

S-Brane Entities

Hyperdimensional Extruded Intelligences

Since its earliest recorded history mankind has reported intelligences that intrude upon our world; things that spy, occupy human bodies, and seem to hunt particular substances or outcomes in our spacetime for enigmatic reasons. Angels, demons, tulpa, skin-walkers, men in black. Each culture calls them something different. To the Program, they are known as “S-Brane entities” or “HEIs” (“hyperdimensional extruded intelligences”).

Player’s Agents might find themselves face-to-face with something that can see *beyond* their limited point of view in reality, enacting baroque plans, and which seeks to bargain with them to achieve its unknowable goals.

The Entities

It remains unclear if these intelligences are a single species, a multitude of species, or even *a single entity intruding at multiple (even near simultaneous) points along our spacetime*. Little is known of *where* they originate from, precisely, except “outside”. Due to their relative comfort inside the human form, it is thought that they come from an existence not unlike our own, or they have had a chance to watch our world from afar at length and understand its social nuances.

S-Brane entities are dangerously intelligent and have access to a “view” of our existence which allows them to see events in our near future, thoughts of nearby humans, as well as perceive remote locations and hidden things. Like a person standing on top of a building while we are all trapped on the ground, they can see a little *further*, a little *more*, and use this knowledge to great effect in their favorite activity: bargaining with humanity.

S-Brane entities were once confused with “Pnakotic Intelligences”—creatures thought to travel through time, replacing human host-minds—but it is clear now the two are not related (and may actually be at odds). The most significant difference between the two is the S-Brane entities’ self-preservation instinct and willingness to bargain. The Pnakotics shun direct human contact (except for the small cult of humans which worship them), while the S-Brane entities hope to work with individual humans to achieve inscrutable goals.

S-Brane entities can blend in to daily life with disturbing perfection, and seem to understand and navigate the human world with an expertise that the Pnakotics wholly lack.

In History

The following examples throughout human history may (or may not) involve S-Brane entities hoping to gain access to our four dimensions.

Plato first wrote of the *daimon*—a spirit or divine power from beyond the world, a provider or divider of fortune—in *Symposium* (but it is thought much of this concept came from or was inspired by his teacher, Socrates). Most *daimon* were considered

neutral and even *good*. It was only later that such beings were assigned malevolence. It is unclear if this represents some change in the beings' behavior towards mankind at a later date, or a misunderstanding of their interaction in the beginning. Plato assigned this force an externality and a link to human thought or motivation, but its impact on Greek or Roman history remains unclear. But there are hints...

Oracles—such as those at Delphi—exhibited many characteristics of the S-Brane entities. The imbibing of chemicals or gas, visions of the future, the idea of an external intelligence entering and taking over a human form.

The Christian concept of demons—taken directly from the Greek *daimon*—is wholly malevolent and is well known having been a staple of popular culture for 40 years. While many such demon possessions are no doubt a manifestation of mental illness, some are thought to have been S-Brane entities. An explosion in the number of possessions has occurred of late (or the Catholic Church's recognition of them has grown), so perhaps this represents a wholesale invasion by S-Brane entities.

The “tulpa” or *sprul-pra* (Tibetan: ལྷལ་པ་) is an autonomous thought-form that can manifest in the physical world. Legends abound of tulpas inhabiting people, animals, or even *creating* such things from thin air to manifest. It remains unclear if tulpas are S-Brane entities or some other type of entity, but the tulpas' predisposition to grow and interact with humans directly is a great indicator that they might be these higher-dimensional beings in disguise.

In the later 1960s, various groups reported sightings of “Men In Black” (not to be confused with the earlier sightings of “government agents in black” in the later 1940s, also referred to as “Men in Black”). These MIBs were “exotic looking,” wearing dark clothing, and were alternatively described as demonic, and strangely inhuman, despite appearing relatively normal upon description. These individuals demonstrated heightened knowledge of time and location, interacted with locals bargaining for odd, specific outcomes, and then vanished. While the MIBs appeared to navigate the world easily, they often appeared confused at particular specifics (using a spoon to attempt to cut a steak, etc...) There have been other sightings of these individuals since then.

