the power, but the part of his brain which allows him to sense additional stimuli shuts down for the remainder of the day. Until he rests for eight full hours, he cannot use any Parasite Powers that affect his senses, and he cannot sense NMCs.

Failure: The character fails to activate the power.

Success: The character gains the basic benefits of his Aether Sense.

Dramatic Success: The character gains not only the basic advantages, but the danger sense abilities of Aether Sense as well.

With a success, the character can perceive all objects around him within his normal sensory range (not the boosted sensory range provided by Heightened Senses, and Heightened Senses does not affect this power.) He knows the precise location in relation to him of all objects and beings. The power can even detect illusions (by their absence) or invisible or otherwise mystically concealed objects or persons (such as an Obfuscated vampire.) To accomplish this, the character rolls Wits + Air, with the appropriate Resistance applying. For example, if attempting to detect an Obfuscated vampire, the player rolls Wits + Air - the vampire's Blood Potency.

On a dramatic success, Aether Sense also conveys a precognitive danger sense to the character. This sense detects environmental hazards (such as a chandelier primed to fall [either deliberately or due to old age], toxic gasses, rotten floorboards, trap doors, etc.), dangerous beings (such as a vampire on the hunt who doesn't care if his victim lives or dies), or those who deliberately mean the character harm (such as a Mage seeking to destroy this fascinatingly powerful human.) The sense makes no concrete distinction. . . the character will simply know not to step on this spot or to avoid this person. The character automatically succeeds at any surprise rolls in combat, as his danger sense warns him the battle is coming several seconds in advance. Lastly, because of its precognitive nature, the character can apply his Defense to firearms attacks.

••• Necrosis

This air power channels destructive electricity into a bolt that sizzles from the character's fingertips. The electricity damages the target normally, but the energy continues to wreak havoc with the target at a cellular level, causing tissue death over a prolonged period. Those subjected to particularly powerful blasts literally begin rotting away, hence the power's name.

Cost: 4 MP

Dice Pool: Dexterity + Air - target's Defense.

Action: Instant

Roll Results:

Dramatic Failure: The character channels his mitochondrial energy incorrectly, taking one level of bashing damage and loses the MP spent..

Failure: The character fails to channel the energy, and the MP for this power are not spent.

Success: The character successfully invokes the power.

Dramatic Success: The character channels a particularly strong blast of necrotic energy, doubling the duration the target suffers this power.

The power does health levels of bashing damage equal to the Wits + Air - Defense roll. In addition, for a number of turns equal to the Wits + Air - Defense roll, the target takes one additional bashing damage, which are upgraded as normal. Note that this damage is electrical in nature, meaning that Prometheans actually gain health levels with the initial roll. The leftover energy has no effect on nonliving tissue, so vampires, Prometheans, zombies, and other nonliving or inorganic creatures do not lose health levels after the initial attack.

This attack can be used at a range of up to ten feet per Air dot.

•••• Plasma

This power charges up and then releases a bio-electrical shockwave into the atmosphere around the character. This wave contains highly energized air particles, causing damage to those in range. The turbulence so generated can also knock those nearby to their feet.

Cost: 4MP

Dice Pool: Intelligence + Air. The wavefront is a nearly solid dome extending outwards, unable to be dodged. As such, targets may not apply their defense against this attack.

Action: Instant

Roll Results:

Dramatic Failure: The character channels his mitochondrial energy incorrectly, taking two levels of bashing damage and loses the MP spent.

Failure: The character fails to channel his mitochondrial energy. The MP for this power are not spent.

Success: The character successfully uses the power.

Dramatic Success: The attack deals two additional dice of damage.

All characters within ten feet of the character take four dice of bashing damage, and must make a Stamina + Athletics roll (requiring as many successes as those achieved on the Intelligence + Air roll) to remain upright. If they fail, they are knocked prone, taking a -4 dice penalty on all physical actions until they spend a turn getting to their feet (a character who achieves four successes on a Dexterity + Athletics roll may get to his feet as a reflexive action.) Again, this damage is electrical, healing Prometheans struck by it, though they may be knocked prone as easily as anyone else.

••••• Apobiosis

The character lets out a surge of bioelectrical energy, which arcs through the surrounding atmosphere seeking out those who have earned the character's ire. Though the Neo-Mitochondrial energy seeks out those who mean the character harm, none are truly safe from this electrical onslaught.

Cost: 5 MP

Dice Pool: Intelligence + Air. As with Plasma, Defense does not apply, as the electrical storm arcs and strikes at the speed of light.

Action: Instant.

Roll Results:

Dramatic Failure: The character channels his mitochondrial energy incorrectly, suffering three levels of bashing damage and losing the MP spent.

Failure: The character fails to channel his mitochondrial energy, and the MP for this power are not spent.

Success: The character strikes his opponent's successfully.

Dramatic Success: The character strikes his targets unerringly, with no chance of hitting his comrades or innocents.

When this power is activated, a number of electrical arcs strike out from the character equal to the combined Intelligence + Air dice pool (NOT the successes rolled). Many more may actually be created, but these arcs are the ones which will strike local beings. . . the others simply ground out in nearby light fixtures, pipes, signposts, or any other electrically attractive object. This may result in other interesting conditions as light bulbs blow out, pipes burst, valves sear shut, and windows shatter.

Each damaging arc must be assigned to one target and one target only, and each bolt must hit a different target. The player selects which beings are hit first, though if he runs out of enemies, and there are still unused arcs, he must begin targeting his allies and innocent bystanders. None are safe when Apobiosis is used.

On a dramatic success, however, the character may target only his opponents. Unused arcs are drained into the local scenery, and not at his allies or local innocents.

EXAMPLE: Aya uses Apobiosis against three vampires. Her partner, Aaron, and an innocent bystander, Robert, are all nearby. Aya creates eight arcs with her Apobiosis, three of

which she targets at the vampires. She still has five more arcs to assign, and so must assign one to Ethan and one to Robert. The remaining three ground out against nearby objects. . . Aya's player selects a dumpster, a traffic light, and a street sign. If she had achieved a dramatic success, the remaining five arcs could have likewise been directed at objects rather than her friends.

Again, the damage from this attack is electrical in nature, and so will heal Prometheans it strikes. This power can strike characters at nearly any range the character can perceive with his regular senses, though Storytellers and players are advised to keep it from becoming disgustingly powerful by limiting it to a single, relatively local area. A city block, for example, rather than an entire small town.

Earth

Earth is the element of strength. Channeled through Neo-Mitochondria, it is literally the Earth. . . or specifically, the Earth's gravitational and magnetic fields. Drawing on the Earth allows for some of the most useful, versatile, and- perhaps most importantly- covert Parasite Powers.

• Personal Gravimetrics

The character can change how strongly the Earth's gravitational field affects him, reducing his attraction to the Earth so that he can jump farther and higher, or reducing the rate of speed at which he falls back to the ground.

Cost: 1 MP

Dice Pool: None. The character instead gains bonus dice equal to his Earth dice on all rolls involving jumping or climbing. The character also adds three yards to the distance he must fall before incurring damage per Earth dot. For instance, at Earth 1, the character must fall six yards before incurring damage, and doesn't reach terminal velocity until he falls sixty yards. At Earth 2, he must fall nine yards to take damage, and doesn't reach terminal velocity until he has fallen 90 yards.

Action: Instant.

•• Telekinesis

The character can alter how his body's gravitational field affects objects in relation to the Earth. . . in essence, he can make his body more gravitationally attractive to an object than the Earth, causing the object to literally "fall" towards him.

Cost: 1 MP per 10 pounds of the object's weight.

Dice Pool: Intelligence + Earth.

Action: Instant.

Roll Results:

Dramatic Failure: None.

Failure: The character fails to use the power, and the MP are not spent

Success: The character brings the object to him as desired.

Dramatic Success: None.

The character may move an object that weighs up to ten pounds per Earth dot. Generally, the character can only move objects toward him, but he may move objects away a -2 dice penalty. He can attempt to hurl such an object at another character, though this also applies the target's defense, unless the target is unaware of the object's motion (the crate behind him suddenly toppling off its stack and onto his head, for instance.)

••• Antibody

The character draws on the strength of the Earth's magnetic field to shield him from harm.

Cost: 1 MP per dot of protection gained.

Dice Pool: Stamina + Earth

Action: Instant.

Roll Results:

Dramatic Failure: None.

Failure: The character fails to invoke the power, and the MP are not spent.

Success: The character invokes the power.

Dramatic Success: None.

The character gains one point of armor per success rolled, up to the character's Earth dots. He may voluntarily reduce the amount of protection gained to save MP. This armor subtracts dice from all targeted attacks, and also removes damage from attacks made without associated hit rolls. The armor is never applied twice. . . it either affects the attack roll or the damage from a source without an attack roll, but it does not reduce damage from an attack made by an attack roll.

•••• Energy Shot

The character channels gravitational energy into a bullet, essentially giving it more mass than it has normally. Since force is equal to mass times acceleration, this can make standard firearm attacks powerful far out of proportion to the bullet used.

Cost: 1 MP per attack die gained.

Dice Pool: Intelligence + Earth

Action: Instant

Roll Results:

Dramatic Failure: The attempt to channel energy into the bullet fails, fouling the gun's action. The gun is jammed and must be cleared.

Failure: The power is not invoked.

Success: The power is invoked successfully.

Dramatic Success: The bullet carries not only additional energy, but a cancerous package of mitochondria that will assault the target's cells.

The character's firearm attacks gain bonus dice equal to the successes rolled, up to the character's Earth rating. The character may opt for fewer dice to save MP. These dice are in addition to any other bonus dice for equipment or other abilities.

On a dramatic success, the bullet delivers a cancerous package of mitochondria that assaults the target's cells. The target takes an additional level of bashing damage for one turn per Earth dot the character has. This ability only affects living creatures. . . vampires, Prometheans, other creatures whose organic tissues are dead, or inorganic creatures are not affected by this extra damage, though the bonus dice are still usable.

••••• Gravimetrics

The character's mastery of gravity allows him to alter how his own body interacts with other gravity fields.

Cost: 5MP, plus 1 MP per turn.

Dice Pool: Stamina + Earth

Action: Instant.

Roll Results:

Dramatic Failure: None.

Failure: The character fails to invoke the power.

Success: The character invokes the power successfully.

Dramatic Success: None.

The character may walk on walls, ceilings, or other surfaces as though they were floors. Altering his center of gravity to a new surface is instantaneous, allowing him to run along a floor, up a wall, and then across a ceiling as easily as across a flat surface. Until the character's equilibrium adjusts to the use of this power, he suffers a -2 dice penalty to all actions while using this power. After sufficient practice with this ability, the penalty drops to -1 die, then disappears with further practice.

