The mission: to ensure the continuance of the Human species in the event of Major catastrophe. Henceforth referred to as The Event. The Project is composed of multiple programs within existing and extra governmental organizations and companies around the globe with The Morrow Project heading up the North American theatre and its founder Bruce Edward Morrow having organized and coordinated projects globally through The Council.

Timeline:

Approx. 1930: remains of an unknown organism are recovered from a dig site in southern Nebraska. The strata suggest they were present during the Eocene Thermal maximum. Speculation abounds as the fossils are strongly suggestive of a modern hominid.
In addition to the remains, several artifacts are also recovered and cataloged. Shortly after multiple workers at the site fall mysteriously ill and are hospitalized. The remains, the artifacts and illness are all quickly dismissed as a hoax by the greater scientific community and fall into obscurity.

1950's: The remains are purchased by a E.B. Morrowitz as a collection along with other antiquities largely mislabeled or simply marked 'prehistoric'.
The cold war has seen tensions rise alarmingly quickly.
A team of Arctic researchers goes missing. Their remains are discovered in the spring along with their camp. Records indicate a violent death with at least four members never being found. The blame is laid upon polar bears.

1960s: Bruce Edward Morrow forms a think tank within the US on the auspices of encouraging global peace and creating a network of disaster aid programs. This would form the core of The Council and aid in recruitment for the Project's true goals.

1970's: Ties within Congress and the Senate ensure steady funding for the Project. In particular after The Projects aid in stabilizing and cleaning up Three Mile Island.
The Project at this time also begins in earnest to make use of advanced technologies sourced from its own research centers. Materials are gathered in secret and appear tied to minerals found in certain strata of rock. It is during this time Prime Base begins to be built. The site was selected somewhere in the Midwest by BEM himself.

1980's: The Council and by extension the Project continues to prepare for what at the time was thought to be a nuclear war on the horizon. Selected personnel are let in that the true aim of the Project goes much further. During this era Prime Base NA was brought fully online alongside its western European and central Asian counterparts.

1990's: with the end of the Cold War there is a slow down in funding to the Project though with access to Russian counterparts and intelligence what funding is left is used to bolster the network of caches, boltholes and sub bases across the world as well as recruit a wide variety of experts in genetics, epidemiology and paleontology.

Reports begin to filter in from Alaskan and other Arctic fisheries of diseased looking whales, fish and seals that exhibit strange behavior such as following boats for miles only to stop once the radio was shut off.

2000's: The Project slows on recruiting as the The Event has yet to occur. Globally there is at least one Prime Base level facility on every continent in a secured location.
The Council, having spent millions if not billions over the decades, began to question their situation. Several members begin to sell Project assets and technology in secret or release the information to their home countries
In Siberia Permafrost melt has triggered the death of several herds of Reindeer. The disease that killed them is thought to be Anthrax spores that were frozen. Reports indicate however that many corpses sported tumorous growths and lesions that could not be easily attributed to the disease.

2010's: A village in Alaska falls silent. Investigators find no bodies nor any sign of struggle. The only sign of people having been there are frozen half eaten meals as even dogs and cats have vanished.
Reports of "The missing" as many conspiracy theorists dub them filter through with sightings across the globe.
Shortly after these reported sightings occur the first cases of the Typhon virus are reported. Morrow's Event has begun.

2020's: The 'Typhon flu' proves to live up to its name with a mortality rate near 2%. Those that survive the virus suffer long term effects such as mental instability and rash like patches.
The various developed nations begin to argue and point fingers, claiming it is a bioweapon gone rogue.
War breaks out within the decade.
Across the globe, sea life begin to suffer mass beaching events near cities. The animals are uniformly ill and testing indicates strains of Typhon virus as the culprit. To the cautious such sights are seen as dire omens, to the desperate...a feast given by the sea.

2030's: orbital imaging shows the extent of damage to the planet with some cities still highly radioactive. Elsewhere, strange formations are observed to be emerging from the ground or sea. Eyewitness accounts describe massive spires and roiling fogs that burn the eyes with sulphur.
Within them strange shapes roam, the misshapen results of Typhon Virus exposure over decades.

