

# The Cuckoos

## A New Threat for Delta Green

The fossil record tells us that in ancient times, various species of hominid co-existed with humanity on the earth. Few know how far back the *true* history of what would become humanity goes, of how *deep* it goes, or of how some of those contenders slipped through the cracks, and still exist today. These inhuman competitors persevere, hidden within this disorder, thriving on the destruction of human systems. They kill. They feed. They persist.

They were first identified in the United States in a classified 1988 U.S. Army report called the Kirk study which fixed them with the term *Cuckoos* (from the 1957 book, *The Midwich Cuckoos*, a story of an alien infection of what appeared to be human children), and noted their strange, shared characteristics. Though they *appeared* human, they were *not*, and all 16 discovered through blood-work in the U.S. Army shared the same characteristics. Flat-affect. Long-limbed. A protruding jaw which held extra teeth, thick suborbital bones and a strange cartilage-like shield over their internal organs and throat. Uniformly, they shared an odd squat look with hands that hung down almost to their knees. They were resilient, they were strong, they were fast and resistant to pain and damage, and they all shared a similar disinterest in the normal human reticence towards violence.

In other words, they were ideal candidates for the perfect soldier.

## The Kirk Study

The inciting event of the 1988 Kirk study was the death of PFC Andrew C. Kirk of Amantee, Maine, who was murdered on October 10, 1987 just outside Carlisle Pennsylvania, where he was serving at the Carlisle Barracks. Kirk was an entirely uninteresting soldier, and his presence in the record before the Army was all but an afterthought.

What was most interesting about Kirk's death is the fight he was involved in *before* his murder. A fistfight with rowdy locals in the Dupont Street Bar and Grill on a Saturday night somehow turned into a conflagration, which left five locals dead, the bar on fire, and which was only ended when 7 rounds from a pistol and 2 shotgun blasts were emptied into PFC Kirk at point blank range by terrified police.

This even after Kirk had reportedly been stabbed between 7 and 10 times.

Survivors reported that though Kirk did not start the fight, from the point it was instigated he fought like a "demon" and seemed impervious to injury that would have laid out a professional fighter. One participant, who lost three fingers to Kirk (who bit them off), claimed to have "cut the fucker's throat" with a buck knife after Kirk had torn the throat out of one of the brawlers. Indeed, the wound on Kirk was found — a diagonal slash across Kirk's throat, which revealed...a strange structure in the neck, like a sheath of cartilage.

The autopsy of Kirk by Army prosecutors was filled with wonder and horror. Anomalous structures were found throughout his body. Extra tendons, strange masses in the trapezius muscles and extra bone-anchors, and oddly over-long and massive forearms were key indicators. When the brain was removed, it was found that it was misshapen and strange. Heavier than the average brain, and with a hugely over-sized portions of the brain thought to correspond with sight and smell, it held two ganglion-like structures within it which

were wholly alien and unknown. The flexible sheath surrounding both Kirk's neck and his abdomen — while not bullet-proof — were seen to be at least *resistant* to such trauma. And it was determined that Kirk was only killed because of the last shotgun blast at close range to the face. All the other trauma which had been inflicted upon him (and his body looked as if it had been sent through a wood-chipper) had been all but superficial.

Soon, the report was kicked up the chain. Later, genetic tests came back which confirmed that though Kirk *had* human ancestors, his genetic structure was unique in science and he was definitely genetically not human. The differences were too great. Somehow, this boring and unremarkable dead PFC was a new species.

Still later, a classified Army program tested over 84,000 personnel and discovered 16 other *Cuckoos* whose genetics matched those of Kirk; 12 men and 4 women. Though most were not informed of the truth of their unique and inhuman nature, they were studied and monitored at length by U.S. Army intelligence.

In 1997, one, called **SUBJECT X**, was incorporated into CIA **PROJECT SANCTUS** where experiments — both known and unknown — were run on them and they were utilized as an intelligence agent.