Fire

Channeled through Neo-Mitochondria, Fire is the element of destruction. Most Fire powers, therefore, revolve around reducing others to charred husks. A master of Fire Parasite Powers is the scourge of most supernaturals, since fire almost universally harms preternatural beings grievously.

• **Body Temperature**

The character can alter his body temperature to become immune to the damaging effects of extreme temperatures, and even open flames.

Cost: 1 MP per turn.

Dice Pool: None, activating this power is automatic

Action: Instant.

While this power is active, the character suffers no ill effects and takes no damage from extreme heat, extreme cold, or open flames. However, the character must "calibrate" his body temperature to resist each effect at the start of his turn. If his body is set up to immunize him against damage from a fire, extreme temperatures can still harm him, and cold will have an increased effect upon his body.

•• **Flame Body**

The character can light his body on fire, making it dangerous in the extreme to approach him. The fire doesn't burn his flesh, clothing, or other possessions. . . its fuel is nothing more or less than his own mitochondrial energy.

Cost: 1 MP per turn.

Dice Pool: None. Activating this power is automatic.

Action: Instant.

While the character is on fire, he deals 1 health level of damage per Fire dot to characters coming in contact with him. This damage is, obviously, fire damage, and thus is aggravated to most supernaturals, such as vampires. At the Storyteller's discretion, the character may set nearby objects alight or damage weapons used to strike him (a sword may, after repeated hits, suffer a Durability penalty as the fire robs it of its temper, while a wooden club may catch fire.) He may maintain the flames for as long as he wishes, though must spend 1 MP per turn to do so. This fire affords him no special protection. . . any attack that hits him, even another fire-based attack, will do damage as normal.

••• **Pyrokinesis**

The character can channel mitochondrial heat into a blast of flame from his fingertips.

Cost: 3 MP

Dice Pool: Dexterity + Fire - target's Defense

Action: Instant.

Roll Results:

Dramatic Failure: The character channels his mitochondrial power incorrectly, suffering one point of bashing damage, and losing the spent MP.

Failure: The character fails to invoke the power.

Success: The character invokes the power normally.

Dramatic Success: The damage inflicted by the attack is increased by two.

If successful, this attack deals one damage to the target for each dot of Fire the character possesses. Again, this damage is fire-based, causing aggravated damage to those who suffer aggravated damage from fire.

•••• **Combustion**

Channeling his mitochondrial energy into blasts of flame, the character sweeps these blasts in the area in front of him, striking any within that area.

Cost: 5 MP

Dice Pool: Dexterity + Fire. The blasts of flame sweep through a large area very quickly, making them impossible to avoid. The defense of characters within this area does not apply.

Action: Instant.

Roll Results:

Dramatic Failure: The character channels his mitochondrial energy incorrectly, suffering two levels of bashing damage, and losing the MP spent.

Failure: The character fails to invoke the power.

Success: The power is invoked normally.

Dramatic Success: None.

The attack deals fire damage equal to the successes achieved on the activation roll. All characters within a ten-foot cone in front of the character take damage. This power may also ignite flammable materials within its area of effect.

•••• Inferno

The pinnacle of Fire powers, this ability allows a character to burn individuals all around him with but a thought. Those affected by the power appear to simply burst into flames, victims of spontaneous combustion.

Cost: 2 MP per affected person

Dice Pool: Intelligence + Fire.

Action: Instant.

Roll Results:

Dramatic Failure: The character channels his mitochondrial energy incorrectly, taking one level of bashing damage per target selected.

Failure: The character fails to ignite the targets.

Success: The character ignites his targets.

Dramatic Success: The character may assign damage to any targets, skipping over some in favor of others.

All characters within the immediate area are affected. Each affected character takes fire damage equal to the successes achieved on the character's Intelligence + Fire roll. Characters with a supernatural attribute, such as Blood Potency, Gnosis, etc., may apply those attributes as subtracting successes from the roll, and thus reducing damage. The character must begin designating targets based on their proximity to him, with those physically closest taking priority. He may stop designating characters at any time, selecting as many or as few as he desires to spend MP on. He may not, however, skip characters close to him to move on to others farther away. For example, he couldn't skip his ally standing right next to him to hit the vampire ten yards away.

With a dramatic success, the character may allocate this damage to any characters within range. . . he may skip over allies next to him to strike enemies beyond.

Water

Water is the element of life, renewal, and healing. When channeled through Neo-Mitochondria, Water provides powers relating to treating injuries, and even allows regeneration of wounded tissue.

• Diagnose

The character may sense injuries to himself or others, including toxins and diseases.

Cost: 1 MP per use.

Dice Pool: Wits + Water

Action: Instant.

Roll Results:

Dramatic Failure: The character gains patently false information, such as the presence of a disease where there is none or reading a severely wounded person as perfectly healthy.

Failure: The character learns nothing.

Success: The character gets the information he seeks.

Dramatic Success: Not only does the character learn the information he's looking for, but can use this power again during the scene without paying another MP.

If successful, the character can discern not only how many health levels the target has, but if he has taken wounds to any of them, what manner of wounds (bashing, lethal, or aggravated), and if the target currently has any toxins or diseases at work in his system. Identifying toxins or diseases requires a separate Intelligence + Medicine roll. This power will also identify most supernaturals by unique physical signs. . . the vampire's lack of life, the disfigurements of a Promethean, a werewolf's shapechanging nature, etc. Mages are a notable exception, since their Supernal magic has no physiological effect (unless they are under a spell that affects their body, though even then, the character will be helpless to tell if the spell was cast upon them by themselves or by another agency.)

•• Clairgnosis

This ability, a refinement of Diagnose, allows the character to see not only his target's physical conditions, but physical and metaphysical strengths and weaknesses.

Cost: 2 MP per use.

Dice Pool: Wits + Water - supernatural resistance, if applicable.

Action: Instant.

Roll Results:

Dramatic Failure: The character gleans completely false information, such as the werewolf in front of him being resistant to damage from silver weapons.

Failure: The character learns nothing.

Success: The character learns one piece of information per success.

Dramatic Success: None. The additional successes are reward enough on their own.

If successful, the character learns one strength or weakness per success. Strengths can be the target's actual ratings in attributes, active supernatural abilities such as mage armors or Resilience, Vigor, or Celerity Disciplines, a vampire's innate resistance to bullet wounds, or a werewolf's healing factor. Weaknesses would include a werewolf's vulnerability to silver, a vampire's banes of fire or sunlight, active supernatural effects that make a character vulnerable to some thing or other, etc. It would not reveal abilities such as a Promethean's ability to heal through electrical contact, a vampire's ability to use Blood Buff (though it would reveal if such increases are active), or worn armor. Each success reveals one piece of information, in addition to all those gained from Diagnose.

••• Metabolism

This ability allows the character to purge himself of any harmful toxin or disease instantly.

Cost: 3 MP

Dice Pool: Stamina + Water

Action: Instant.

Roll Results:

Dramatic Failure: None.

Failure: The character fails to cleanse his body of the chosen ailment, and may not try again for one day.

Success: The character removes the chosen ailment from his system.

Dramatic Success: The character not only cleanses his system of the toxin, but works his immune system into overdrive, rendering him immune to all toxins and diseases for 24 hours.

The character must first target a known toxin or disease in his body (usually through use of Diagnose.) If successful, the chosen toxin or disease is immediately broken down and absorbed into his body, though any damage done must be healed separately. Toxins or diseases of supernatural origin impose a -2 penalty.

•••• Healing

The character can regenerate tissue at a fantastic rate.

Cost: 2 MP per Bashing wound, 3 MP per Lethal wound, 4 MP per aggravated wound.

Dice Pool: Stamina + Water

Action: Instant.

Roll Results:

Dramatic Failure: None.

Failure: That character fails to invoke the power.

Success: The character heals his wounds.

Dramatic Success: None.

The character can heal one health level per success rolled, up to his Water dots. He may heal fewer, if he wishes, to save MP, but must start at the far right of his health track. He could not, for example, skip two bashing wounds to heal an aggravated wound. This power also rejuvenates existing cells when used. Regular use of this power will grant its host perpetual youth, also called "neoteny."

••••• Liferain

The most dreaded Water power, it combines healing and destruction in one handy package.

Cost: 3 MP per Bashing health level, 4 MP per Lethal health level, 5 MP per aggravated health level.

Dice Pool: Dexterity + Water – supernatural resistance, if any.

Action: Instant.

Roll Results:

Dramatic Failure: None.

Failure: The character fails to damage his target.

Success: The character damages his target, transferring that damage into healing energy for himself.

Dramatic Success: None.

The character can choose to inflict Bashing, Lethal, or Aggravated damage with this ability, paying the appropriate cost. He inflicts one health level per success rolled on his target, and heals one health level of the same type as he inflicted. For example, Aya has taken three aggravated and two bashing damage, and she chooses to inflict aggravated damage on her opponent. She deals five health levels of aggravated damage, and heals back her three health levels of aggravated damage. She could use this power again next turn to inflict bashing damage and heal back her bashing wounds. The character must have wounds of the appropriate type to inflict them. . . a character could not choose to inflict aggravated damage with this power if he had no aggravated wounds to heal, for instance. As such, this power is only useful after a character has taken damage.

This power requires the character to touch their victim. This power relies on living mitochondrial energy, and so will not work on vampires, Prometheans, or other undead or inorganic entities.

Transformation Powers

Transformation Powers are almost all intimately linked with an infected NMH resisting the Neo-Mitochondria within that want to turn him into a mindless, though cunning, predator. Transformation powers are, in part, abilities granted to ANMCs by Neo-Mitochondria, but some are specifically “symptoms” of the struggle against that ANMC nature.

• Resist Shapeshift

The character's Neo-Mitochondria want to rebuild his body into something better, though he refuses to give up his human form.

Cost: None/2 MP

Dice Pool: Stamina + Transformation

Action: Instant.

Roll Results:

Dramatic Failure: The character immediately assumes his ANMC form, and enters a frenzy in which he will attack and attempt to devour any person within reach.

Failure: The character slips into his ANMC form, but retains mental control.

Success: The character holds off the transformation.

Dramatic Success: The character holds off the transformation, and need not roll again for the remainder of the scene, no matter what other stimulus may occur.

When the character experiences a stressful situation, such as combat, his Neo-Mitochondria may attempt to force an ANMC form on his body. To resist, the character taps into this power. Characters without this power are completely at the whim of their Neo-Mitochondria's "rebuilding" efforts, and so it is highly recommended that infected NMH characters purchase this power immediately.