2040's: several sites are bombed by the remaining powers. The result is an aggressive response...swarms of mutated fauna storm nearby towns and cities rampaging through homes, hospitals and military bases without care.
Survivors recount horrors that bear no semblance to known terrestrial organisms.
Prime Base NA goes dark. The last recorded audio suggests an aerosolized form of the Typhon virus was pumped into the facility by unknown assailants.

2070's: a cabal known as the Rich Five awakens early. Former council members proceed with their private army to take over much of Kentucky and West Virginia forming the KFS. Their stance towards the Typhon plague clears the way for a large swathe of the region to be declared a green zone as infected are rigorously removed from the populace and sterilization teams sweep the countryside.
In Europe project Aquarius activates as normal only to go dark shortly after. Data transmitted from recon teams there shows vast swathes of the continent covered in strange vegetation and unknown organisms hostile to human life.
A group of biologists, geneticists and biochemists begin a program of selective breeding and genetic manipulation to create humans that are inherently resistant and immune to the Typhon virus. Decades later they will become the Breeders.

2080's:
Caravans moving between settled regions recount sightings of massive creatures moving over land and encountering tangles of violet fleshy plants that fill the air with a strong sulfurous odor.
A man known only as Krell begins a violent campaign leading a cult built around him and a nihilistic philosophy that the remaining pieces of the old world must be seized or destroyed.
In the KFS stability reigns at the price of freedom of movement and information. Convoys entering the territory must undergo thorough inspections. Rumors persist that it is not merely to ensure the disease is contained.
Elsewhere polities begin to emerge from various survivors and the great Lakes are visibly glowing even at night. Sailors report massive organisms swimming within the waters and serpentine creatures in the various rivers that connect to them.

2090's: a decade of quiet. Weather systems begin to change and notably 'sludge rains' begin to appear inundating regions with a thick mucus-like substance that seeps into the soil. Where it falls plants begin to exhibit strange mutations.
Further abroad Project Amaterasu in the Japanese archipelago attempts contact with Prime Base, their pleas for aid fall on deaf ears as their main center of operations is apparently overrun by what they describe as demons.

2100's: failsafes in Project Cryo-facilities begin to trigger, thawing out personnel sporadically. A measure designed to ensure at least one team might be able to determine the final fate of the Project if just for posterity.
Along the coasts 'Purple Tides' begin to occur. Typhon mutated phytoplankton that create sulfurous dead zones along the coasts only suitable for them and other infected organisms.
Watchpost satellites note changes in the albedo of the Arctic as numerous structures begin to apparently grow, interlinked by networks of pulsating canals or veins.
Krell's followers begin raiding anew. Many suffering heavy mutation from decades of living within the red zones west of the Mississippi.
Caravans sight massive building sized organisms upon what was once the great Plains. They are surrounded by flocks of flying creatures that look similar to cuttlefish at a distance.

2110's: The Party awakes and the Project commences.

Concepts and miscellania:

The precursor species:
A species of Hominid that anatomically strongly resembles modern humans barring a few key differences such as proportionally longer arms and enlarged canines suggesting an earlier divergence from modern humans. Indeed, molecular analysis suggests they predate any human ancestor species by several million years. More important however was the degree of technological advancement evident with the few examples recovered over the decades by the Project leading to such breakthroughs as cryonics and advanced weaponry such as laser rifles. The ultimate fate of the species is unknown as evidence of their civilization ceases to be present shortly after the Ice ages begin. Suggesting that the colder climate ultimately proved too hostile to them. However other theories persist in particular that they dealt with an outbreak of the Typhon virus as some remains show evidence of a similar illness in the form of tumor -like ossified remains and deformities.

Psionics:
While on paper the Project flatly denies the existence of extra sensory perception, psychokinesis or other such phenomena. The reality is of course much more nuanced. While many self proclaimed psychics are little more than frauds. The Project did perform studies often supervised by Morrow himself into more hard to explain instances. And, as the Typhon Virus spread and the first UTO(UTO-00 'scylla') began to make appearances there was a noticeable uptick in such events. Rumors persisted throughout the Project of black sites where staff were exposed to the Virus to garner Psionic abilities. The truth of such rumors however has never been verified.

