

# Stockholm Doom

## Metal

December 2022. The intruder alert goes off in the night at a high-security research facility in Solna, Stockholm. The corporate security team goes in, but doesn't come out again. Then they call on you.

A fan-made scenario for KULT: Divinity Lost

# Introduction

“Stockholm Doom Metal” is a short action horror scenario for 3-4 players.

**Content warnings:** Violence, violent player characters, player characters as perpetrators, war crimes, crimes against humanity, medical experimentation, torture, children being harmed. The scenario uses custom disadvantage mechanics to reflect unpleasant character traits. This means that in certain circumstances, rolling poorly will mean that your character will do something awful.

These notes are unofficial Fan Content for KULT: Divinity Lost, permitted under the Helmgast Fan Content Policy: <https://helmgast.se/meta/fan-content-policy>

“Stockholm Doom Metal” is a work in progress. This is version 3.

If you decide to run this scenario, I encourage you to change anything you feel needs changing, and keep what you like.

Text in *italics* are examples of what the GM might say.

## Themes

The character concepts are named after first-person shooter video games for a reason. The point of the scenario, to me, is to take a relatively stereotypical setup for a video game—the assault team on a mission to go into a facility, the human experimentation, the evil scientists, the boss monster—and try to draw out the awfulness of it all. Games and action films will routinely have character commit war crimes and crimes against humanity. This scenario aims to destructively over-affirm these tropes.

## Alternative setups

Either use the character concepts, the five pre-generated characters found at the end, or follow the standard character generation to create a team made out of suitable archetypes.

The scenario can start either with character introduction scenes and kitting up, or *in medias res* as the team drives up to the facility. For a one-shot, definitely go with the latter option.

## Suzanne's story

Suzanne Ericsson, now 12 year of age, arrived to the facility with her pregnant mother Anna four years ago. Her little brother, Jon, was born six months later. They are the only children in the facility. Anna died recently.

Most of the experimental victims are migrants who disappeared and got kidnapped in different ways. Suzanne's little family is different; they are here as punishment because Anna tried to escape Suzanne's father, brother of the CEO.

Finally, Suzanne's mind couldn't take the strain, and the Illusion crumbled around her. She made a pact with a nepharite representing the death angel Samael, which would give her freedom through revenge. At that point, that didn't even sound like a price to pay, more like the price was the reward itself. She will kill everyone who worked in the facility.

The nepharite sent a razide through the tear in the Illusion to aid Suzanne. The razide helps destroy everyone, but Suzanne herself needs to finish them off. The razide brought a dagger from Inferno, to be used for that purpose.

## Organisations

The facility belongs to a biotech start-up that has been bought out and is now majority owned by a subsidiary of a subsidiary of a big pharmacological company, HD Pharmaceuticals. It is located in the vicinity of, but not strictly on, Campus Solna, the site of laboratories of Karolinska Institute, the national Science for Life Laboratories, as well as a number of biotech companies.

The company used to work on new antibacterial drugs, and started using shady, illegal, but in the beginning perhaps not fully monstrous human trials. At first, they recruited "volunteers" who were in desperate circumstance. Eventually, they turned to kidnapping. After the company was bought out by HD, and under the new head of research Matteus Klang, the research has gone utterly off the rails, in service of his fringe neuroscience and transhumanist beliefs.

Satyr Security is controlled by lictors who once followed Chesed. After Chesed's destruction, they now serve Netzach. They protect the Illusion as a forceful clean-up squad.

# Character concepts

## The Squad Leader

You are ex-military, ex-Lieutenant to be precise. You never got the responsibilities and promotions you deserved, and you resented being bossed around. Now, you are the unquestionable leader of this little elite group, flying around the world to do the blackest of black operations. How could it be better?

**Dark Secret.** Guilty of Crime. Your discharge from the military was precipitated by the Bad Thing that you did. What it was is up to player choice, but the key point are that you enjoyed it, and it can't be justified by civilian morality.

**Disadvantage.** Sensitive Pride. You are overly sensitive to challenges against your authority and perceived rank. When someone questions your authority, even implicitly, roll +0.

(15+) You can deal with it.

(10-14) The challenge throws you off balance, and you must Keep It Together.

(-9) You lose it, and you take -2 ongoing until you can assert your authority.

**Advantages.** Officer. Gritted teeth.

## The Medic

You were never in the military, to your big chagrin. Instead you went into trauma medicine, but even that couldn't quench your lust for adrenaline. You just had to start some shit, didn't you? After the scandal had blown over, you finally found a job that will let you do what you want—stabilise wounds in high pressure situations, and hurt people with impunity.