Characters with this power may also choose to slip into their ANMC form. The roll is the same, though it costs 2 MP to do so, and the character may only remain in their ANMC form for a number of turns equal to their Stamina + Transformation dots. The character may also choose not to resist when an unwilling change comes along; however, they have no control over when

they will regain their human form. A few tales are told of "a friend who knew a guy who knew a guy who saw a person" willingly let his ANMC form come out, and never transformed back again. For more details on ANMC forms and statistics, see the Adversaries chapter.

•• **Savage Attack**

The character's ANMC form comes equipped with some manner of natural weapon capable of inflicting tremendous damage

Cost: 2 MP

Dice Pool: None.

Action: Instant.

When the character shapeshifts into his ANMC form, he gains the advantage of natural weaponry far more powerful than that claimed by most ANMCs. Attacks with his ANMC form's natural weapons inflict aggravated damage instead of their normal damage. The character must be in their ANMC form to use this power, and it lasts only as long as they maintain their ANMC form.

••• **Energy Attack**

The character may channel elemental energy into his melee weapons, or even into his hands, feet, teeth, claws, etc.

Cost: 2 MP

Dice Pool: None.

Action: Instant.

The character selects a weapon or area of his body to imbue with the elemental energy. Attacks with that weapon or body part gain a +2 dice bonus. In addition, they gain a special ability based on the element chosen, as described below.

Air: The attack gains another bonus die, and all damage inflicted by the attack is considered electrical in nature. The weapon crackles with green-tinted electrical energy while this power is activated.

Earth: Targets hit by the attack must make a Stamina + Athletics roll with a penalty equal to the damage inflicted, or fall prone. The weapon is covered in an aura of yellowish light that crackles and spits when it comes in contact with another object.

Fire: The attack gains an additional bonus die, and all damage is considered to be fire damage. The weapon is, of course, on fire while this power is active.

Water: A character hit by the attack must make a Stamina + Survival roll with a penalty equal to the damage inflicted, or suffer the same penalty on all actions on their next turn. The weapon is covered in frost and has a blue glow, which flashes brightly when it contacts an object.

•••• **Invisibility**

The character is able to render himself invisible to the naked eye. This invisibility is completely physical in nature, and so can be detected with certain equipment.

Cost: 2 MP

Dice Pool: Dexterity + Stealth

Action: Instant.

Roll Results:

Dramatic Failure: None.

Failure: The character remains visible.

Success: The character becomes invisible.

Dramatic Success: None.

While invisible, the character cannot be detected by mere sight, though certain enhanced or mystical senses may still be able to pick him out, and he can be heard or scented normally. Any character trying to defeat the character's invisibility with enhanced vision must roll Wits + Investigation, opposed by the character's Dexterity + Stealth. The character uses Dexterity + Stealth to defeat characters trying to pinpoint him by hearing, as well. The character must "decloak" immediately before attacking, though his target is denied his Defense for that attack.

••••• **Resurrection**

This is the ultimate Parasite Power. . . the ability to rise from the dead.

Cost: 2 Parasite Energy dots.

Dice Pool: None.

Action: Instant.

The character loses two *dots* from his Parasite Energy score, and returns to life at full health (erase all wounds on his health chart, even aggravated ones.) The character may return to life at any time during the scene, delaying his rise until his enemies have left, for example. However, if he does not activate this power by the end of the scene, he cannot do so, and remains dead.

Once used, the character cannot use this power again until he increases his Parasite Energy by at least one dot. This power cannot reduce a Parasite Energy score to less than one, so the character must have at least three dots of Parasite Energy to use this ability.

The old, battered pick-up truck sped along the deserted desert highway, the trail of dust it kicked up barely visible in the light of the full moon. Ahead, a wooden sign declared the road closed. The truck didn't even slow down, smashing through the sign and continuing on.

From atop a bluff high above the road, two long, lean, four-legged figures with overly long necks watched. They made sounds halfway between a moan and a purr, and looked at each other, shifting their wide, soft feet in the sand. They turned and ducked suddenly, as another creature, similar in build but much larger, with a coat of white fur that shone majestically in the moonlight, approached. It, too, saw the car, and knew that there was good hunting to be had.

Devoid of what men would call intelligence, the creatures nonetheless were able to communicate with their vocalizations, and devise a plan. From all over the desert, other members of the pack assembled, and converged on the vehicle.

Their long legs and wide, soft feet gave them excellent speed across the desert sands, and they used this speed to chase down the vehicle, harassing and herding it toward where their ambush had already been set up. The truck pulled to a stop at the entrance to an old, abandoned mine, and the Chasers knew their meal was at hand.

Chapter Five: Adversaries

The chief nemesis of the NMH is the NMC, the Neo-Mitochondrion Creature. But there are also ANMCs, Artificial Neo-Mitochondrion Creatures, as well as the fearsome GOLEM soldiers, cyborg corpses animated with Neo-Mitochondria and designed to be not only hunters for NMCs and ANMCs, but the perfect soldiers for the battlefields of the 21st Century. In addition, there is speculation that Eve is still out there, lying dormant in the mass of Neo-Mitochondria, waiting for her opportunity to breed the Ultimate Being once more. And what of the Ultimate Being itself? Adding to these difficulties are the supernaturals who've inhabited this world long before Neo-Mitochondria, and may not be keen on seeing new players on the field.

Neo-Mitochondrion Creatures

Neo-Mitochondrion Creatures, or NMCs are ordinary animals who have been taken over by Neo-Mitochondria. They are larger, stronger, tougher, and deadlier than their normal counterparts, and all are ravenously carnivorous. Humans are their preferred prey, especially humans with high Parasite Energy ratings.

Nearly any animal can be transformed into an NMC, though some seem more likely candidates than others, and some breeds are more successful at establishing their own self-perpetuating "ecology." Some sample NMCs are listed below, but the list is by no means exhaustive.

Note: NMCs, like their animal counterparts, use the higher of their Dexterity or Wits scores for Defense.

Rats

Description: NMC Rats are nuisances, though they can be dangerous in large groups. Singly, they can often be found feasting on the remnants of other NMC kills. In large groups, they can swarm a larger opponent, eating him alive.

Attributes: Intelligence 1, Wits 2, Resolve 1, Strength 2, Dexterity 5, Stamina 2, Presence 3, Manipulation 0, Composure 1

Skills: Athletics 3, Brawl (Bite) 4, Stealth 3, Survival 4

Willpower: 2

Initiative: 6

Defense: 5

Speed: 10 (species factor 3)

Size: 1

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	1 (L)	8

Health: 3

Parasite Energy: 1

Mitochondria Points: 10/1

Bats

Description: Similar to rats that fly, bats are more a nuisance than an actual threat, unless they attack in swarms. Unfortunately, they almost always do attack in swarms.

Attributes: Intelligence 1, Wits 2, Resolve 1, Strength 1, Dexterity 5, Stamina 1, Presence 3, Manipulation 0, Composure 1

Skills: Athletics (Flight) 4, Brawl 1, Survival 3

Willpower: 2

Initiative: 6

Defense: 5

Speed: 16 (Flight only, species factor 10)

Size: 1

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	1 (L)	3

Health: 2

Parasite Energy: 1

Mitochondria Points: 10/1

Wasp

Description: Neo-Mitochondria seem to prefer wasps with parasitic reproduction as hosts. These wasps form hives, sending out warrior wasps to catch prey, paralyze them, and bring them back to the nest, where they are injected with eggs. The larvae eventually hatch, consuming their paralyzed, but still conscious, host from the inside.

Attributes: Intelligence 1, Wits 3, Resolve 2, Strength 3, Dexterity 4, Stamina 2, Presence 4, Manipulation 0, Composure 3

Skills: Athletics (Flight) 4, Brawl (Sting) 3, Survival 3

Willpower: 2

Initiative: 7

Defense: 4

Speed: 10/15 (Species factor 3 walking, 7 flying.)

Size: 1

Weapons/Attacks:

Type	Damage	Dice Pool
Sting	2 (L)	8

Health: 3

Parasite Energy: 1

Mitochondria Points: 10/1

Parasite Powers:

Venom: A wasp who successfully stings its opponent may spend one Mitochondria Point to cause the victim to make a Stamina roll. If they fail, they are paralyzed for one hour.

Lifting: A Wasp's Strength is treated as three higher for purposes of lifting/carrying objects.

Scorpion

Description: These three-foot long insectoid monstrosities are some of the most dangerous NMCs. They will frequently burrow under loose sand, crawling out quickly to surprise their prey.

Attributes: Intelligence 1, Wits 1, Resolve 2, Strength 3, Dexterity 2, Stamina 3, Presence 4, Manipulation 0, Composure 2

Skills: Athletics (Digging) 4, Brawl (Sting) 3, Survival 3

Willpower: 2

Initiative: 4

Defense: 2

Speed: 7 (Species factor 2)

Size: 1

Weapons/Attacks:

Type	Damage	Dice Pool
Sting	2 (L)	8

Health: 4

Parasite Energy: 2

Mitochondria Points: 11/2

Parasite Powers:

Armor: By spending one Mitochondria Point, the Scorpion may double its available health levels for the remainder of the scene.

Artificial Neo-Mitochondrion Creatures

Artificial Neo-Mitochondrion Creatures, or ANMCs, were first created deliberately by a secret organization with the intent to convert all humans into various breeds of ANMCs. To this end, they attempted to create a Neo-Mitochondrial retrovirus, to increase the infectious capacity of Neo-Mitochondria into something that would overtake the world in only a few months. The project failed, but many ANMCs escaped, and began to spread their new Neo-Mitochondrial plague. Before, humans had been immune to infection by Neo-Mitochondria, but not anymore.

Now, ANMC is a catch-all term for any NMC that was once human. They are divided into various breeds, created by this unknown organization and passed on via infections from other ANMCs. ANMCs are cunning, retaining their human intelligence, but thinking only of the hunt and the kill.

Note: ANMCs also use the highest of their Wits or Dexterity for their Defense.

Stranger, Lesser

Description: A small, apelike ANMC, the Lesser Stranger stands about four feet tall. It has a hunched-over appearance and backwards-articulated legs, which together rob it of about two feet of height it would have otherwise. It's arms are shrunken and largely useless, thus it tends to attack with it's jaws.