Thermal taps and Fusion Reactors:
While any Bolthole class or larger facility has a standard Fusion Reactor they have not been running constantly since the Event. Instead most facilities have a series of geothermal heat taps that power basic utilities such as emergency lighting, cryo-vaults and passive security. Staff were expected to bring the reactors online once the all clear was given. However that now falls to the various teams that have been woken up from cold sleep in the field. Both technologies can trace their roots and core designs back to Precursor dig sites however.

The typhon virus:
An aggressive retrovirus named for the father of all monsters in Greek myth. The Typhon virus is notable not only for its severity but the wide range of symptoms exhibited. While those that contract 'typhon flu' first exhibit a fever and flu like symptoms the victim can exhibit such complications as hemorrhagic death to uncontrolled tissue growth to baldness. Typhon virus cases however run around a 2-3% fatality rate making it notably more dangerous than typical flu.

This however pales in comparison to the real threat the virus poses. Repeated bouts can further alter a person's body rendering them barely recognizable as human. Worse yet, with its ability to jump between species it has altered whole ecosystems, rendering the flora and fauna far removed from their original forms and often toxic or dangerous to human life.

Atmospheric anomalies:
As the Typhon virus infected the oceans, so too did it infect the skies. Rolling storm fronts formed along the coasts, flooding increased as the vegetation that had once served as barriers changed and died.
Vast methane blooms formed where cities once stood, their remains slowly being eaten away by strange violet lichens.
Even the rain changed, coastal storms glazed the surrounding land with a thin layer of virus laden ooze that quickly dries and creates ' powder mills' laden with Typhon virus for the unlucky to stumble upon. This dust is collected by some tribes as a means to terrorize their foes.
In the interior, wind currents bring great storms that last for days, the air choked with grit that clings tightly and creates immense fields of static electricity as it whips through ruins. Often called "devil's fire" these events can disable machinery by overloading electronics and knocking out communications that are not hardened along with clogging filters and air intakes. Close inspection reveals the grit to be a form of diatom. Their rough silica exteriors shaped to be carried on strong air currents instead of through water.

Water:
While aquifers are often still pure, much of the surface water of the planet has become laden with Typhon virus mutated microorganisms. Purification is a must to prevent infection by a wide array of diseases and parasitic infections. Project purifiers are suited to handling such pollutants and can be immensely valuable.

Preccusor artifacts and ruins:
As the planet changes it uncovers its secrets. The precursor species, a hominid group that predated modern humans by millions of years, left behind a legacy that largely remained hidden to the world. Their artifacts often were left in collections of museums and collectors as oddities and curios of some lost culture or another, the truth never fully revealed.
Precursor artifacts are rarely intact in their advanced age and weathering is more than enough to destroy them over the eons. The fragments reveal a culture that exceeds even our own. Advanced metallurgy, conductors and power generation all were developed from samples the project gathered over the decades. Such project standards as Resistweave coveralls, first issued in the seventies come from an artifact dubbed 'the burial shroud' one of the first artifacts ever recovered by Bruce Edward Morrow.
While artifacts have been recovered and reversed engineered, rare as they are. They pale in comparison to the discovery of Precursor ruins. Perhaps once found at the surface, many of the surviving locations are buried deep. Ancient vaults that lay forgotten. It's rumored that Prime Base itself sits above such a site. It's theorized that others might still exist, buried and forgotten waiting to be plundered for their secrets and perhaps a way to stop the Typhon Plague…

Project Daedalus:
originally designed as a 'self contained cyber warfare unit' Daedulus was an artificial intelligence created during the turn of the 21st century. It acted as a safeguard against foreign and domestic threats to an increasingly automated country.
But, as the Typhon virus spread and the planet changed. So did the mission statement, shortly before the breakout of WW3 the distributed server farms that made up the AI were taken offline. Project Intel at this point becomes hazy as Daedalus no longer had ready access to the Grid nor were sympathizers to the Project involved, having been either found out or recalled.
What is known through records recovered from servers and documents post war is that the program shifted focus towards CNC and more critically to infrastructure restoration and urban planning. The Project has interest in securing this asset if just to prevent it from being used against them.