**Dark Secret.** Guilty of Medical Experiments. Maybe you did it for fame, maybe you did it out of sheer boredom, but you have done something awful to several of your patients. What is up to player choice. This led to the scandal that lost you your job, but put you on the radar of Satyr Security.

**Disadvantage.** Sadistic Compulsion. You like to hurt and humiliate people. Whenever you have the opportunity to hurt someone that you have power over roll +0.

(15+) You can resist your impulse to cause pain, if you want.

(10-14) You feel the need to cause at least a minor amount of pain, discomfort or humiliation in your potential victim. To resist, you need to Keep It Together.

(-9) You feel the need to make someone suffer. To resist, Keep It Together. Whether you act on your impulse or not, take a -2 penalty to any roll you make to help the potential victim.

**Advantage.** Battlefield Medicine. Genius.

## **The Scout**

You used to be in organised crime, breaking and entering both physically and digitally, stealing stuff and secrets. That seems like a useful enough skill set, doesn't it? Unbeknownst to your colleagues, you were actually recruited to this organisation because of forbidden knowledge about how the world really works.

**Dark Secret.** Forbidden Knowledge. You're guilty of many crimes, but none of them keep you up at night. However, when gaining access to a secret warehouse, on the hunt for something valuable, you found something that can't be explained or forgotten. What is up to player choice. It's not something you want to talk about. Thankfully, your memories are blurry. Shortly thereafter, you were recruited by Satyr Security.

**Disadvantage.** Repressed Memories of the true nature of what you saw.

**Advantages.** Sixth Sense. Hacker.

## **The Heavy**

Your expertise is in blowing shit up, ripping shit out, tearing shit down, and fucking people up. You may enjoy that. Also, even if you didn't, Satyr Security has enough dirt on you to fill medium-sized filing cabinet. You're not going anywhere, other than exactly where they tell you.

**Dark Secret.** Guilty of Crime. Satyr Security knows exactly what you have been up to. What is up to player choice. The key thing is that exposure would destroy you and your loved ones.

**Disadvantage.** Leave no survivors. You don't want to leave enemies standing. To stop yourself

from killing someone who has tried to harm you, roll +0. This applies even if the attack was in self-defence and even—no, especially—if the opponent is neutralised and begging for mercy.

(15+) No problem.

(10-14) You can stop yourself, but take -1 Stability and become angry.

(-9) You can stop yourself, but take -2 Stability and become obsessed with the opponent.

**Advantages.** Explosives Expert. Ruthless.

### **The Spy**

An ex-foreign ministry interpreter and administrator (rest assured, those are all euphemisms), you specialise in interrogation, social engineering and the old verbal sleight of hand. After years of service abroad, you were discarded like a worn-out sock when you weren't useful any more. The good thing is, Satyr pays much better than the foreign ministry.

**Dark Secret.** Victim of Crime. Something happened to you during your service abroad that made you vow to never be that helpless again.

**Disadvantage.** Nervous. When losing Stability, you lose an additional -1.

**Advantages.** Intuitive. Eye for Detail.

# Setting the stage

December 2022. The intruder alert goes off in the night at a high-security research facility in Solna, Stockholm. The corporate security team goes in, but doesn't come out again. Then they call on you.

You are a team working for Satyr Security International. You will assist the security team, extract any research personnel, and delete all data from the research facility server.

## Preparations

Each character gets a very brief opening scene when they are paged, texted or called. The squad leader is at Arlanda Airport, having flown back from a job in Amsterdam. The medic and the heavy are in their homes.

The scout is in their home, and gets half an hour to get preparatory intel on their computer. Ask them to roll +Reason for a custom investigation move.

(15+) Ask three questions.

(10-14) Ask two questions.

(-9) Ask two questions, but the information given is be incomplete or somewhat misleading.

Questions:

- ◆ *What are the ways into the building?* This gives them schematics that show everything about the building except the layout of the inner lab behind the airlock, which is left blank. It also gives information about the three ways in.
- ◆ *What are the potential threats?* This gives a chemical biohazard warning, that the lab is rated for work with pathogenic microbes and uses human cell lines and stores poisonous, corrosive and flammable chemicals. It should also spur the thought that Satyr Security is an incredible overkill for this situation, if someone has simply broken into a biotech start-up that was bought out for its intellectual property.
- ◆ *What is weird about this assignment?* Again, the mere fact that Satyr has been brought in, that the regular security team is not enough, is weird. They may also find that a few years ago, right after being bought out, the company hired a new head of research, Dr. Matteus Klang,

who is a psychiatrist by training. This is strange; you would have expected a biotechnologist, pharmaceutical scientist or biologist. Maybe they're working on new projects in psychiatric drug development.