Attributes: Intelligence 3, Wits 4, Resolve 3, Strength 3, Dexterity 3, Stamina 2, Presence 3, Manipulation 2, Composure 2

Skills: Brawl (Bite) 3, Survival 3

Willpower: 4

Initiative: 5

Defense: 4

Speed: 10 (Species factor 4)

Size: 4

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	2 (L)	9

Health: 6

Parasite Energy: 2

Mitochondria Points: 11/2

Parasite Powers:

Shapeshift: By spending two Mitochondria Points, the Lesser Stranger may assume a human shape for a number of minutes equal to it's Stamina.

Stranger, Greater

Description: The larger, more dangerous cousin of the Lesser Stranger, the Greater Stranger is physically very similar, though stronger and deadlier thanks to it's size and fledgling Parasite Powers.

Attributes: Intelligence 3, Wits 4, Resolve 3, Strength 4, Dexterity 3, Stamina 4, Presence 4, Manipulation 2, Composure 3

Skills: Athletics 2, Brawl 4, Survival 2

Merits: Fighting Style: Leaping Kick 1 (on a successful Dexterity + Athletics roll, adds two dice to any kick attack.)

Willpower: 5

Initiative: 6

Defense: 4

Speed: 11 (Species factor 4)

Size: 6

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	2 (L)	10
Kick	1 (L)	9

Health: 10

Parasite Energy: 3

Mitochondria Points: 13/3

Parasite Powers:

Resurrect, Savage Attack, Shapeshift: By spending two Mitochondria Points, the Greater Stranger may appear human for a number of hours equal to its Stamina.

Brute

Description: Large, muscular ANMCs, the Brute uses its upper-body strength to bludgeon its prey into submission.

Attributes: Intelligence 2, Wits 3, Resolve 3, Strength 5, Dexterity 2, Stamina 4, Presence 2, Manipulation 1, Composure 1

Skills: Brawl 5, Survival 3

Merits:

Willpower: 4

Initiative: 3

Defense: 3

Speed: 7 (Species factor 0)

Size: 5

Weapons/Attacks:

Type	Damage	Dice Pool
Punch	3 (B)	13

Health: 9

Parasite Energy: 2

Mitochondria Points: 11/2

Parasite Powers:

Savage Attack

Chaser

Description: Quadrapedal ANMCs, Chasers are desert-adapted predators who run down their prey, knocking them to ground to soften them up before moving in for the kill. Their pack tactics and coordination make them exceedingly dangerous when encountered in groups.

Attributes: Intelligence 3, Wits 4, Resolve 3, Strength 3, Dexterity 4, Stamina 3, Presence 3, Manipulation 3, Composure 2

Skills: Athletics 4, Brawl 2, Survival 4

Merits: Pack Tactics 2

(Pack Tactics 1: Adds one die to all Chasers involved in the combat. If no other Chasers are present, this character instead takes a one die penalty.)

(Pack Tactics 2: All Chasers in the battle may modify their initiative rating up or down one step at the start of the combat.)

Willpower: 4

Initiative: 6

Defense: 4

Speed: 22 (Species factor 15)

Size: 6

Weapons/Attacks:

Type	Damage	Dice Pool
Charge 1 (B)	6*	

*For every ten feet the Charger covers in the turn it strikes a character with its Charge attack, it gains a +1 bonus.

Health: 9

Parasite Energy: 2

Mitochondria Points: 11/2

Parasite Powers:

Alacrity: The Charger may, by spending two Mitochondria Points, move up to double its speed and use its Charge attack in the same turn. However, its Defense is reduced by one.

Chaser Alpha

Description: The Chasers have a pack-like society, and no pack is complete without an Alpha. Perhaps one Chaser in twenty is created as an Alpha, but these creatures are far tougher than their regular Chaser counterparts. Considering that they almost always have a pack of Chasers attending them, and they become formidable opponents, indeed.

Attributes: Intelligence 4, Wits 5, Resolve 4, Strength 5, Dexterity 5, Stamina 4, Presence 4, Manipulation 4, Composure 4

Skills: Athletics 5, Brawl 4, Survival 5

Merits: Pack Tactics 3

(Pack Tactics 1: Adds one die to all Chasers involved in the combat. If no other Chasers are present, this character instead takes a one die penalty.)

(Pack Tactics 2: All Chasers in the battle may modify their initiative rating up or down one step at the start of the combat.)

(Pack Tactics 3: The pack may roll an extended Manipulation + Athletics roll, opposed by the prey's Wits + Composure to herd a group into an ambush. Ten total successes are required. If successful the prey takes a -2 penalty on their surprise rolls. The ambush can be set up in any location of the Chaser pack's choosing.)

Willpower: 6

Initiative: 9

Defense: 5

Speed: 25

Size: 7

Weapons/Attacks:

Type	Damage	Dice Pool
Charge 1 (B)	6*	

*For every ten feet the Charger covers in the turn it strikes a character with its Charge attack, it gains a +1 bonus.

Health: 11

Parasite Energy: 5

Mitochondria Points: 17/5

Parasite Powers:

Resurrection, Savage Attack, Alacrity: The Charger may, by spending two Mitochondria Points, move up to double its speed and use its Charge attack in the same turn. However, its Defense is reduced by one.

Stalker

Description: This ANMC has four limbs, each of which can be used as either arms or legs. Its three-digitated manipulators allow it to cling to any surface not completely smooth, and it has the ability to render itself invisible before it strikes. A bone spar emerges from the creature's "wrists," allowing it to skewer its prey in vital organs.

Attributes: Intelligence 3, Wits 4, Resolve 3, Strength 2, Dexterity 4, Stamina 3, Presence 2, Manipulation 2, Composure 2

Skills: Athletics 4, Brawl 3, Stealth 5, Survival 4

Merits: Prehensile 2

(The character may cling to any surface not totally smooth. . . hewn rock, drywall, stucco, and such are possible, but glass and smooth metal are not.)

Willpower: 4

Initiative: 6

Defense: 4

Speed: 10 (Species factor 4)

Size: 4

Weapons/Attacks:

Type	Damage	Dice Pool
Skewer 2 (L)	7	

Health: 7

Parasite Energy: 4

Mitochondria Points: 15/4

Parasite Powers:

Invisibility

Evolution the Easy Way

NMCs and ANMCs come in a far wider variety than presented above. Storytellers should constantly have new NMCs to throw at their players, keeping them on their toes. Creating NMCs is relatively easy. . . take whichever creature the NMC started out as, increase its size rating by one or two, increase its physical attributes, add a Parasite Energy score, and potentially add a special ability, or two, or three, depending on how dangerous said NMC will be. Bear in mind, though, that most NMCs aren't excessively dangerous, at least not to well-armed and reasonably prepared humans. In large groups, however, they can become substantial threats, especially when they have their prey cornered or surrounded.

Building ANMCs is a little trickier. First of all, decide roughly what sort of hunter this ANMC will be. Is it a stealthy Stalker, a cunning pack-hunter like a Chaser, a Brute, or general jack-of-all-trades Stranger? Was it designed to be a land predator, a sea predator, amphibious, or even to fly? Is it near the top of its ecology's food chain, or is it a lower predator, or even a scavenger? How big will it be? What terrain type was it designed for: Plains, forest, desert? What adaptations does it have for that environment? Was it designed as a piece of an ecology, like most ANMCs, or was it an attempt at weaponizing Neo-Mitochondria to defend the interests of the mysterious men and women behind Neo Ark? Once you've figured out what role your ANMC was intended to play, you can begin assigning it stats to reflect its nature. Feel free to go as far as you like, but be aware that nearly any ANMC breed you create could be a potential transformation for an infected NMH player character. Be wary of creating something overwhelmingly powerful, lest you inadvertently give your players an advantage you are unprepared to handle, or deny them access to an ANMC form that appeals to them because it's too unbalanced.

GOLEM Soldiers

Created by the same shadow organization responsible for ANMCs, GOLEM soldiers are a true terror. . . corpses reanimated through technology and designed to kill. Used to control the ANMCs, these abominations come in several varieties. . . the nine prototype versions, and the four production models based on them.

The prototype GOLEMs were created by Dr. Miles Levinson, a man obsessed with creating the perfect soldier, the ultimate biological weapon. Using science shunned for its unethical nature, he began to implant cybernetic equipment into the patched-together bodies of a few dead soldiers. His obsession was so consuming, he unintentionally channeled the Pyros, the Divine Fire responsible for all mankind's creations, good and ill, and created his ultimate soldier. . . a new breed of Promethean.

Somehow, he was able to replicate his methods, and created eight more prototypes, all bearing similarities to the Prometheans none of them knew existed. When the time came for mass production, however, the Pyros was not involved. . . the mass produced GOLEMs are simply imbued creations, not true Prometheans as the prototype, "King" GOLEMs are.

Note: The King GOLEMs, while Prometheans, cannot channel Pyros to create new Prometheans. . . as such, they cannot found a lineage nor complete their Pilgrimage. Thus, they do not have a Lineage, and cannot follow a Refinement. They do, however, have access to Transmutations, some of which are exclusive to GOLEM Soldiers. In all other respects, they are treated as Prometheans, gaining one Bestowment appropriate to the "theme" of that particular Prototype.

Number One

Description: Number One was the first GOLEM prototype. With no inbuilt weapons, Number One relies on its hand-to-hand combat training to eliminate its foes. Somehow, this GOLEM awoke with the gift of invisibility, something Dr. Levinson tried to duplicate in future models, though without as much success.

Attributes: Intelligence 3, Wits 3, Resolve 4, Strength 7, Dexterity 4, Stamina 4, Presence 2, Manipulation 2, Composure 4
Skills: Computer 2, Crafts 3, Science 4, Athletics 4, Brawl (Punches) 5, Firearms 3, Larceny 3, Stealth 5, Weaponry 3, Intimidation 3
Merits: Fighting Style: Boxing 5, Fighting Style: Kung Fu 5
Willpower: 6
Initiative: 8
Defense: 3 (4)
Speed: 16 (Species Factor: 5)
Size: 5
Weapons/Attacks:

Type	Damage	Dice Pool
Strike	(B)/(L)	13

Health: 9
Azoth: 2
Pyros: 11/2
Bestowment: Unholy Strength
Transmutations: Vitreous Humor (though Number One can use this transmutation while clothed at no penalty), Shock, Might 5

Number Two

Description: The second prototype GOLEM, Number Two is heavily armored to withstand almost any punishment. Retractable blades were added to his arms, allowing him to cut apart any who stood in his way.

Attributes: Intelligence 2, Wits 2, Resolve 3, Strength 4, Dexterity 1*, Stamina 6, Presence 2, Manipulation 2, Composure 2

*Dexterity reduction from the Armor merit is already taken into account.