UTO'S:
"Quakers/hecatonchires
Colloquially dubbed Quakers. The Project sensor data classifies these 'tailored macro mutations" as a form of weaponized organism. Formally called UOT-31's(unknown organism 31 Type). Which cover broad categories of mutations into general types. Quakers all follow the same basic body plan. A towering 30 meter tall multi legged form. From the Air they look most like millipedes, velvet worms or even sea stars depending upon life cycle or specific class. Regardless the legs hold aloft the overall mass of the organism, little more than a stomach and simple non-specific nervous system. Quakers derive their name from the distinct tremors they create as they move across the landscape devouring everything in their path.
The main body is covered in hundreds of dangling sensory tendrils that react to being disrupted by snapping like bull whips. This coupled with a feeding rostrum designed to gouge and scrape away chunks of material into numerous radula, pockets of grinding teeth before finally being digested.
In their wake little is left but bare ground and a thick layer of virus laden ooze, a metabolic byproduct of digestion and a means to spread virus into the soil in wait for new chances to infect.
The first emerged from the coast, often where large beaching events had occurred. Likely stemming from a form of accelerated selection from various scavenger species that had been drawn there or simply were following an easy food source…
What is known is that Quakers are moving inland slowly but noticeably and that where they go the ecosystem that recovers is far more toxic and bizzare. Air quality has notable spikes in compounds like ammonia and carbon dioxide. For now the levels while high are only a few parts per million. But the rapidity is notable. Worse yet parasite organisms cling and flock to these creatures, many venturing from their host in search of an easy meal as opposed to burrowing into the armored hide.
Most recently several emerged from Lake superior. The largest emerging from the bombed out ruins of Chicago and slowly winding its way through the dead city, picking clean its streets.
The forces of Maxwell's militia provide a bulwark against the giant creatures and settled tribes, for a price of course. The use of tanks not only to confuse the creatures as the vibrations can serve as lures but also by disabling them via destruction of nerve clusters inside the limbs. This

can give crews time to set shaped charges to sever and ultimately incinerate the creature. The militia is quick to note the ever growing price of fuel and nitroglycerin…

Cyclops:
Classified as UTO-14 Cyclops were one of the first major threats encountered on land. Coming to between 3 and 5 meters at the shoulder. They earn the moniker from the large concave organ that dominates much of the 'head'. The function from what has been learned is that it acts as a directional receiver of various electromagnetic waves. It's not known as to whether this is a matter of circumstance or some greater design akin to Quakers.
What is known is these hulking ape-like organisms are drawn towards such things as radio towers, smashing them apart with armored battering ram-like arms strong enough to crack and crush brick and concrete structures and even with enough time bend or batter metal. Powerful hooks can pull open casings and doors to reach in and tear out wiring, a favorite food.
Sustained fire can bring the creatures down and even in the New South tales abound of infantry units that whittle away at the limbs with musket ball fire causing them to topple over so they can be burned.

Myrmidons:
UTO-35 Myrmidons pose what can be called an overt threat towards project staff. These humanoid organisms are capable of tool use, manipulating items via a 'hand' that is a mass of articulating tentacles with stiff rings of chitin to grip, their 'heads' lack defining features barring some color patches suggestive of primitive eyes. This does not mean they are simple animals however far from it as they are the first UTO to have shown signs of higher intellectual function. So far these organisms have shown primitive tool use such as clubs and basic hand axes. However the speed at which they've advanced is alarming, already accounts show use of spears and similar tools as they trail behind Quakers hunting parasites or gathering the thick slime that's excreted by the giant creatures. These provide the 'tribes' sustenance via an organ located within the equivalent of the palm of the pseudo hand which acts much as an echinoderm stomach, extending out and digesting material before being sucked back in.
Groups of these organisms are known to raid settlements often killing and eating the inhabitants. KFS forces recount stories of being ambushed by these creatures after having a Cyclops driven into their midst or ambushed during the night, a time of day that many UTO's seem to not perform well in.