## Kitting up

They get to stock up with the equipment that is needed for a job like this. The team will be wearing head cameras, lights and communications devices in their helmets. Satyr can listen in to or talk to anyone, but they normally communicate with the squad leader. They should also bring weapons of their choice, protective equipment of their choice, and protective masks.

Here, either have a scene at the Satyr Stockholm headquarters where they get to pick equipment, or use the equipment on the pre-generated character sheets provided at the end.

## The facility

The facility is in an inconspicuous brown brick building, close to but not strictly on Solna Campus, by Hagalund. They arrive around 0:35 in the night. The streets are empty. Pavements are covered in a thin layer of wet snow, turning to slush on the road. There's a parking lot in front of the building where only one car is parked, a white Volkswagen Transporter van. There are loading docks on the back of the building, and the culverts are accessible from a yellow brick electrical substation by the edge of the parking lot.

As they roll up to the location in a car full of weapons, you should remind the player characters that it's not in their best interest to draw attention to themselves.

*Of course you realise that your jurisdiction is shaky at best. If you meet with law enforcement, there will be a blood bath. It will not look good for your employer, and they're likely to be rather disappointed in you.*

**The orders.** Repeat the orders:

*Assist the company security team. Extract any research personnel. Delete all data from the research facility server.*

This is a matter of company security. Better restore what can be restored from off-site backups than risk it being stolen or tampered with by the intruder. Any person who cannot identify



themselves with a valid company ID (for research staff) and with the correct daily password (for the security team) should be treated as a hostile.

## Ways In

There are three ways to enter into the building. They can go through the culverts, into the water treatment plant, then to the storage area and finally, through there, into the research facility. They can enter in the front, past the reception and offices, into the storage area and the research facility. Or they can go through the back, the loading dock, into storage, and then the research facility.

**The culverts.** They enter the culvert through a service hatch behind a locked door in the smaller brick building by the parking lot, which hosts an electrical substation. There are no lights, and some level of dirty water to wade through. They may climb up a grate, but there is an electronically locked hatch blocking the path. It can be blown up with explosives, if they back off very far.

In the electrical substation before entering the culvert, they might connect to the wireless network and find a way to hack into the security system. This will also open other locked doors. However, when they open the grate, they will hear a metallic sound, and a hissing, as poison gas is released, which causes harm -3, with a feeling of choking and burning irritation, with risk of injury to the eyes. Everyone needs to put their protective masks on. This might be a good point to use that Sixth Sense.

**The water treatment facility.** There is a small reverse osmosis unit for water purification, next to two big ion exchanger tanks. To the left are metallic stairs that lead up to the ground floor, to the loading docks. To the right is an incinerator furnace. It's currently cooled off, but if they open it, you can find charred bones among the ashes of human remains.

**The loading dock.** There is an electronically locked door that can be hacked or blown up. In this case, there is no trap. Inside you find chemicals and lab consumables that have been delivered, as well as sealed buckets of biohazard material. If they look inside, the buckets contain microbiological waste such as agar plates and cell culture flasks, and another contains sharps including disposable scalpel blades and needles.

There is a small office with a computer, label printer and similar logistics stuff. There is a mug

with a novelty print and coffee residue. The next door to the facility is electronically locked. It can be blown up or hacked. If it is tampered with, it is set to close the door behind them, and lead electricity through metal parts of the door frame, handle, threshold etc. This causes harm -3 in the form of serious burns.

*The searing pain goes through your hand, your arm, your chest and it feels like your heart skipped a beat, but not in a good way. You are thrown back.*

**The front entrance.** Going in the front means breaking in. You can do that through one of the big windows, without the need for explosives. An alarm will be triggered, alerting the security team, but no poison gas or electric traps here here. You may want to remind the characters that what they're doing is wildly illegal, and that they should hope that the alarm is not connected to emergency dispatch. There is another powerful blast door that separates the offices from the storage area. The easiest way is probably to hack it from the reception terminal.

Behind the reception desk, they can also see a number of security cameras. Most show the preparatory labs, storage area and loading dock. Only one shows the inner laboratory, specifically the inner side of the air lock. On it, they can see the dead body of one member of the security team in a pool of blood, and later, the other member of the security team, severely injured, crawling into view. If viewed at the right moment, one can see Suzanne stabbing them to death.