Skills: Brawl 3, Firearms 1, Weaponry 4, Intimidation 3

Merits: Giant, Armor 3

(Grants 3 armor, but subtracts 3 dots from effective Dexterity score)

Willpower: 4

Initiative: 3

Defense: 2

Speed: 10 (Species factor: 5)

Size: 6

Weapons/Attacks:

Type	Damage	Dice Pool
Strike	(B)	8
Knives 2 (L)	10	

Health: 12

Azoth: 2

Pyros: 11/2

Bestowment: Unholy Stamina

Transmutations: Hard Body, Unassailable Fortress, Perfected Bezoar (Blunt Weapons), Perfected Bezoar (Sharp Weapons)

Number Three

Description: The third experimental GOLEM was also made overly large, to better tote around the rocket launcher and machine gun he was equipped with.

Attributes: Intelligence 1, Wits 1, Resolve 2, Strength 6, Dexterity 2, Stamina 4, Presence 3, Manipulation 1, Composure 2

Skills: Brawl 2, Firearms 5

Merits: Giant

Willpower: 5

Initiative: 4

Defense: 1

Speed: 13 (Species factor: 5)

Size: 6

Weapons/Attacks:

Type	Damage	Dice Pool
Machine Gun	4 (L)	11
Ranges: 175/350/700		
Rocket Launcher	-1 (L) +5	6
Blast Area 10; Force 5		
Ranges: 500/1000/2000		

Health: 10

Azoth: 3

Pyros: 12/3

Bestowment: Unholy Strength

Transmutations: Shoulders of Atlas, Titan's Throw, Striking the Gates of Tartarus

Number Four

Description: This prototype was also created as a close combat model. As such, its arms were amputated below the elbow and replaced with wickedly sharp swords.

Attributes: Intelligence 3, Wits 4, Resolve 4, Strength 5, Dexterity 4, Stamina 4, Presence 3, Manipulation 2, Composure 1

Skills: Athletics 4, Brawl 3, Weaponry 5, Intimidation 3

Merits: Ambidextrous, Fighting Style: Two-Weapons 4

Willpower: 4

Initiative: 5

Defense: 4

Speed: 14 (Species factor: 5)

Size: 5

Weapons/Attacks:

Type	Damage	Dice Pool
Arm Swords	4 (L)	10

Health: 9

Azoth: 2

Pyros: 11/2

Bestowment: Revivification

Transmutations: Fortification, Hard Body

Number Five

Description: Number Five was intended as a covert, close-quarters battle unit. As such, it has no built-in weapons, but an array of light firearms.

Attributes: Intelligence 2, Wits 4, Resolve 3, Strength 6, Dexterity 4, Stamina 3, Presence 2, Manipulation 2, Composure 3

Skills: Athletics 3, Brawl 2, Drive 2, Firearms 5, Larceny 3, Stealth 4, Weaponry 2

Merits: Ambidextrous, Fighting Style: Two Weapons 4

Willpower: 4

Initiative: 7

Defense: 4

Speed: 15 (Species Factor: 5)

Size: 5

Weapons/Attacks:

Type	Damage	Dice Pool
2 Glock 17's	2	11
2 Desert Eagle's	3	12
2 P90's	2	11
2 USAS-12's	4	13

Health: 8

Azoth: 2

Pyros: 11/2
Bestowment: Unholy Strength
Transmutations: Degradation, Swift Feet, Uncanny Dexterity

Number Six

Description: A long-range support model, Number Six has everything from an anti-personnel sniper rifle to a rocket launcher at its disposal.

Attributes: Intelligence 2, Wits 3, Resolve 3, Strength 5, Dexterity 4, Stamina 3, Presence 2, Manipulation 1, Composure 2

Skills: Athletics 2, Brawl 2, Drive 2, Firearms 5, Stealth 5

Merits: Fighting Style: Sniping

Willpower: 5

Initiative: 6

Defense: 3

Speed: 14 (Species Factor: 5)

Size: 5

Weapons/Attacks:

Type	Damage	Dice Pool
M40A1 4	13	
Barrett M107	5	14
M 249 SAW	4	13
Rocket Launcher	-1(L)+10	8

Health: 8

Azoth: 2

Pyros: 11/2

Bestowment: Unholy Strength

Transmutations: Chameleon Skin, Silent Steps, Nightsight, Firesight, Shoulders of

Atlas

Number Seven

Description: Created to disrupt computer systems, Number Seven is a consummate hacker.

Attributes: Intelligence 5, Wits 5, Resolve 4, Strength 3, Dexterity 4, Stamina 3, Presence 2, Manipulation 4, Composure 3

Skills: Academics 2, Computer 5, Crafts , Investigation 4, Science 4, Athletics 5, Brawl 5, Drive 3, Firearms 4, Larceny 5, Stealth 5, Weaponry 4, Subterfuge 4,

Merits: Technophile: Computers

Willpower: 4

Initiative: 7

Defense: 4

Speed: 12 (Species Factor: 5)

Size: 5

Weapons/Attacks:

Type	Damage	Dice Pool
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Health: 8

Azoth: 4

Pyros: 13/4

Bestowment: Revivification

Transmutations: Forging the Master's Tools, Swift Feet, Regeneration, Serpent Strike, Vitreous Humor (Number Seven has a specially designed suit which allows him to use this Transmutation at no penalty, any other clothing or gear not stored within this special suit affects the Transmutation as normal), Iago's Whisper, Feel the Spark, Jolt, Shock

Number Eight

Description: Number Eight is a demolitions unit, pure and simple.

Attributes: Intelligence 3, Wits 3, Resolve 3, Strength 4, Dexterity 3, Stamina 3, Presence 2, Manipulation 2, Composure 4
Skills: Crafts 4, Science 3, Brawl 2, Drive 3, Firearms 2, Larceny 3, Stealth 4, Weaponry 2

Merits:

Willpower: 5

Initiative: 7

Defense: 3

Speed: 12 (Species Factor: 5)

Size: 5

Weapons/Attacks:

Type	Damage	Dice Pool
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Health: 8

Azoth: 3

Pyros: 12/3

Bestowment: Revivification

Transmutations: Dissolve, Feel the Spark, Jolt, Shock, Arc, Blackout, Divine Lightning

Number Nine

Description: The most successful prototype GOLEM to date, Number Nine is a close-combat model, preferring to use swords to dispatch his prey.

Attributes: Intelligence 3, Wits 4, Resolve 3, Strength 4, Dexterity 4, Stamina 5, Presence 3, Manipulation 3, Composure 3

Skills: Computer 2, Crafts, Investigation 2, Science 2, Athletics 3, Brawl 4, Drive 2, Firearms 3, Weaponry 5, Intimidation 4

Merits: Fighting Style: Fencing (4),

Willpower: 6

Initiative: 7

Defense: 4

Speed: 13 (Species Factor: 5)

Size: 5

Weapons/Attacks:

Type	Damage	Dice Pool
Gunblade	2*	11*

*The gunblade includes a gun barrel mounted along the blunt edge of the weapon, as well as a trigger and magazine near the handle. If Number Nine scores more than three successes on his attack roll, the gunblade deals two additional damage from a bullet wound (as such, vampires suffer less from this additional damage. See Vampire: The Requiem for more details.)

Health: 10

Azoth: 5

Pyros: 14/5

Bestowment: Revivification

Transmutations: Regeneration, Perfected Reflexes, Rarefied Grace, Scapegoat, Shock (usable on any swords Number Nine wields), Unassailable Fortress, Aura Sight, Nightsight, Firesight, Might 3, Bludgeon, Vault, Fire Grasp (usable on any swords Number Nine wields), Sublimate Phlogiston

Pawn Golem

Description: Based off of Number 9's design, the Pawn Golem wears a green uniform. Its right arm is amputated below the elbow, and it can mount either an energy sword or assault rifle.

Attributes: Intelligence 1, Wits 3, Resolve 5, Strength 5, Dexterity 3, Stamina 4, Presence 4, Manipulation 1, Composure 4

Skills: Athletics 2, Brawl 2, Firearms 3, Weaponry 4

Merits: None

Willpower: 9

Initiative: 7

Defense: 3

Speed: 13

Size: 5

Weapons/Attacks:

Type	Damage	Dice Pool
Energy Sword 3*	12	
Assault Rifle	5	11

* This weapon deals aggravated damage

Health: 9

Rook Golem

Description: Rook Golems are heavy assault counterparts to Pawn Golems, intended to destroy hardened targets. As such, it boasts a heavy duty grenade launcher on its amputated right arm.

Attributes: Intelligence 1, Wits 3, Resolve 5, Strength 5, Dexterity 2* Stamina 6, Presence 4, Manipulation 1, Composure 4

*Dexterity reduction from Armor merit already taken into account.

Skills: Athletics 1, Brawl 2, Firearms 4 (Heavy)

Merits: Armor 2

(Adds two armor, but subtracts two from effective Dexterity score.)

Willpower: 9

Initiative: 6

Defense: 2

Speed: 12

Size: 5

Weapons/Attacks:

Type	Blast Area	Force	Dice Pool
Grenade Launcher	10	4(L)	6

Health: 9

Knight Golem

Description: Knight Golems are close combat and infiltration units, made to get behind enemy lines and disrupt their activities. They use hand to hand combat and near invisibility to accomplish their missions.

Attributes: Intelligence 2, Wits 3, Resolve 3, Strength 5, Dexterity 3, Stamina 4, Presence 2, Manipulation 2, Composure 4

Skills: Brawl 4, Firearms 2, Stealth 5, Survival 2, Weaponry 3

Merits: Brawling Dodge, Fighting Style (Boxing) 5

Willpower: 6

Initiative: 7

Defense: 3

Speed: 13

Size: 5

Weapons/Attacks:

Type	Damage	Dice Pool
Unarmed	0 (B)	9

Health: 9

Bishop Golem

Description: Bishop Golems, like Knight Golems, are designed to make use of stealth and sneak attacks to take out their targets.

Attributes: Intelligence 3, Wits 4, Resolve 4, Strength 6, Dexterity 5, Stamina 5, Presence 3, Manipulation 2, Composure 5

Skills: Athletics 3, Brawl 5, Firearms 3, Stealth 5, Survival 2, Weaponry 3

Merits: Brawling Dodge, Fighting Style (Boxing) 5, Fighting Style (Kung Fu) 5

Willpower: 6

Initiative: 10

Defense: 4

Speed: 16

Size: 5

Weapons/Attacks:

Type	Damage	Dice Pool
Unarmed	0 (B)	11

Health: 10

Others

Cult of Eve

In the wake of the Manhattan Blockade Incident, a few individuals heard of Eve, and her plans. Eventually, these individuals, for reasons known only to them, formed a small cult, whose only goal is to resurrect Eve and allow her to bring forth the Ultimate Being. Exactly how, and why, they would do this is unknown. The cult is barely known to exist, and considered by many MIST operatives to be a legend. However, the appearance of monk-like robes, soaked in the blood of NMCs, have led some to wonder if these urban legends are true. If they are, what is the purpose of the mysterious blood-soaked robes? The NMHs working with MIST who have worn the robes indicate that they make it easier to utilize their Neo-Mitochondrial powers, and the infected NMHs note that it affects their ability to control their transformations. . . some for the better, some for the worse.