Kharybdis:
Classified as UTO-10 the first of these 'super organisms' on the North American continent emerged in the Cascades. It's theorized they stem from Typon infected fungus. Each Kharybdis is upwards of a kilometer in diameter with much of it hidden beneath the surface. However various 'feeders' breach the ground these vase or pit-like organs draw in nearby lifeforms via pheromones, luring them in before sealing shut and flooding the chamber with digestive enzymes. Most feeder organs are quite small creating a pockmarked landscape. Some specimens however do reach far larger sizes and can be capable of swallowing even a V-150 whole. Often these types look like bogs or ponds, though instead of water they are filled with a toxic mixture of partially digested prey, digestive fluid and parasites.

Its unknown what purpose these organisms serve within the greater ecology the Typhon virus is forming but, atmospheric analyses of the air around kharybdis bodies shows a stark increase in Sulfides as well as aerosolized Typon Virus likely from 'geysers' which periodically regurgitate undigested material one of its many stomachs. Efforts to remove these organisms have been met with mixed success. Bombing campaigns, subterranean detonations and even tailored poisonings slow their growth but thus far that has been it.

Hydra:
UTO-12 or Hydra are often located in aquatic environments though some variants have been found in swamps or even old water treatment centers. Hydra can grow up to thirty feet in length. In their most simple form they are a roughly oblong blob with a long 'neck' on one end. This neck ends in a collection of sharp spines designed to impale and gouge prey. Each spine is coated in a virulent toxin that causes necrosis within hours.
Much like their mythical counterparts Hydra have prodigious recovery abilities. When injured not only do they 'bleed' a toxic substance similar to their spines but wounds eventually will grow into a new 'neck'. Advanced specimens can sport several such limbs posing serious threats to those that get too close. While it's unknown how these creatures feed accounts do seem to suggest they are able to engulf their prey and digest them whole. Shipmen on the Great Lakes report accounts of far larger forms that slowly undulate in the water attacking small vessels and capsizing them.

Harpy:
UTO-02
Harpies were among some of the first encountered UTO's; these child sized organisms resemble something akin to a squid or cuttlefish with large bat-like wings. An array of six tendrils each ending in a pair of hooked claws that allow them to cling to surfaces and attack prey. Harpy are often encountered by teams in the field near outbreaks of Typhon virus, feeding on the dead or clinging to the bodies of Quakers waiting for an easy meal. These organisms are a popular 'sport' species among some tribes with the claws and numerous hook-like teeth that fill the stomach as jewelry.

Kerberos:
UTO-10
Kerberos were encountered after early bombing campaigns by various now defunct governments. In many ways the creature lives up to its hellhound namesake. Moving across open terrain these beastly quadrupeds can easily outpace a rider on horseback and if accounts are to be believed, some civilian vehicles. The organism derives its name from its three 'heads' in reality heavily armored appendages that protect a central nerve bundle. The inside of these are tipped with brutal hooked claws designed to pry open armor or obstacles before disgorging a thick substance with a PH comparable to sulfuric acid. Between thick hide and a protective layer of heat resistant microorganisms that insulate the beasts from fire extreme caution is suggested if encountered in the field.

Factions:

Maxwell's militia:
As the Typhon virus spread the need for armed security forces grew various private security contractors slowly gained access to not only small arms but the surplus of military hardware left over from the decades of war the US had found itself embroiled in. It's from this humble start that Maxwell's militia began. Originally contractors tasked with policing gated communities. These security forces slowly morphed into a Quick reaction force for hire. Their policy of aggressive motor cav coupled with surplus LAVs, MRAPs and other machinery made them stand out where they worked.
As the decades wore on the various PMCs became petty warlords putting their guns to former customers and carving their own pocket fiefdoms. The militia however, remained largely unchanged in their cavalier mentality and mercenary lifestyle. While the Militia does maintain some secure holdings(mostly garages and depots that 'retired' members stay in to train new members and perform repairs) most live year round 'on the road' offering their services to the highest bidder for ammunition, fuel or even new recruits.