Investigating the offices will reveal information about the research. Specifically:

- ◆ They used to receive shipments of antibiotics, microbiological materials, and cell culture materials (fetal bovine serum, nutrient solutions, culture media), but over the last years, the use of lab consumables seems to have steadily decreased. They still use a lot of sterile materials, antibiotics, sedatives and psychoactive chemicals.
- ◆ There are no records of results to be found, maybe they're all in the laboratory server, in their laboratory information management system (LIMS)? The server seems to be cut off from the internet.
- ◆ One may expect to find conversations with legal, about intellectual property, priority, freedom to operate, etc. Nothing like that. But there are nondisclosure agreements, signed by scientists, on file.

**Thoughts about revenge.** As they enter the building, intrusive thoughts relating to revenge might enter their minds. These could be:

- ◆ For the Squad Leader: remembering being discharged from the military, ratted on, humiliated, and thinking about who did it. *What you would like to do to them?*
- ◆ For the Medic, it could be similar thoughts about the people involved in exposing the scandal, or about the public, the idea of showing them, that you will be vindicated in the end. It could also be thoughts about the victims, or their families. *What would they do if they got their hands on you?*
- ◆ For the Scout: speculating about what would happen to you you spilled the beans on your forbidden knowledge. *You could cause a lot of problems for Satyr. What do you think would happen to you if you did?*
- ◆ For the Heavy: thinking about what would happen if Satyr executives decided to expose you, the horrible consequences, and how you could go on desperate murder—suicide killing spree as a final act of revenge.
- ◆ For the Spy: thinking about the people responsible for your helplessness, and what you would like to do to them.

# The storage area

**The security team.** In here, you will find the remaining members of the security team. They are three guys with handguns. You may note that this is wildly illegal, but so are their guns. After failing to secure the research facility, losing two of them to the razide, they have activated the security “decontamination”, and are now waiting for it to finish, so that they can finish the containment procedure. This is meant to seal the airlock, while poison gas is pumped through the research facility, and then vented. This takes several hours.

The security team have fortified themselves in one of the minor storage rooms in the further end, letting them watch both the entrance and the airlock. The team is unaware that the razide has destroyed the security system inside. The research facility has no windows.

When the player characters enter, it is dark. If they move into the room, or towards the airlock, the security team turns on powerful floodlights, in order to blind them and get good shots. If the characters communicate with them, the team will acknowledge that they have the correct password, but they will not accept help. In fact, this is correct; the Satyr team is not there at the behest of HD Healthcare, but of lictors at Satyr.

*Here to assist? The hell you are! Step back or we will open fire!*

The air lock is to the left when coming from the front door. The stairs to the basement are in the corner to the right. Along the right wall are glass windows and doors leading to the preparatory labs. The storage room where the security team is camping is straight ahead.

**The preparatory labs.** The preparatory labs are not rated for pathogenic microorganisms, and are just used to prepare solutions of chemicals, drugs and so on. They contain large amounts of chemicals in chemical storage cupboards. If they investigate, they can find a striking amount of antibiotics and psychoactive drugs.

**Entering the inner laboratories.** They can go through the air lock, or potentially use explosives to blow their way in. Putting explosives in the south end, towards the entrance, will kill or injure the experimental victims as the cages along the wall are blown up. This gives the characters an advantage against the razide, who is otherwise ready to ambush them at the airlock. Putting explosives closer to the north end, in one of the prep labs, will open a hole into the surgery room. This doesn't kill anyone in the process, but doesn't give any advantage

against the razide.

If they decide to use explosives, you should definitely tell the characters that the clock is ticking before law enforcement will arrive on the site.

## The research facility

The research facility consists of a main room, where they enter through the airlock, which has a few lab benches, vented chemical cupboards, and the cages where the experimental victims are housed. Adjacent to this hub is the room with the experimental chamber, where Suzanne, John and Dr. Klang are, a dissection room, and a microbiological laboratory.

**The victims.** There were six experimental victims in the facility, including Suzanne and Jon. When you enter, the other four remain locked in their cages in the research facility, in the room inside the airlock.

**The scientists.** There were four scientists in the facility. Dr. Klang is the only one alive. The other three have been incapacitated then tortured by the razide, and finally finished off by Suzanne's dagger. Their remains can be found in the dissection room, spread over the table, floor and benches.

**Thoughts of victimhood.** When opening the air lock to the research facility, intrusive thoughts of victimhood may occur. They could be:

- ◆ For the Squad Leader: dwelling again on the humiliation and betrayal of being discharged from the army, but without considering the justifications for doing so, or indulging in the thought of revenge. *How does that make you feel?*
- ◆ For the Medic: seeing yourself in going through the procedure that you exposed your victims to. *What would that do to you?*
- ◆ For the Scout: this might trigger the Repressed Memories disadvantage.
- ◆ For the Heavy: considering the idea of a murder—suicide spree again, maybe thinking about the exact same actions as before, but now feeling nothing but emptiness, sadness and lack of hope. *What does it matter?*
- ◆ For the Spy: thinking back to the event, how helpless you felt.