No one knows if the cultists are humans, latent NMHs, or something else entirely. No one knows if the cultists are in direct communion with the entity known as Eve, or if they have simply pinned their hopes on the psychosis of a dead woman. No one knows if Eve can be resurrected, and if she is, what the cultists hope to gain by it. The official MIST files on the cult are only five pages long, and no conclusions about the cult's membership, motives, methods, or even existence have yet been drawn.

Some MIST agents believe that this mysterious cult is the force behind the creation of the Neo Ark facility, though others are quick to point out that the group responsible was very well-funded, with many top-notch scientists and technicians in their employ. That a cult that currently exists only in rumor could be capable of amassing that kind of wealth and influence and remain just a rumor is unlikely in the extreme.

Neo-Ark Constructors

Almost nothing is known about the group responsible for building Neo-Ark and unleashing ANMCs upon the world. They are clearly wealthy, well-organized, and amazingly clever to remain so secret. They had managed to infiltrate many levels of the US government, including MIST. Supervising Agent Baldwin, the man running MIST, was in fact working for this organization, as were several other high-influence people working in key government branches. That this group could so easily and thoroughly infiltrate the US government with no one realizing is a chilling thought.

Even more chilling is a theory held by a few MIST agents, and never spoken too loudly. . . that the agency behind Neo-Ark was, in fact, our own government. The group didn't need to infiltrate the government, as they were already there. They obviously didn't control the government, as the President himself ordered the destruction of the Neo Ark facility. Few even dare whisper that, perhaps, the President was merely destroying evidence on behalf of this shadowy organization.

Eve

The instigator of the entire NMC/ANMC/NMH fiasco is Eve. Born from the body of Melissa Pearce as a result of Hans Klamp's unethical research, Eve claimed to be an entity thousands of years old, who had been subtly guiding the evolution of mitochondria since shortly after it merged with early lifeforms. Whether her claim is true or not, no one knows. Some are more comfortable to dismiss her as the delusion created by Melissa Pearce's mind as her body was warped by Neo-Mitochondria into something monstrous. However, no one can quite ignore the fact that Eve's agenda unfolded nearly exactly as she planned, right down to the birth of the Ultimate Being. Were it not for Doctor Maeda's special anti-Neo-Mitochondrial rounds, and the exploding engines of a US Navy destroyer, the Ultimate Being may well have done what Eve prophesied. . . reduced mankind to the slaves of their Mitochondria. There is also the question of whether Melissa Pearce was indeed the first avatar of Eve. . . rumors persist that a scientist in Japan unleashed Eve earlier, through his own line of research that either paralleled, or was stolen by, Dr. Klamp. How this legendary Eve was destroyed, and if she succeeded in breeding an Ultimate Being, and how that possible Being was destroyed, or even if they existed at all, is unknown.

The Ultimate Being

Eve's child, the Ultimate Being is the vehicle through which Neo-Mitochondria will take over the world. No one is quite certain exactly how the Ultimate Being would accomplish this, but it is certain that, unless stopped, the Ultimate Being would reduce humanity to ANMCs. . . or worse.

Eve managed to conceive and birth the Ultimate Being, though it was defeated by Aya Brea. Should a second (or third) Eve arise, she will undoubtedly try again to birth the Ultimate Being. And should a second (or third) Ultimate Being be born, it will undoubtedly destroy humanity as we know it, unless stopped quickly.

The National Guard had arrived at the Shelter, and taken out the small army of GOLEM soldier that had awaited Aya at the surface, as well as securing most of the Shelter. Now, Aya had to go back in to one area through which the soldiers couldn't travel. The military had given her everything she'd need for her mission.

She'd stopped by the equipment truck, and requisitioned a few supplies, which MIST would reimburse the military for later. They'd had an impressive selection.

Aya now had a full load of ammo for her M4A1 rifle, as well as a highly experimental underbarrel laser attachment. She'd eschewed the M203 grenade launcher attachment in favor of an MM1 grenade launcher, essentially a gigantic revolver with twelve chambers containing 40mm grenades. She had a 24 other grenades in a bandolier, and three backup 30 round clips for her rifle. Along with 500 Spartan 9mm rounds for her Calico 950, she was ready for anything.

She hoped.

The Shelter had mostly been cleared by the National Guard, though Aya did find a surprise or two as she made her way to the secured area between the rest of the Shelter and Operations. On the walkway that went past the large pupa, Aya saw Eve, Number Nine with his Gunblade, and... Madigan?

Words were exchanged before Kyle revealed his true allegiance, preventing the creature from taking Eve as its pilot. Number Nine was swallowed whole by the thing, just moments before the orbital railgun known as Elephant opened fire on the Shelter. They hypervelocity rounds damaged the cocoon, and the larval creature spilled out.

Aya went below to rescue Eve, and found herself in conflict with the gigantic larva, resembling some overgrown mutant baby. It reminded her, in a very uncomfortable way, of the Ultimate Being... except that this Being was three stories tall.

Starting with her grenade launcher, Aya opened fire.

Chapter Seven: Equipment

MIST Hunters, even those with Parasite Energy, live and die by their gear. NMCs require a lot of rounds to put down, and there are frequently many, many NMCs in a given area. Guns with high fire rates are extremely desirable, and almost all MIST agents carry machine pistols as their sidearm. A few, such as Rupert Broderick before he became the head of the LA MIST office, used a large-caliber revolver, relying on max damage per shot rather than volume of fire.

MIST agents also have access to many other weapons, and a few unique ammunition types, in their mission to put an end to the Neo-Mitochondrial menace.

MIST Gear: Most of the weapons, armor, and equipment in this section is designed, built, and issued exclusively to MIST for use by their hunters. Obtaining this gear outside of MIST should be extremely difficult, requiring extensive government, law enforcement, or underworld connections, and at least two more dots of Resources than the normal cost indicates. MIST Hunters can use their Resources dots to pay for MIST gear as normal.

Weapons

Pistols

MIST Hunters carry sidearms, like most law enforcement agents. Their sidearms, however, are almost always a machine pistol of some sort. Those agents who don't use machine pistols will use large caliber weapons, such as heavy revolvers and Desert Eagle-style autoloaders.

A MIST Hunter's sidearm is really only useful against small, contained NMC outbreaks. Usually, a sidearm is a backup weapon, to be used when heavier weapons aren't needed, or have run out of ammo.

Submachine Guns

SMGs are a favorite of MIST Hunters, with the MP5 being a popular choice. Recently, the P90 has been employed by a few MIST Hunters as well, as has the newer MP7. The pinnacle of SMGs among MIST Hunters, however, has become the Calico M950. With a compact 100 round magazine, these powerful little guns make short work of nearly any NMC infestation.

Submachine Guns						
Type	Damage	Ranges	Capacity	Strength	Size	Cost
Calico M950	2	40/80/160	100+1	1(2/2/2)	2/L	•••

Shotguns

Some MIST Hunters swear by a good shotgun, while others consider them inadequate. The USAS-12 is a popular model among MIST Hunters, and few can deny that 20 12-gauge rifled slugs can make short work of even the most robust NMCs and ANMCs. MIST has developed a special shotgun round for use against NMCs, nicknamed the "Firefly" round.

Rifles

While standard rifles and sniper rifles see little use with MIST, as NMC attack tactics leave little room for these weapons to be employed, assault rifles are used whenever MIST knows its going up against a sizable NMC infestation. M-16s are standard issue, though during the Shelter incident MIST experimented with the older and more available M4A1. MIST Hunters complained about the weapon's lack of fully automatic fire, however, and MIST soon switched back to the M-16A3, the modern full-auto member of the M-16 family.

Heavy Weapons

MIST Hunters sometimes need truly explosive firepower to settle a situation. M-79 grenade launchers are available, as are M203 grenade launcher attachments for the M-16A3/M4A1 rifles. Also, M249 SAWs are available. The most sought-after grenade launcher for use by MIST agents is the MM1, a large stand-alone launcher that functions like a gigantic revolver with twelve chambers for 40mm grenades. These weapons are only released under direct authorization of the local MIST office director, as these weapons draw far too much attention for a covert organization.

Grenade Launchers					
Type	Ranges	Capacity	Strength	Size	Cost
MM1	75/150/300	12	4	4	N/A

Ammunition

MIST has also developed a few unique kinds of ammunition for use by its Hunters.

9mm Spartan: These 9mm are hollowpoints with small amounts of special explosive in them. As the bullet deforms on impact, it triggers the explosive which increases the round's damage dramatically.

Mechanics: This ammunition provides an armor piercing rating of one, adding to any armor piercing the weapon itself may have. The gun also deals two extra points of lethal damage (even if a target does not normally take lethal damage from gunshots, such as vampires.)

Acquisition: Spartan rounds are available to MIST Hunters for Resources ●●●.

12-gauge Firefly: These rounds are designed for use with shotguns, and are slightly different from normal flamethrower rounds. They are soft slugs containing burning phosphorus wrapped in an inert shell. The shell splits off when the round strikes a target and the phosphorus immediately bursts into flames, burning the target.

Mechanics: A shotgun loaded with Firefly rounds deals fire damage instead of ordinary lethal damage.

Acquisition: These rounds are available to MIST Hunters for Resources ●●●. The few Kindred who are aware of MIST's existence and technologies are very distraught to hear about these rounds, and wonder exactly why they were created, since NMCs do not appear to exhibit a particular vulnerability to fire. Some wonder if, perhaps, some other agency is behind their development, with the specific intent of creating the ideal anti-vampire bullet.

40mm Airburst: These grenades explode over a much wider radius, spreading damage around to large groups of NMCs (or all over the bodies of particularly large ANMCs, such as the odd larva Aya Brea encountered in the Shelter.)

Mechanics: These rounds perform as standard HE rounds, except with a Blast Radius of 20 (instead of 10.)

Acquisition: MIST Hunters can acquire these rounds for Resources ●●●●.