The warriors of Krell:
As the virus spread and War broke out. It was little surprise to see doomsday cults emerge. Many of these quickly burned out, fueled by their own self-destructive philosophies. Some however persisted. It's believed these formed along with a wide array of conspiracy theorists and survivalist types the core of what would become the Warrior cult. Project documents indicate that someone using the Krell pseudonym emerged online shortly before the first major outbreaks. A personality notable for not only the multi hour monologues using a voice changer and manifestos decrying the actions of what it called 'The under-state' a cabal of shadowy figures that were preparing to plunge the country into chaos for their own gains but also the frequent references to a 'coming plague' and mentions of how it all goes together.
As wars broke out, Krells messaging changed as he called to his listeners('his warriors of truth') to come to him at a designated time and place. This would result in a mass movement of those followers towards the upper Midwest converging upon a national guard armory, the eventual core of the new Krell cults domain. Krell and his cult largely go silent at this point as far as outside observation is concerned. This is in part thought to be tied to key members of the cult accessing cryo-vaults on sight and, if rumors are to be believed, as part of ritual involving direct exposure to the Typhon virus while on Ice.
What is known is that fifty years later a horde emerged, these zealots would go on to pillage and ransack the region establishing a network of temples, factories and slave markets to fuel their growth.

The Breeders:
Project Narcissus started during the first waves of the Typhon virus. Its intent originally was to find a means to mitigate the mutagenic effects of the virus and help ensure that humanity would not become irrevocably and harmfully mutated into extinction. The scientists, philosophers and volunteers of the program created a decades long experiment, cataloguing mutations within the populations of nearby towns, studying how these were passed down and ultimately trying to reverse the course of changes where possible.

Now, almost two centuries later, Narcissus bears strange fruit. The Breeders are a reclusive cult now, their forebears obsessed with ensuring traceable bloodlines. Where they hold sway whole towns look to them as priests and medical staffers with many operating not only to help ensure that no errant mutations occur but that each new generation is healthy.
This is not to say that they are fully benign. Those that are deep within the organization know of the 'Homo Typhon' program, an effort to create a new species of human able to survive in the changing biosphere. Such results are a carefully kept secret as many so far are quite monstrous and often short lived. This has not stopped them however and with the prospect of the Projects personnel and their technology The Breeders are eager to make a deal...for the future generation.

The shipmen:
As the Great Lakes change, their waters become sulfurous and prowled by UTOs that lash out at watercraft with increasing ferocity. The shipmen adapted their mighty tankers acting as some of the only safe means to cross the lakes, their hulls etched with the scars and patches as testament to decades of doing battle within their waters. The hulls of the great ships bristle with explosive tipped harpoon guns and homemade depth charges, useful weapons against the water going UTO's. Within each ship are whole villages living their lives out within the massive tanks and cargo containers that once moved goods across the globe. The Shipmen ferry those that are willing to trade and have close ties to the Balooners as each watches out for the other, monitoring the weather and currents for danger.

Ballooners:
While many survivors remained land bound. The Ballooners took to the skies, their floating caravans a common enough sight as they drift on currents of wind and bring news to scattered tribes. The Ballooners watch from a bird's eye view as the Typhon virus changes the planet below. Their surveys are invaluable to those looking for ruins to mine or safe roads free of bandits and UTO's.
While rare, some do make their way to the ground. Often setting up weather stations and 'airports' for their kin to stop at during their endless journeys. Here small villages might form as they become trade posts of news from abroad and a place for the weary to stop that is moderately safe. Many Balloner caravans also practice 'searing' that is dowsing areas of heavy Typhon infestation with oil, Molotov cocktails and fertilizer bombs as a means to slow the spread. Though often at great risk to anyone on the ground as the nearby UTO's typically enter a frenzied state and begin to attack anything nearby including each other…

The KFS/Rich Five:
Predating the rise of the Typhon virus the various companies that would go onto form the KFS are thought to have acquired much of their resources through back channel dealings with The Council including access to cryo-storage, a fusion reactor and power cell technology. This allowed the 'Rich Five' to organize and wait out the worst of the early years. When what would become the KFS emerged they were met with fanfare. Those that had weathered years of plague and war were met with a steady hand and resources that hadn't been seen since some were children.