In 1981, MAJESTIC research into math first recovered in Roswell New Mexico in 1947 established the existence of exotic “dimensional multi-brane shapes”. Branes are summaries of particle movements used in String Theory. It was this multi-dimensional strangeness, MAJESTIC scientists claimed, that led to “consciousness”. One of these shapes, first created using electromagnetics in a lab in 1982, was called a “complex manifold in a K3 surface in any number of complex dimensions.” Several experiments throughout the 1990s led to the capture of a 6-dimensional brane-fold (sometimes called a “Taskian point”). Scientists speculated that this was a multi-dimensional consciousness that had poked through into our spacetime. Later, a rudimentary communications system was created to converse with it—nothing more than a mote of electromagnetic energy trapped in a capacitor—and ask it questions. It escaped entrapment shortly thereafter, and past that point, the capture technology did not appear to work. With the disintegration of MAJESTIC in 2001, this work was folded into the reformed DELTA GREEN special access program. These files, computer programs and designs still persist in the possession of the Program, as well as some ex-MAJESTIC scientists.

DISINFORMATION: WHAT ARE THEY?

Within the Program (and in some cells of the Outlaws), the activities of S-Brane entities are well known. At most, they are considered a minor hazard. They might be called other things, demons, tulpas, Loa, but they are hunted and destroyed when possible, but fall low on the spectrum of potential threat. This is for many reasons: their inherent greed, self-obsession and lack of communication with others of their kind for one, as well as their lack of a clear, larger goal (such as the release of a Great Old One) makes them naturally isolated targets.

This has not stopped the various intelligence agencies in working up theories of what S-Brane entities *are* precisely.

THE DEAD: A MAJESTIC program paper titled POST-PHYSICAL EXISTENCE ON THE S-BRANE (Dr. Eli Tornou, 1988) laid out a coherent case that the S-Brane entities are likely the consciousness of the dead from Earth, existing on some higher dimension. Tornou's argument centered on the *comfort* and *understanding* S-Brane entities possessed on Earth. While other inhuman creatures failed to understand nearly everything about earthly existence, the S-Brane's seemed entirely "at home". A program to explore this possibility was outlined, but was never implemented (as far as any official record knows, at least).

REFUGEES FROM AN ALTERNATE REALITY: Later theories at MAJESTIC involved the concept that these creatures were minds from another, adjacent reality which had pinched through a 6th dimensional fold and replaced the consciousness native to the human form on Earth. The idea that these minds are refugees arose from the various reports of interviews with S-Branes which focused on descriptions of where they came from. These evasive answers included such sentiments as: "we are forbidden to speak of it," "there is much suffering," along with a consistent wish *never* to return there for any reason. A notation, scribbled on the side of Tornou's paper reads "Hell is real? Adjacent S-Space."

PURE CONSCIOUSNESS: Research into the S-Brane capture technology shed a lot of insight on the source of human consciousness. Near the end of MAJESTIC, program scientists were nearly certain they had discovered an odd bit of mathematics that must be the source of consciousness. Described to the layman as a collapsed knot of dimensionality poking through into our four dimensions, and connected to a nervous system, it was thought this strange looping math emanated from one of the higher dimensions. Theories had focused on this dimension as the source of the S-Branes, as well as all living consciousness in our world. Experiments to explore this possibility called MOON RING were underway and stopped when MAJESTIC collapsed in 2001.

ALIEN: The possibility that the S-Branes are wholly alien is not lost on the Program. Clever entities has masqueraded as humans, spirits and ghosts. But as with anything non-physical, proof is elusive.

S-Brane Entities: Possession

S-Brane entities can enter and take control of a human under the right circumstances. Usually, this requires either an alteration of brain chemistry in the subject, a physical illness which leads to a semi-conscious state, or some other direct, unknown method

(like a “summoning”). Subjects have sometimes come back from serious injury (often involving head trauma) infected by an S-Brane entities. Agents on mood-altering chemicals, with brain damage, mental illness, or clinical depression can sometimes be open to the ministrations of the S-Brane as well, under limited circumstances.

The possibility of S-Brane possession seems to propagate through human thought, obsession and conversation. It is unknown why, but those introduced to the concept in the abstract in any of its forms (possession, demons, S-Branes, etc...) are more likely to encounter them. Tornou theorized that thought and writing may be dimensions unto themselves, and as such, particular thoughts or writing may represent “gaps” between our world and the world of the S-Branes, hence, the spread of such concepts in four-dimensional spacetime might be opening doors in higher dimensions. Few in the program believed such *outré* concepts, however.