Gunblade

This weapon was designed and built by Number Nine, arguably the most successful King GOLEM. A heavy, single-edged sword, the weapon incorporates a shotgun barrel on its blunt edge and a drum magazine holding six rounds. Its weight makes it a very effective sword, but a very ineffective shotgun. However, the weapon truly comes into its own when used as both. With a precise enough trigger pull, the wielding character can fire a shotgun round into the target's body as he slashes them with the sword, dealing a large amount of damage. A character wishing to make such an attack rolls Strength + Weaponry (for the sword slash). If this roll succeeds, the sword hits and deals damage as normal. As part of this attack, a character may roll Dexterity + Firearms to time the gunshot. If this roll is successful, the sword attack deals additional lethal damage based on the caliber of gunblade. MIST seized the design and made some of their own versions as an exotic alternative for certain Hunters.

Gunblades

Type	Sword Damage	Gun Damage	Ranges	Capacity	Strength	Size	Durability	Cost
Shotgun	4(L)	4	10/20/30	6	6	5(N)	4	••••
9mm	3(L)	3	15/30/45	10	3	3(L)	3	•••

Armor

Tactical Armor

Rating: 4/4, Strength 3, Defense -2, Speed -1, Cost •••

MIST's own custom version of Full Riot Gear, this armor is designed less to protect from bullet hits as it is from cutting, slashing, and crushing damage (common NMC attacks), though they are still effective against small arms fire, mitigating losses through "friendly fire." The armor has attachments for MIST-standard electronics, such as a GPS unit and motion tracker (see Gear, below).

MIST Hunter's Vest

Rating: 3/3, Strength 1, Defense -1, Speed 0, Cost •••

Another custom-designed MIST armor, this is basically a standard bulletproof vest with enhanced protection against non-firearms attacks. It also has the MIST acronym blazoned across the chest.

Aya Special

Rating: 3/3, Strength 1, Defense 0, Speed 0, Cost ••••

Custom designed for Aya Brea, this armor includes pouches of cultured, inert Neo-Mitochondria to aid in accessing Parasite Energy.

Note: While wearing this armor, Aya Brea gets a +2 bonus to rolls to activate Parasite Powers.

Monk Robe

Rating 1/1, Strength 0, Defense 0, Speed 0, Cost ••••

These robes are apparently worn by monks in the Cult of Eve, though no hard evidence has yet been found confirming the cult's existence. The robes are rough, brown cloth, just like robes worn by Catholic monks everywhere. However, they are covered in NMC bloodstains, and provide unpredictable effects to any NMH who wears them. Some make it easier to access Parasite Powers, while others seem to provide an extra pool of Mitochondria Points with which to fuel Parasite Powers. Some make it easier for infected NMHs to control their transformations, while other seem to make it nearly impossible to control them. There are even rumors that some Monk Robes may allow an NMH access to powers they don't normally possess. Most of these Robes that have been captured by MIST are being studied by MIST scientists, trying to understand exactly the processes at work, and perhaps learn more about the mysterious Cult of Eve.

Gear

GPS

Cost ••

MIST agents use GPS systems to transmit their location to any other nearby MIST agents or facilities. The GPS system also hooks into a satellite network, allowing a MIST Hunter to detect areas with NMC infestations.

Motion Tracker

Cost ••

This device is used to detect nearby motion, giving a sort of radar display of nearby creatures. When hooked into the GPS's satellite sensors, it allows MIST Hunters to filter out

Created by Erik Bjelke

“background noise” and concentrate on NMCs. When it is not, the motion tracker is useful for spotting all kinds of movement. Motion Trackers grant a +2 equipment bonus on Wits + Composure rolls to avoid surprise. When not hooked into the GPS, it also provides a +1 die bonus to rolls made to see through supernatural illusions of the mobile variety.

The vampire had lured his victim out of the club, into the dark alley, and was now close enough. Time to drop the charade, and have some fun. He liked to hear them scream before he fed, loved the sharp tang adrenaline gave to their blood, the scent of fear in their sweat, the thump of their heart, making their blood flow all the faster into his mouth.

He pinned the slender brunette to the wall of the alley, and got her well and truly worked up and frightened before he bared his fangs and let her know exactly what kind of trouble she was in.

He was about to sink his teeth into her tender, pulsing flesh when he heard a voice from the mouth of the alley, feminine. "Get off of her, you freak."

He turned, seeing a slender blonde woman, very pretty. His lucky night.

"Well, what do we have here?" he asked, squeezing harder on the brunette's windpipe to keep her from interrupting. "Another come to party? More than enough to go around, my sweet."

"I said, get off of her. If you don't, you'll regret it."

The vampire laughed. "Human, you pose no threat to me."

"Smell again."

The vampire looked at the woman, confused. Smell? What was she talking about?

Then he caught it. She wasn't human. Not entirely. She was... dangerous.

He hissed, dropping the brunette, charging this dangerous thing that had interrupted him.

Aya Brea raised her hand at the oncoming vampire, channeling her Neo-Mitochondrial energy.

The last thing the vampire saw before Final Death claimed him was a brilliant orange flash of light.

Chapter Seven: Crossovers

While MIST agents, some of whom are NMHs, mostly deal with NMCs and ANMCs, there are other threats. Vampires, werewolves, mages, Prometheans, and Changelings will all react differently to the presence of these strange new beings on the stage. And NMCs, ANMCs, and NMHs will also have to come to deal with these supernatural entities in their own ways.

Vampires

The Kindred are not going to like having new competition from humans. The activities of NMCs and ANMCs bring much attention from diligent MIST operatives, and NMHs can often recognize vampires, if not for what they are, then at least for what they aren't, which is human. This new branch of the FBI places vampires in particular danger, as they are charged with investigating and dealing with "monster sightings," something which makes all intelligent Kindred nervous. Princes and Bishops in cities with known NMC activity typically place very stringent Masquerade enforcement laws on their vampires, threatening harsh penalties for even the slightest infractions. Many with contacts in the government, specifically the FBI, are trying their best to get MIST shut down, or at least toned down, with little effect thus far.

Vampires vs. NMHs

Vampires are very wary of NMHs. The Air power of Aether Currents will reveal any vampire illusion powers, such as Obfuscate, in use, and will allow an NMH to realize that the vampire is, if not a vampire, at least not human. Vampires have little such special awareness of NMHs, aside from a sense of unease around those with high Parasite Energy (see Parasite Energy.) A vampire can feed on an NMH normally, though their Neo-Mitochondria charged blood can have. . . unforeseen effects on the vampiric metabolism. Depending on the NMH's Parasite Energy score, a vampire may gain extra dice for activating certain Disciplines, temporary levels of certain Disciplines, or perhaps completely different abilities. Some Kindred even tell stores of their sire's friend's childe's childe feasting on a seemingly normal human and spontaneously bursting into flames, or simply vanishing into puffs of ash.

NMHs can be ghouled as normal, though the Water 3 power of Metabolism will, given enough successes, break down the vampiric vitae in their system. This makes ghouling an NMH a hazardous process, as they could simply drink the blood, clearing it out of their system immediately and pretend to be the loyal servant until the opportune moment. It can also be hazardous because Metabolism makes no distinction on toxins, treating vampire blood as any other foreign substance. Thus, an NMH ghouling activating Metabolism to save his life from a toxic substance may burn up the last vitae in his system. Fortunately, NMHs do not age even without the benefit of vampire blood, and so this situation would not be deadly to an NMH ghouling who has passed his mortal lifespan. However, it could be extremely dangerous to an NMH ghouling who has come to rely on his borrowed vampiric power. NMHs also have no special resistance to the Blood Bond or Blood Addiction. They are resistant to vampire powers with their Parasite Energy score, but have no special resistances to vampire mind control beyond that.

It is unknown whether or not an NMH can be Embraced. . . no one has ever tried. Since their power is resident in all their cells, not just the blood, it is possible their powers could remain. However, others argue that Neo-Mitochondria, like regular mitochondria, is a process of life, and thus the Neo-Mitochondria would die during the Embrace like all other bodily functions. Still others speculate that an NMH cannot be Embraced at all, as their powers will act to preserve their lives. Nearly all agree that, at this point, too little is known about NMHs to make the attempt. Their powers are too new and too unpredictable to risk such a thing.

Vampires vs. NMHs

Vampires can feed on NMCs, but they are only as nourishing as other animals, despite their Neo-Mitochondria infused blood. However, the same ill effects that overcome vampires feeding on NMHs can afflict a vampire feeding on an NMC.

Vampires' primary interest in NMCs is in getting rid of them, as soon as possible. In this way, Kindred will often aid a MIST investigation, steering them at the NMCs to get both the NMHs and their prey gone as quickly as possible. The longer MIST operatives look into "monster sightings" in a Kindred territory, the greater the likelihood they will encounter an actual monster. Some Kindred, Gangrel in particular, advocate wiping out NMCs as soon as they are noticed, to avoid MIST ever even starting an investigation. More cautious Kindred object, saying that the mysterious demise of NMCs will lead to more investigations, not less.

Vampires of the Ordo Dracul are interested in NMCs, ANMCs, and NMHs for purposes of research. After all, what is Neo-Mitochondria but evolution in process? What if the power of Neo-Mitochondria, especially its symbiotic transformative powers, can be harnessed by the Order? This is a question that keeps many Ordo Dracul scholars up days in debate. Some suggest attempting to ghoul NMCs to study them, while others reject the idea as suicidally dangerous.

Vampires vs. ANMCs

An ANMC is no longer human, and thus is not a candidate for Embrace, though rumor has it they can be ghouled just like NMHs. However, ANMCs are fantastically dangerous, so no one knows for sure. They are even more unpredictable than NMHs and NMCs, and most Princes have given standing orders to avoid all contact with these creatures at all costs.

Introducing Parasite Eve to a Vampire game

As NMCs invade the city, the Prince/Bishop decides he must have more information, and sends a trusted coterie to investigate. Not only by witnessing the NMCs firsthand, but by finding out what information, if any, the Kine have regarding these creatures. The existence of MIST and its "monster hunting" agenda will unnerve the Kindred, and their investigation must be helped or hindered, depending on the Prince's outlook.

Werewolves

The Uratha are uncertain what to do about NMCs, ANMCs, and NMHs. Though they consider NMCs and ANMCs (and NMHs to a lesser extent) threats to their territory, they know that these threats are rather self balancing. Once MIST hears word of NMCs, they dispatch MIST Hunters, who take care of the problem. Once the problem is taken care of, the MIST Hunters leave. However, some Uratha can't resist the urge to remove threats to their territory, and so slay the NMCs and ANMCs without waiting for MIST to do their job. Sometimes, this goes unnoticed, and the NMC outbreak is never reported, and word of it never makes it back to MIST. Sometimes, however, the call has already gone out, and MIST Hunters arrive to find dead NMCs. This causes the MIST agents to wonder what, exactly, killed them, which places the Uratha square in MIST's sights.