**The server.** If they manage to kill the razide, they can find the server in a locked cupboard, or access it through the terminals on the lab benches. On it are protocols of what has been done to the experimental victims, but no personal details for them. There are also what looks like legitimate laboratory notes from biopharmaceutical research, but those are older. Over the last years, this place has devolved into a pseudoscientific torture facility. The reason can not be discerned from the records. The contents can be deleted by the Scout, or the server may be physically destroyed.

## The razide

The razide can be found in the first room of the research facility, beyond the air lock. It has been busy killing and torturing researchers and experimental victims alike.

Inside the Illusion, the razide looks like a tall man with white hair, dressed in a once white coat like one of the scientists. It is now drenched in blood, covering the spectrum of colour from fresh bright red to dried deep brown.

Immediately if under enough psychological stress, or when first injured by the razide, characters should See Through the Illusion and see its true form. This might also pull them into a purgatory temporarily. The razide is impossibly tall. It has blades sticking out of its wrists, knuckles and fingers making its hands nothing but weapons. Its true form will also be clearly visible after it's been defeated.

Stats for a razide are given in the KDL core book on p. 328.

**Fighting.** If the characters have given it any warning—through the noise of the fight outside, an explosion, the alarm or failing a Sixth sense roll—the razide will wait inside the airlock to ambush them, and there is no reasoning with it. It will break a control box on the wall, causing the light to go out. They will have to fight it with only torches to guide them, as it circles the room to attack you from different angles. The risk of friendly fire is high.

**Running past the razide.** They can run past the razide. Every room here is a dead end, but if they go into the experimental chamber, they will meet Suzanne and Dr. Klang. The razide will not come for them in this room until it has dealt with everyone else first.

**Innocents.** During the fight, the razide might break another control box, releasing the experimental victims from the cages. They may run through the room, trying to escape. Try not

to accidentally murder them. If they get out and if anyone of the security team is still alive, the security team will attempt to shoot the victims dead.

**Defeating the razide.** This is hard but might be possible. If the razide is dead, they can simply walk into the lab, dissection room, or into the experimental chamber where Suzanne is. If the razide did not break out the experimental victims, they can release them.

**Being defeated by the razide.** The razide will aim to knock them out, but not finish them off. The idea is to let Suzanne kill everyone. It kills only you accidentally, or to make an example of them if they identify themselves as Satyr.

**If they are knocked out.** If critically injured or knocked out and left to the razide, they will see Suzanne walking around among the corpses, delivering the final blow with the infernal dagger. She will eventually come to them. They hear her talk, walking next to the razide and talking with the nepharite's voice.

*"They are so many. Do I need to?"*

*"Yes, Suzanne ..."* says a pleasant woman's voice, *"We agreed that it's for the best."*

*"But, they're new, they've not done anything to me ..."*

*"Suzanne ..."*

*"Okay."*

**If they identify themselves as Satyr.** The razide recognises the name, and decide to make an example of one of them. It aims to neutralise them, then take one of them, beat and cut them to within an inch of their life while taunting Satyr through the head microphone, and then bring them out to the parking lot and leave them there. If a character goes through this and haven't already, they should See Through the Illusion.

*"Satyr, you say?" He spits, blood and stomach acid. He grabs your helmet, pulling it off you, and putting the microphone close to his mouth. "You hear that? I'm going to break your soldier the same way they broke your master."*

## Meeting Suzanne

Suzanne is in the experimental chamber, a white room that can be observed through a one-way mirror from an antechamber and entered through an electronically locked door. She's standing in front of a rectangular plexiglass cell, where a man in a white coat has locked himself in. He's holding the remote control that closes the plexiglass cage. This is the head of research, Dr. Klang.

**Dr. Klang.** Klang is not repentant, not asking for forgiveness. He's scared, of course, but convinced that the security team will get him out. He just has to wait, and any moment now, they will barge through the door guns blazing.

If for some reason questioned about the morality of what he's been doing, Dr. Klang doesn't produce any of the usual justifications like "I had to do it, for the good of humanity" or "if I didn't do it, someone else would".

*It's just a job. Like you don't do awful shit for pay.*

They may shoot up the plexiglass cage and kill Dr. Klang. If they do, Suzanne will insist that she must finish the job with the infernal knife. If they protect Dr. Klang, Suzanne will start crying, complaining that she must kill him.