A victim of S-Brane possession appears normal, at first. This is simply the first phase of infection. The S-Brane is in control, and is sorting through the memories and thoughts of the victim. The victim’s consciousness is “folded” and is somehow suppressed within the mind. During this period, the victim may appear slightly off to close acquaintances, but normal, habitual mannerisms remain, as does the use of language. They may forget appointments and names, but this is often chalked up to the illness or injury they were likely suffering from.

Later, this escalates as the S-Brane becomes more adventurous, enacting its strange plans, all the while hoping to keep up its human guise. Later still, the infection becomes blatant, with the S-Brane revealing its true nature (most often, because it is forced to) and utilizing its tricks—both physical and mental—in an attempt to extend its stay in our physical world. The last stage is invariably extremely dangerous, with the S-Brane Entity doing literally *anything* to remain in the victim.

OPINT: Possession by an S-Brane

Those possessed by an S-Brane are subject to the following:

ROLL A CONTEST OF POWx5 VS. THE S-BRANE’S POWx5: The victim rolls their POWx5 vs. the Brane’s POWx5. If the S-Brane entity wins, they seize control of the victim’s body for 1D100 hours, after which, they must return to “the other place”. They *know* this upon possession, and may speed up their activities to accommodate this eviction deadline.

IF THE S-BRANE WINS SCORES A CRITICAL SUCCESS OR IF THE VICTIM SUFFERS A FUMBLE: The S-Brane seizes control of the victim’s body indefinitely, until the human form is rendered unconscious or killed, or the S-Brane entity is somehow “dismissed” through hypergeometric means.

Far-Seeing

S-Brane entities often have a superior view of our four-dimensional world. It is thought their consciousness protrudes into the human mind of their victim, but also “hovers” nearby, moving, undulating and stretching in strange ways as it ripples through higher dimensions. This allows them to “see” beyond normal four-dimensional restrictions, but

due to shifting dimensional topography, this effect changes as they move. S-Branes can use this ability to absorb huge snapshots of knowledge as casually as a human might skim a pamphlet, as such, they are often operating with vast accumulations of fact that no human could ever hope to have access to.

Plans and Bargains and Goals

S-Brane entities seem peculiarly driven to achieve specific, strange results in our spacetime. Various case studies report obsessions with particular modes of thought (I must convince this person they are damned to hell), odd collection or destruction (I must collect every copy of X book, or destroy a particular object), or causing others to enact particular movements, rituals or actions (I must cause particular people to kill three individuals.) *Why* an S-Brane would want such an outcome is unknown, and is, perhaps, completely beyond human conception. Just as a line on a page could not conceive a three-dimensional cube, the human mind might not be able to comprehend the shapes drawn by such actions in higher dimensions.

S-Brane entities will use their super-position in our space to exploit, control and cajole humans. Their ability to see, catalog and understand immense amounts of local information, and sometimes, the next few minutes of causal reality makes them appear godlike—after a fashion. The S-Brane entity will use this knowledge to lure, bribe and force Agents to comply with their odd plans. Despite the fact that the strange information they can gain access to often proves to be true, S-Branes still will lie and cheat their victims, gathering a strange satisfaction from this act, or perhaps, gaining some immaterial thing in a higher dimension. Money, valuables, restricted information—S-Brane entities will gladly attempt to trade with those humans clever enough to capture or nearly kill them.

S-Brane entities are notoriously tight-lipped on where they are from, why they are here, and what the plans they are enacting are *for*. They claim they are from “outside,” but will say nothing more on it, because such information is “forbidden”. When pressed, and especially when under duress or at risk of losing their human form, they have sometimes claimed that such “laws” are enforced elsewhere by “the cruel ones.”

S-Brane Occupied Human

“With unutterable horror, we saw that [the man’s body] began to swell visibly. On and on the dreadful process continued until he became a grotesque balloon of a man. Then streams of malodorous excreta and effluvia flowed on to the ground in incredible profusion.”

-A Report of a Possession, Cincinnati, Ohio, 1986

S-Brane entities are non-physical spirits which can inhabit the human form, and which have a vast knowledge of human history, social conceptions and reality. They “come through” into four-dimensional space to enact bizarre, baroque plans that make sense only themselves and which are utterly inscrutable to normal humans. They take pleasure in inflicting pain, fear and violence in our world.

STR As Victim **CON** As Victim **DEX** As Victim **INT** 21 **POW** 16
HP As Victim **WP** 16

ARMOR: See **IMMATERIAL**.

SKILLS: Alertness 60%, Escape 50%, Far-Seeing 75%, All Human Language 55%, HUMINT 60%, Unarmed Combat 65%.