### Subject X

Sharing the physical characteristics known to the *Cuckoos*, SUBJECT X displayed prodigious physical strength, speed, acute night-vision, prolonged endurance, as well as lack of empathy, and a willingness to commit violence without any of the usual stress-indicators which arise in humanity. SUBJECT X completed twenty-two missions, and thirteen assassinations on high-profile targets.

Various physiological changes in SUBJECT X were tracked over the six years of his service. In that time, muscle mass increased by large amounts, a sharpening and extension of the canine teeth and a thickening of the bone structures in the face, as well as odd tendon and muscle shifts in the lower legs which somehow seemed to *improve* speed and agility, all occurred and were documented.

This exceedingly successful project suddenly ended when surveillance on SUBJECT X revealed that the CIA operative had been taking his work home with him. Portions of nine victims, each murdered, butchered, and *eaten* were found on his property.

X was removed to military custody in secret, and there, was lost to the bureaucracy of the military-industrial complex. His fate is unknown. It is unknown if other projects were undertaken utilizing the *Cuckoos*. It is difficult to imagine a tool so readily useful might lay fallow for long.

## The Truth

Many students of the unnatural know that the creatures known as *Ghouls* exist. Terrifying, immortal, inhuman eaters of the dead, Ghouls are swift, strong, and near-impervious to damage. But, more important, it is believed that many were *once* human. Changed by some unknown genetic process, they have mutated over time from normal humans to completely inhuman monsters that share no traits, morals or genetics, with humanity.

Though the U.S. Army and the CIA do not know this, the *Cuckoos* are an interim state between humanity and ghoul. Perhaps these *Cuckoos* represent an accidental triggering of some strange transformative genetics embedded in certain humans. Or perhaps they have been unknowingly exposed to a genetic trigger or some

unnatural process. Such things remain in the darkness that hovers outside the narrow light of human civilization.

### An Average Cuckoo

STR18            CON18            DEX16

INT11            POW11            CHA10

HP 18 WP 11

**ARMOR:** See DURABLE.

**SKILLS:** Alertness 50%, Athletics 65%, Dodge 50%, Stealth 60%, Unarmed Combat 55%.

**ATTACKS:** Tear 55%, damage 1D6+2.

Bite 55%, damage 1D4+2.

**Standard weapons** (Cuckoos most often employ knives and firearms just like normal humans).

**A TASTE FOR BLOOD:** Consuming blood and freshly killed human flesh restores 1D4-1 HP of damage to the *Cuckoo* within a few hours. It also sets them on the path towards developing more ghoulish characteristics over time, and builds a growing appetite in them to consume such things. Eventually, this taste evolves into a lust for *rotten* human flesh. In the beginning, of course, few Cuckoos know this.

**DURABLE:** The Cuckoos are built to last. Their bodies are well-suited for violence, both inflicting and suffering it. They can carry on despite debilitating pain and disfigurement that would stop even the most resilient human. All **Unarmed Combat** damage rolls against them inflict only 1 HP. Knife damage and firearm damage inflict half HP damage (round up). **Lethality** attacks against them operate normally.

**ENHANCED AGILITY:** With a successful **Athletics** roll, a Cuckoo can tumble, leap, climb and flip in a manner that is so inhuman, it is disturbing to watch (0/1 SAN).

**LONG-LIVED:** Once they reach maturity, Cuckoos seem to remain youthful and free of illnesses that afflict normal humans. They are never sick with colds, flus, or subject to more serious diseases, such as cancer or heart disease.

**PSYCHOPATHY:** The Cuckoos — while not initially necessarily driven to violence — are inhumanly capable of it. Things which might deter a human; murder in cold blood, etc..., would not even cause a moment's hesitation on the part of the Cuckoo. And once introduced to this violence, most Cuckoos find themselves drawn to it again and again.

**SAN LOSS:** 0/1D4-1 (when exposed to their inhumanly violent nature).