*They hurt mum. They tried to hurt Jon. They won't hurt anyone any more.*

*The lady sent him to help me. We made an agreement.*

**Jon.** Suzanne keeps Jon close, either leading him around by the arm or letting him wait in a safe part of the room she's in. She has torn a piece of her scrubs to make a blindfold for Jon, and told him to cover his ears.

**The knife.** If they take the knife from her, she will protest that she needs it, but she won't fight back. Holding the knife will let them feel her cold hatred of her tormentors, and the joyless need for revenge.

**Orders from Satyr.** If Satyr Security higher-ups see Suzanne or other surviving experimental victims on the helmet cameras, unless the helmets have all been taken off or the cameras destroyed, dispatch may remind the characters of their orders. Anyone who can't identify themselves as a researcher or security is considered hostile.



*Even the children? — Yes.*

If they resist, they will threaten to fire they, as well as expose any dark secrets they know about. *GM note: If time is tight or the mood is not right, you may want skip this part.*

**Killing Suzanne and Jon.** If the razide is alive, it will protect her, but otherwise killing an unarmed child is physically not difficult for the characters. When leaving the facility, dispatch will confirm with you that all hostiles have been dealt with.

**Helping Suzanne and Jon.** If they take Suzanne and Jon out of the facility, they will accept help, and behave like traumatised children. The characters may bring them to the police or hide them themselves. The higher-ups at Satyr will not like it, but they can't prevent it. But they will punish you.

## The end

**Debrief.** If they make it, those who defy the orders will be taken into a meeting room with the manager, Kenneth Säter. Satyr Security's Stockholm branch is not big, and they all know him. After what you've been through, they should be able to get a glimpse of his true form as a lictor, while he calmly and in detail tells you how he will, or at least could, ruin their lives. Those who obeyed receive no special compensation. It's just another day at the office.

**Running.** Unless the razide or the remnants of the security team are still alive, getting out of the compound is no problem. If they have defied the orders of Satyr, they might want to run. They should prepare to have their dark secrets exposed and to live with a price on their head. Ask what their contingency plan for this situation is.

**Suzanne and Jon.** If Suzanne and Jon live, they may get sucked up into the system, get new names and protected identities. If the characters choose to hide the kids themselves, ask them to narrate the epilogue about what happens with them.

**Inferno.** Those who have failed when Seeing Through the Illusion and been pulled into Inferno might end up in a purgatory, based on the facility, that they will have to raid, over and over again, while confronting their dark secrets materialised, before being killed by the razide.

# People

## **The security team**

1. Carl Frantzen
2. Mika Evaldsson
3. Rakel Melander
4. Andreas Horvat (dead)
5. Edward “Ed” Witherspoon (dead)

## **The experimental victims**

1. Maia Abkhazi
2. Sahra Awad Dihoud
3. Abdul K.
4. Roshana V.

Suzanne

Jon

## **The scientists**

1. Dr. Matteus Klang
2. Maria Abrahamsson (dead)
3. Nicholas “Nick” Patterson (dead)
4. Lisa Mo (dead)

Fortitude +2	Willpower 0	Reflexes +1
Reasoning +1	Perception 0	Intuition -1
Coolness +2	Charisma +1	Violence +3
	Soul -2	

### Stability

X Composed	
Uneasy	-1 disadvantages
Unfocused	
Shaken	-1 Keep it Together
Distressed	-2 disadvantages
Neurotic	
Anxious	-2 Keep it Together
Irrational	-3 disadvantages
Unhinged	+1 See Through the Illusion
Broken	

### Wounds

Serious wounds (-1 ongoing) Stabilized

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Critical wound (-1 ongoing) Stabilized

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### Gear

Magnum pistol.  
Spare ammunition.  
Grenade.  
Helmet with lamp, headcam & headset.  
Gas mask, combined gas & particle filter.

# Alexander Strang

he/him

**Occupation.** Squad Leader, Satyr Security.

You are ex-military, ex-Lieutenant to be precise. You never got the responsibilities and promotions you deserved, and you resented being bossed around. Now, you are the unquestionable leader of this little elite group, flying around the world to do the blackest of black operations. How could it be better?

**Dark Secret. Guilty of Crime.** Your platoon of rangers was known for being composed exclusively of badasses. Also, for horrible hazing and mistreatment of soldiers. In your view, this wasn't so much a necessary evil as a necessary good. But in the end, it went too far. You did what you usually did when you saw signs of insubordination, had them tape the guy to a chair, and then beat the shit out of him. One misjudged punch was all it took to break his spine, paralyzing him. You can still hear the crunch. For once in your life, you actually felt regret.