It's no wonder the KGS rapidly grew in those early years stretching from the Ohio River southwards into Tennessee and West Virginia the proto-nation quickly brought stability and order to the surrounding countryside.
Though not ones to rest on their laurels the KFS has reached something of a stalemate. Planes routinely spray the banks of the Ohio and river patrols place underwater mines as a means to deter UTO's. All the while the citizens within are routinely reminded of the horrors they are saved from as caravans return to stock menagerie with all manner of oddities and propaganda reels run daily. The Rich Five, the ruling elite of the KFS have cut the country into their own fiefs each a threat to the other and creating a network of double crosses and petty disputes that manages to scramble ever forwards. While The Project is known it is viewed as less a threat and more as resources to be gathered. It's staff either paid to work for the KFS or interrogated for useful information before being disposed of.

New rules and such:

Autopsies:

Knowing your foe is paramount to a sure victory. And humanity has never dealt with such a foe as the Typhon. As such the Project needs field data on their anatomy and physiology to better know and eventually defeat them.

Characters in Project Odyssey may attempt to dissect and perform autopsies on UTO's to better prepare and fight against them. A character that performs an autopsy must have knowledge of the Life Sciences or a similar skill set such as a medical background otherwise they are merely hacking away at a corpse with little understanding. Once an autopsy has been performed the character must debrief anyone they feel should know what's going on and in turn pass along the bonus to them.

Specimen Factors:

Live specimen: +25%
Intact or mostly intact(more than 75% of the specimen left):+0%
Partially decomposed/partial remains: -10%
Fragmentary remains(less than 50%): -20%

Other factors:

Improper facilities: -10%
Quality facilities(advanced laboratory, SCIENCE one labs etc):+10%

Time and effects:

A character that performs an autopsy must set aside a minimum of 4 hours per size rating of the organism in question. They may rush the procedure but take the standard penalties. This is considered a single test(+/- relevant factors) and at the end they must tally their DOS or DOF and refer below:

If it bleeds:

For every 2DOS when a fireteam that's been briefed on this UTO engages it. They gain +2% to their attack rolls(maximum +10%)

Don't move:
For every 2 DOS characters gain a +2%(max +10%) to tests to avoid this type of UTO. They may also do the inverse and gain the same bonus to draw the attention of that UTO.

It's afraid:
For every 3 DOS characters briefed on this UTO gain a +2%(max 10%) to ignore fear or resist Psionic influence.

Countermeasure:
For every 2 DOS a character gains +2%(max 10%) when treating wounds inflicted by this UTO.

Rules Variants for T2K 4e:
A group that uses the the new Free league rules will need to make the following adjustments to their game:
Cold Sleep: The Cryostasis treatments that Project members went through were not designed for the 150 year run that the party has been put through. Characters that wake up from Cold Sleep must roll **Stamina** unmodified if they roll a 1 they experience Tube Shock(see below).
Tube Shock(Roll 1d6):

1. Endorphin rush: The character wakes up with a shock for the next Shift they add a +1 modifier to their Strength and Agility rolls. The shift after they crash and suffer a -1 to those tests however.
2. Soft Tissue Damage: The character has some soft tissue damage. Agility tests are considered one step harder for 1D6 shifts or until they are given Medical Aid.
3. Red out: Blood vessels rupture in the eyes causing temporary blindness. The Character cannot perform recon tests for 1d6 shifts.
4. Ice on the Brain: The character suffers from a small build up of ice crystals in the brain. The character suffers a mild degradation of their intellectual functions; they must Reduce one INT Skill by one grade.
5. Glycol buildup: Muscle tissues that had been pumped full of anti-icing agents are slow to recover the character suffers -1 to all Strength tests for 2d3 Shifts.
6. Stasis Shock: the character suffers from being brought back up too fast and suffers 1d3 points of stress and 1 point of damage.