Werewolves vs. NMHs

Since MIST gets called in to investigate all instances of "monster sightings," the Uratha's natural camouflage actually works against them. A person who sees a werewolf in their Gauru warform won't recognize them as werewolf, but may still report seeing a "monstrous beast," which is exactly the sort of thing MIST Hunters get called in on. Their Neo-Mitochondrial nature protects them from the werewolves' camouflage, and they can spot them with the Aether Currents and Clairgnosis powers, and a MIST agent who sees a werewolf in action is not likely to stop and ask questions, instead assuming they are witnessing a new breed of ANMC. While silver bullets are not standard issue to MIST Hunters, they have other forms of attack at their disposal, many of which are just as deadly to Uratha as they are to the ANMCs they may mistake them for. Most Uratha consider it wise to avoid MIST agents on a hunt, and they have a slightly easier time than Kindred doing so, since their heightened sense will frequently warn them that an NMH is not a typical human.

Werewolves vs. NMCs

Werewolves may encounter NMCs as invaders to their territory, though it is a 50/50 shot as to how they will deal with them. Some packs consider it wise to allow MIST to take care of the problem, avoiding suspicion. Others consider it their duty to destroy the invaders, and deal with MIST complications if and when they arise. In any event, a good Uratha pack is more than a match for all but the most tenacious NMC infestations.

Werewolves vs. ANMCs

ANMCs are an interesting challenge to the Uratha. . . they aren't human, but they aren't quite animals either. Having once been human, they still hold a bit of that human spirit within them, which is in part what makes them so much more capable than regular NMCs. Thus, eating the flesh of an ANMC provides similar benefits as eating the flesh of a human, but with different drawbacks. Some Uratha consider this a perfectly acceptable loophole, while others consider it just as heinous an act as eating the flesh of humans or wolves. . . even more so, since to consume an ANMC one must do it while the creature is still alive, as their corpses quickly disintegrate upon death. There is a strong movement to make an official addition to the Litany in this regard, though nothing conclusive has been decided as of yet.

Introducing Parasite Eve to a Werewolf game

Reports of "monster sightings" have reached MIST, who have begun investigating the pack's turf. These monsters may be NMCs/ANMCs, or creatures from the spirit world that the pack has been trying to deal with, or perhaps even one of the werewolves who let himself be seen a little too much in Gauru form. As the MIST Hunters investigate, the pack must decide how to handle this intrusion.

Mages

Mages are curious by nature, and this exciting new step in evolution is just too interesting to ignore. NMCs and NMHs raise all sorts of questions. How can their powers function without Paradox? How compatible is Supernal magic with these superhuman abilities? What secrets of the universe might be revealed by studying the advancement of Neo-Mitochondria?

Mages vs. NMHs

Mages find NMHs quite curious. A mage can hurl a fireball, but NMHs do it with no Paradox. In fact, an incautious Mage might well approach an NMH and warn him of the dangers of vulgar magic, completely unaware that he isn't talking to a fellow mage.

Mages might want to study NMHs to see what they can learn from them. They may wish to attempt to mentor them, and see if they can awaken even more extreme abilities. Or, they may wish to remain just as hidden from NMHs as from regular humans.

NMHs are mortals, and despite their fantastic abilities, can unravel spells with their disbelief. However, an NMH's suspension of disbelief stretches farther than most. After all, they can throw fireballs, why can't anyone else? Clever Mages can keep the worst effects of vulgar magic at bay by "passing" as an NMH among NMHs.

Mages vs. NMCs

NMCs present problems for Mages, as they do for everyone else. NMCs have no special interest in Mages, but will attack them as readily as anything else that moves. Of course, Mages are far better equipped to defend themselves, and NMCs may provide interesting new avenues of research.

Mages vs. ANMCs

ANMCs present a more difficult challenge to Mages, and more interesting research possibilities, especially those ANMCs left over from the Neo Ark project, that still have cybernetic implants.

Introducing Parasite Eve into a Mage game

A cabal of mages witnesses a human summoning fire to destroy a creature of some kind. Is this a new Mage? If so, how did she gain enough understanding of Arcana to perform such magic without learning about the consequences of vulgar spellcasting? The truth, they soon learn, is far more interesting.

Prometheans

The Created exist in a middle state in regards to Neo-Mitochondria, as they do with everything else. They are no more liked by MIST Hunters than they are by anyone else, and though the Aether Currents power will reveal a Promethean for what it truly is, a MIST Hunter is highly unlikely to mistake one for an ANMC. In fact, NMH MIST Hunters may be more sympathetic to the Promethean condition, being strangers among humanity themselves, though Disquiet affects them as it does regular mortals.

Prometheans vs. NMHs

Prometheans just want to be left alone to move along their Pilgrimage, and MIST really has no reason to interfere with that. However, Prometheans and MIST agents can come into conflict in a number of ways, especially when a Promethean seized by Torment makes a scene. Pandorans may also attract MIST Hunters under the heading of "monster sighting," bringing MIST Hunters and Prometheans into contact, if not conflict.

Prometheans vs. NMCs

Similarly, Prometheans may confuse NMCs for Pandorans, and act to defend themselves. And a rampaging Promethean can do a lot of damage. Beyond that, Prometheans have no uniform interest in NMCs, though a few might find them interesting for purposes of alchemical research.

Prometheans vs. ANMCs

Prometheans have precisely the same interest in ANMCs as they do in NMCs.

Introducing Parasite Eve to a Promethean game

A throng of Prometheans encounters a strange creature, which they at first believe to be a highly unusual Pandoran. Eventually, they discover at least part of the truth. . . this is a new creature, not stemming from the alchemical processes they are familiar with. MIST Hunters will be along shortly, and the throng must deal not only with more NMCs, but these strange new humans.

CHANGELINGS

Owing to their durance in Fey, Changelings are used to seeing pretty strange things. They also know how to hide well, and tend to do so when they learn a MIST hunt is in progress. Aether Currents will reveal a Changeling's mien to an NMH, and none of them want that. So, conventional Changeling wisdom is to barricade themselves someplace safe, and wait for it to be over.

CHANGELINGS VS. NMHS

As mentioned, Aether Currents will reveal a Changeling's mien, and they may be assumed to be a new breed of ANMC to an NMH. Even if this is not the case, Changelings are not eager for the publicity, and so tend to hide from NMHs whenever possible, though a few bold (or stupid) Changelings will take advantage of the situation to feed on the emotions of MIST Hunters, or brave discovery to make a few lucrative contracts.

CHANGELINGS VS. NMCs

Since the presence of NMCs heralds the arrival of MIST Hunters, Changelings tend to batten down the hatches as soon as they are aware of them. Some Changelings have taken to hunting NMCs for sport, though this is generally frowned upon as attracting too much attention.

CHANGELINGS VS. ANMCS

Just like with NMCs, Changelings tend to hide when ANMCs are discovered nearby, though a few Summer Court Changelings will hunt them to test their mettle.

INTRODUCING PARASITE EVE TO A CHANGELING GAME

Strange new creatures are being discovered within the freehold. Fearing that entities from Fey are crossing over, and that perhaps some True Fey are looking for their missing charges, a bold few Changelings are asked to investigate, running afoul of NMCs and having to figure out what, exactly, these new things are. They may not be Fey, but are they in league with them? Might their presence attract Fey beings? And what do the humans think of this? When MIST comes calling, the Changelings will have their answers to some of these questions, but whole new ones will be raised.

Appendix: Persons of Interest

Numerous characters populate MIST, its allies and enemies.

Aya Brea

The road that led Aya Brea to her present place in life is as bizarre as she herself sometimes seems.

Aya studied criminology at the University of Virginia, and was enrolled in the ROTC program there. She did go on to military service, instead applying her credentials to join the New York Police Force. Her skills and disciplined attitude allowed her to quickly rise through the ranks, earning her a detective spot in New York's 17th Precinct. She was in the job only six months before the New York Blockade Incident. In the aftermath, Aya accepted a transfer to MIST, and began hunting NMCs as her occupation. . . some might say obsession.

It is, of course, easy to understand why Aya feels such an obligation to destroy NMCs. Aya herself was partly responsible for the existence of Neo-Mitochondria and Mitochondria Eve, and was the first human to develop the ability to use Parasite Energy to combat them.

Aya's abilities have branded her an outsider, even among other MIST hunters. She feels her powers set her apart and make her fellow agents uncomfortable. In truth, Aya is well-liked by the majority of MIST agents, especially IT specialist Pierce Carradine, who seems to have a bit of a crush on the beautiful agent. Aya still prefers to work alone, or rarely with other NMH agents in MIST. There are some who see a growing divide between NMH and human agents, and worry.

Aya is a beautiful young woman, with short-cropped blonde hair, pale skin, and startling blue eyes, which have been known to actually glow under certain circumstances. Though far from voluptuous, she does have very noticeable curves, accentuated by a well-toned musculature earned through constant workouts. She is warm and friendly, always wanting those around her to think the best of her, a trait which has been accentuated since the development of her Parasite Powers. She is very intelligent, possessing a great analytical mind and a wry sense of humor.

Aya Brea

Activated NMH

Mental Attributes: Intelligence 3, Wits 4, Resolve 4

Physical Attributes: Strength 2, Dexterity 4, Stamina 3

Social Attributes: Presence 3, Manipulation 2, Composure 4

Mental Skills: Academics 3, Computer 3, Investigation (Crime Scenes) 5, Medicine 2, Politics 1, Science (Neo-Mitochondria) 3

Physical Skills: Athletics 2, Brawl 3, Drive 4, Firearms (Autofire) 5, Weaponry 3

Social Skills: Expression 3, Intimidation 2, Persuasion 3, Streetwise 4, Subterfuge 2

Merits: Allies (MIST) 3, Allies (Police) 2, Fighting Style (Combat Marksmanship) 5, Language 3 (Spanish, French, German), Liberated Form, MIST Agent, Power Affinity (Air, Earth, Fire, Water), Quick Draw (firearms), Resources 3, Striking Looks 2

Parasite Energy: 8

Willpower: 7

Morality: 7

Max Mitochondria Points/Per Turn: 35/16

Virtue: Justice

Vice: Pride

Health: 8

Initiative: 8

Defense: 4

Speed: 11

Parasite Powers: Air 5, Earth 5, Fire 5, Water 5

Weapons/Attacks:

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Type	Damage	Dice Pool
Unarmed	(B)	5
Tonfa Baton	2(B)	7
Berreta 93R	2	11