**Appearance.** Ever since you left the army, you look more like the stereotypical soldier than any soldier. You've got the haircut, the dog tag, the perfectly laced, buttoned and folded attire.

**Disadvantage: Sensitive Pride.** You are overly sensitive to challenges against your authority and perceived rank. *When someone questions your authority, even implicitly, roll +0.*

(15+) You can deal with it.

(10-14) The challenge throws you off balance, and you must Keep It Together.

(-9) You lose it, and you take -2 ongoing until you can assert your authority.

**Advantages: Officer and Gritted teeth.**

Fortitude +1	Willpower +2	Reflexes 0
Reasoning +2	Perception +3	Intuition +1
Coolness 0	Charisma -1	Violence +1
	Soul -2	

### Stability

X Composed

Uneasy	-1 disadvantages
Unfocused	
Shaken	-1 Keep it Together
Distressed	-2 disadvantages
Neurotic	
Anxious	-2 Keep it Together
Irrational	-3 disadvantages
Unhinged	+1 See Through the Illusion

Broken

### Wounds

Serious wounds (-1 ongoing)

Stabilized

Critical wound (-1 ongoing)

Stabilized

### Gear

Pistol.

Spare ammunition.

Advanced field medicine kit, including various drugs.

Helmet with lamp, headcam & headset.

Gas mask, combined gas & particle filter.

# Volodja Ericsson

he/him

**Occupation.** Medic, Satyr Security

You were never in the military, to your big chagrin. Instead you went into trauma medicine, but that couldn't quench your lust for adrenaline. After the scandal had blown over, you finally found a job that will let you do what you want—stabilise wounds in high pressure situations, and hurt people with impunity.

**Dark Secret. Guilty of Medical Experiments.** You didn't do it for fame, and you didn't do it for money ... Maybe it was out of sheer boredom. It started with a little malpractice, and spiralled into a series completely irresponsible operation, that neither science nor proven experience suggested would ever work. But they were fun to do, and who would stop you? Eventually colleagues blew the whistle. This led to the scandal that lost you your job, but put you on the radar of Satyr Security.

**Appearance.** Suave, intense and well preserved, according to yourself. Like you're constantly thinking about tasting someone's liver, according to your ex-partner.

**Disadvantage: Sadistic Compulsion.** You like to hurt and humiliate people. *Whenever you have the opportunity to hurt someone that you have power over roll +0.*

(15+) You can resist your impulse to cause pain, if you want.

(10-14) You feel the need to cause at least a minor amount of pain, discomfort or humiliation in your potential victim.

To resist, you need to Keep It Together.

(-9) You feel the need to make someone suffer. To resist, Keep It Together. Whether you act on your impulse or not, take a -2 penalty to any roll you make to help the potential victim.

**Advantages. Battlefield Medicine and Genius.**

# Maria Frost

she/her

**Occupation.** Scout, Satyr Security

You used to be in organised crime, breaking and entering both physically and digitally, stealing both stuff and secrets. That seems like a useful enough skillset, doesn't it? Unbeknownst to your colleagues, you were really recruited to this organisation because of forbidden knowledge about how the world really works.

As such, you're the only one of the group who can see the strange optical phenomena that surround the boss of the Stockholm branch when you view him out of the corner of your eye. You're probably the only one who surmises that when you're ordered to shoot on sight it's probably to prevent the targets from telling you what they've seen.

**Dark Secret. Forbidden Knowledge.** You're guilty of many crimes, but none of them keep you up at night. However, a few years ago, when gaining access to a secret warehouse (for some god-forsaken criminal reason), you went through a door and ended up ... You don't really know where. Some place unnatural. It's not something you want to talk about. Thankfully, your memories are blurry. Shortly thereafter, you were recruited by Satyr Security.

**Appearance.** Slight, nimble, evasive, and always somewhat dishevelled. One of the few perks of this job is that no-one cares what you look like.

**Disadvantage: Repressed Memories.** In situations associated with your repressed memories, roll +0 to determine if the memories resurface:

(15+) You continue to suppress the memories.

(10-14) The memories partly resurface, taking the form of flashbacks and/or hallucinations. You must Keep it Together.

(-9) You are overwhelmed by your repressed memories, completely losing yourself to them. The GM makes a hard Move and you reduce Stability (-2).