Recruitment phase:
Instead of a war term the characters that use the Lifepath system the characters go through a final recruitment term as they are inducted into the Project. Each Character must take Ranged Combat as a skill if they do not have it the same as if they were drafted. In addition they must select from one of the following Project Sectors and roll for specialties:

Sector	Scout	Mars	Science
1	Navigator	killer	Field Surgeon
2	Combat Medic	Machinegunner	Teacher
3	Scout	RIfleman	Computers
4	Communications	Interrogator	Project Tech
5	Mechanic	Frontline Leader	Scientist
6	NBC	Powered Armor	Chemist

You will note there are some new specialties we will detail these below along with the new option skill Psionics.

New Specialties:

Powered Armor: This gives the character the needed training to operate Powered Exoskeletons, Powered armor and similar high tech equipment.

Project Tech: This provides a +1 modifier when a Character is making Tech rolls on Project equipment, facilities or similar situations as the referee decides.

New Skill:

Psionics:

Empathy

This character has opened their mind to their Psionic Potential. With this skill they are able to test Psionics to resist the effects of other Psionic characters. In addition they may sense a fellow Psionic user up to their rating in miles away(6,8 10 etc.) They may test to ascertain the precise location of this as either an opposed test unless the other party is willing. Should a character roll a 1 on any Psionic test they gain 1 point of stress regardless if they have pushed or not.

Specialties:

Telekinesis:

This character may test their Psionic Skill to move an object(fast action) with an amount of weight equal to half their current rating with their mind. They may immediately throw this object as a weapon using their Psionics skill as the attack roll(slow action) dealing damage equal to the weight value of the Item with a Crit rating equal to two and +2 armor. Note a character can use this ability to throw a grenade as well.

Pyrokinesis:

The Character is able to set objects on fire. They may cause an object up to one cubic meter to light on fire with an intensity of their Empathy or Psionics whichever is lower. A character can spend one point of Stress to increase the intensity of the fire by one(up to A). In addition they make a psionics roll to cause the fire to explode as an explosive with a rating equal to -1 of their lowest rating(minimum D). They may also test this ability when needing to light smaller fires.

Cryokinesis:
The Character is able to make the air incredibly cold at a rapid rate. This character may test psionics if they do so they may immediately cause one person to suffer Hypothermia plus one point of damage per success. They Spend one point of Stress to increase the damage by one but, if a one is rolled immediately gain Hypothermia themselves.

Psychoportation:
The character is able to 'blink' out of reality or seem to for several moments. They may test their Psionics skill instead of sprinting and may move a number one hex(D=1, C=2 etc.) equal to their Empathy or Psionics whichever is lower plus Successes. In addition a Character may Add one D6 per Stress expended(to a maximum of three). For Each Six rolled they move an additional meter, for each 1 on the die they immediately suffer one point of Stress. For each six rolled they move one additional hex.

New Weapons:
The Stoner System:
All weapons in the Stoner system were designed to be interchangeable. A character may make a Tech(Gunsmithing)+1 test(unopposed) to change out the firing mechanism into either a Carbine, an Assault Rifle or a LMG.

Stoner M23 Carbine/assault rifle:
Rof: 5
Dam: 2
Crit: 3
Pen: 0
Range: 5
Mag: 30
Weight: 1
The Stoner system was designed to be interchangeable between a light machine gun, a Carbine and an assault rifle format. The Carbine is treated as a Submachine Gun for quick shots but cannot sport a Bipod, the Assault rifle format has the same state block but can support a Bipod.

Stoner M207(Mk 23 Commando)
Rof: 10
Dam: 2
Crit: 3
Pen: 0
Range: 6
Mag: 100(belt)
Weight: 2

The Stoner System adapted for a LMG capacity. Characters are presumed to have a Bipod with this weapon platform.