ATTACKS: Bite 50%, damage as Victim+Bonus.

Punch 50%, damage as Victim+Bonus.

CONSUMPTION: S-Brane entities in human victims do not sleep, and eat and excrete almost as an after-thought (and often in ways that are wholly revolting). This pace is deleterious to the human form. Each week of occupation requires a CONx5 roll on the part of the victim. Failure indicates the victim loses 1 HP. Success indicates no loss. A critical success indicates the victim is somehow *thriving* under such conditions and regains 1 HP.

FAR-SEEING: S-Brane entities may roll this skill at any time (see the chart below for results) to gain a view of their surroundings from a higher dimensional viewpoint.

Witnessing this far-seeing in action costs 0/1D4 SAN unnatural.

IMMATERIAL: S-Brane entities are non-physical, and if the human form they are manifested in is knocked unconscious or killed, their intelligence is forced to retreat to a higher dimension and cannot return to that particular victim. It may re-enter our world at a later date to continue its plans, or exact revenge—especially on those who neutralized its last host.

MASK: S-Brane entities are master mimics of human behavior. They understand and can predict social nuance to an incredible degree. Those attempting to detect any psychological oddity in an S-Brane entity must succeed at both a **Psychology** and **HUMINT** skill roll. On a double success, the Agent notes only a strange humor on the part of the victim. If either roll is a critical success, the Agent notes a flat, almost ophidian regard for human life on the part of the victim. But only for a moment. A double critical success indicates the Agent notices the S-Brane's strangeness *without alerting the S-Brane*.

MIMIC: S-Brane entities are master-mimics. They can control the human vocal chords to create nearly any sound with a disturbing level of fidelity. They often do this to startle, confuse or distract. Seeing a victim emit such a sound—the barking of a dog, the ringing of a telephone—costs 0/1 SAN unnatural.

TOTAL PHYSICAL CONTROL: S-Brane entities have total control over all human body systems in their victim. As such, they can boost, move, leap and hit in ways that are far beyond a normal human. An S-Brane can spend 1 HP to do the following: add 1D4+1 points to STR, DEX and CON for 10 minutes. Spend 1 WP to add 1 HP for 10 minutes. Spend 10 WP to permanently heal 1D4+1 HP damage from attacks, or to inflict +1D4 HP damage from a hand to hand attack. In addition they can move, turn, and twist limbs in inhuman positions (reverse an arms' movement, for example, or turn their head around facing backwards,) with no lasting ill effect. As such, they escape any restraint 50% of the time. This costs 0/1D4 SAN unnatural to witness.

TRAPPED CONSCIOUSNESS: The victim of the S-Brane possession is trapped in the mind of the human form, and although it cannot control the body, it sees and experiences much of what the body does. When (and if) the victim is returned to control, the victim automatically suffers the highest SAN loss the S-Brane entity undertook in its body. *Example:* An Agent is restored to control of their body after it was hijacked by an

S-Brane entity. In a horrific vision, she recalls the S-Brane entity torturing and killing a priest, so she suffers 1D8 SAN violence (no SAN roll).

SAN LOSS: 0/1D4.

OPINT: S-BRANE FAR-SEEING SKILL

S-Brane entities possess a Far-Seeing skill, and each time they attempt to use this ability, consult below for the result:

FUMBLE: The S-Brane is “blinded” by some extradimensional event, visible only to it at higher dimensions. It loses its Far-Sight for 1D6+4 hours.

FAILURE: The S-Brane is in a blind-spot and is limited to the pathetic human faculties of the puppet it pilots. It will do all it can to hide such a weakness, of course.

ODDS (SUCCESS): The S-Brane “sees” a single, clear thought from a nearby human which it can then use to prove it’s omnipotence.

EVENS (SUCCESS): The S-Brane has a complete, encyclopedic knowledge of objects, entities and elements within 1-mile (including Agents in that range). Often, this is used for bargaining: “I know where there is \$15,000 and 2 pounds of methamphetamine...” or threats “it would be a shame if something happened to your wife, Jeanine...” This also involves names, places, secrets and surface thoughts for every creature in that radius.

CRITICAL SUCCESS: In addition to the above, the S-Brane can “see” 2 to 4 minutes into the future. This is *not* limited to their locale—that’s 2-4 minutes of all occurrences on Earth. This grants them a +40% to any opposed skill roll they attempt or any attack.