**Advantages.** Sixth sense and Hacker.

Fortitude	Willpower	Reflexes
0	+2	+1
Reasoning	Perception	Intuition
0	+1	-2
Coolness	Charisma	Violence
+3	-1	+1
	Soul	
	+2	

## Stability

X Composed

Uneasy	-1 disadvantages
Unfocused	
Shaken	-1 Keep it Together
Distressed	-2 disadvantages
Neurotic	
Anxious	-2 Keep it Together
Irrational	-3 disadvantages
Unhinged	+1 See Through the Illusion
Broken	

## Wounds

Serious wounds (-1 ongoing)

Stabilized

Critical wound (-1 ongoing)

Stabilized

## Gear

Semi-automatic rifle.

Two spare clips.

Laptop with cables and adapters.

Helmet with lamp, headcam & headset.

Gas mask, combined gas & particle filter.

Fortitude +2	Willpower +1	Reflexes +0
Reasoning +2	Perception -2	Intuition -1
Coolness +3	Charisma 0	Violence +1
	Soul +1	

### Stability

X Composed	
Uneasy	-1 disadvantages
Unfocused	
Shaken	-1 Keep it Together
Distressed	-2 disadvantages
Neurotic	
Anxious	-2 Keep it Together
Irrational	-3 disadvantages
Unhinged	+1 See Through the Illusion
Broken	

### Wounds

Serious wounds (-1 ongoing) Stabilized

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Critical wound (-1 ongoing) Stabilized

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### Gear

Semi-automatic assault rifle.  
2 spare clips.  
2 grenades.  
2 explosive charges.  
Helmet with lamp, headcam & headset.  
Gas mask, combined gas & particle filter.

# Justine Bacri

she/her

**Occupation.** Heavy, Satyr Security.

Your expertise is in blowing shit up, ripping shit out, tearing shit down, and fucking people up. You sometimes enjoy that. Also, even if you didn't, Satyr Security has enough dirt on you to fill medium-sized filing cabinet. You're not going anywhere, other than exactly where they tell you.

There's little point in being secretive about your background, because any half-intelligent observer can put two and two together. A stint in a national army, a stint at "No War Crimes At All Incorporated", a brief tour in prison, and then this gig.

**Dark Secret. Guilty of Crime.** Satyr Security knows exactly what you have been up to, in particular, some pretty nasty footage from a little village by the river. It would absolutely kill your mother to know that her little girl did that. Moreover, what would *actually* thinking about it do to the remnants of that little girl?

**Appearance.** Large, in every dimension. Surprisingly few scars, given you speciality. "Jus, have you ever been mistaken for a man? — No, have you?"

**Disadvantage: Leave no survivors.** You don't want to leave enemies standing. *To stop yourself from killing someone who has tried to harm you, roll +0.* This applies even if the attack was in self-defence and even—no, especially—if the opponent is neutralised and begging for mercy.

(15+) No problem.

(10-14) You can stop yourself, but take -1 Stability and become angry.

(-9) You can stop yourself, but take -2 Stability and become obsessed with the opponent.

**Advantages. Explosives Expert and Ruthless.**

Fortitude 0	Willpower +1	Reflexes +2
Reasoning +1	Perception -1	Intuition +2
Coolness 0	Charisma +3	Violence -2
	Soul +1	

### Stability

X Composed	
Uneasy	-1 disadvantages
Unfocused	
Shaken	-1 Keep it Together
Distressed	-2 disadvantages
Neurotic	
Anxious	-2 Keep it Together
Irrational	-3 disadvantages
Unhinged	+1 See Through the Illusion
Broken	

### Wounds

Serious wounds (-1 ongoing) Stabilized

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Critical wound (-1 ongoing) Stabilized

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### Gear

Semi-automatic assault rifle.  
2 spare clips.  
Grenade.  
Helmet with lamp, headcam & headset.  
Gas mask, combined gas & particle filter.

## Henrik Löw

he/him

**Occupation.** Spy, Satyr Security.

You are an ex-foreign ministry interpreter and administrator (and rest assured, those are both euphemisms), specialising in interrogation, social engineering and the old verbal sleight of hand.

**Dark Secret. Victim of Crime.** During your service abroad, in a country the name of which is need-to-know only, you were involved in a protracted hostage situation. You had heard the stories, taken the trainings, seen some stuff, but nothing compared to those endless weeks in a stinking basement, being shouted at by fanatics who seemed immune to any attempts to negotiate. The experience made you promise yourself to never be that helpless again.

**Appearance.** You look trustworthy—even when you're wearing unmarked riot gear, and holding a firearm, you give off good vibes, like you're the truth-seeking journalist or the helpful interpreter rather than what you really are.

**Disadvantage: Nervous.** When losing Stability, you lose an additional -1.

**Advantages. Intuitive and Eye for Detail.**