



A Campaign Setting for
SPYCRAFT
The d20 Espionage Role Playing Game
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(with assistance from mouthymerc)
Version 3.0

Requires the use of the Spycraft™ Espionage Handbook, published by Alderac Entertainment Group, Inc., and the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®.



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Sources

Spycraft/d20 System

www.alderac.com
www.modus-operandi.co.uk/spycraft
www.spycrafttrpg.com
www.shadowforcearcher.com
www.wizards.com/d20

Ultraviolet

www.world-productions.com
www.scifi.com/ultraviolet
web.ukonline.co.uk/liane.broadley/ultra/uvmain.htm

Allicin

<http://www3.mistral.co.uk/garlic/chemicals.htm>

Background

The Ultraviolet television series, which consisted of six episodes, was produced by World Productions for Channel 4 in 1998. First screened, on Channel 4, during the months of September and October 1998 it

was a modern-day look at vampires in London. Perhaps the biggest surprise was that the word “vampire” was never actually used in the series itself, which preferred the terms “Code V” (in which the “V” was the Roman numeral for five) and “leeches”. The former term was the official designation, while the latter was a slang term.

Presenting a gritty-edged look at the conflict between humans and Code Vs, the series extremely well made, with intelligent plots and interesting characters (a plot synopsis can be found towards the end of this document). Such was the success of the series that it was repeated on Sky One during the months of January and February 1999, and is currently being repeated on the UK Sci-Fi channel. Unfortunately, a second series was never commissioned, however the original episodes were released on video and DVD and are reasonably easy to obtain.

Oliver

“I had no choice.”

Pearse

“There’s always a choice. They can’t force you to do what you don’t want.”

Oliver

“No, they force you to do what you DO want. They’re very big on free will.”

Television Series Credits

Writer/Director: Joe Ahearne. Executive Producer: Sophie Balhetchet. Producer: Bill Shapter. Music: Sue Hewitt. Cast: Michael Colefield – Jack Davenport, Angela March – Susannah Harker, Vaughan Rice – Idris Elba, Father Pearse J Harman – Philip Quast.

Scenario/Campaign Information

Given that the television series starts with the main character being unaware of the existence of Code Vs, it makes sense to begin a campaign in the same way. Depending on your players, there are two ways to go about this. You could tell them that you will be running an Ultraviolet campaign and give them the background information from the television series, asking that they create a character, with a background which would explain why they are involved (example from the television series are available from all the leading characters). Alternatively, and the preferred

option, is not to tell the players anything about the campaign world (other than it is set in the modern world) and have them create whatever so of character they like (again complete with background). You can then start the campaign off as a "normal" non-Ultraviolet campaign and slowly introduce Code Vs into it. This allows the players to be drawn into the world and encourage them to investigate the existence of Code Vs (as, even out of character, they don't know much). The downside to this is that you are then required to put in more effort to make it a successful campaign.

Scenario Ideas

Perhaps the best, and easiest, way to start an Ultraviolet campaign is to use the free Spycraft scenario, Back to Basics (available from the official website). This scenario has the benefit of being aimed squarely at newcomers, both players and Game Controls, to Spycraft and requires little in the way of conversion (fuller conversion notes can be found below).

Pearse

"Biological warfare. You isolated the active ingredient in garlic, what's it called..."

Angie

"Allicin."

Following on from this beginning the PCs should, hopefully, have their interest piqued with regard to Code Vs. What follows is a selection of ideas that would make interesting, and different, scenarios:

- A haematologist's son has been kidnapped and his being held to ransom. He will only be released if his father agrees to hand over his research into different blood-based diseases. The twist is that the son has faked the kidnapping and is actually a Code V.
- Reports have come in suggesting that a Code V is attacking lone women. In each case, the victims have visible bite marks on their necks and have lost approximately half a pint of blood. The twist is that the attacker isn't a Code V, but is a young man with a vampire fixation. He has, at considerable pain to himself, sharpened his front teeth and gets a sexual kick from attacking women and biting into their necks.

Scenario Conversion—Back to Basics

The television series contained a thread that the Code Vs had the ultimate aim of engineering a nuclear winter. They felt that in the darkness of the nuclear winter, they could travel freely and, as they are immortal, rule the world. Given this, it isn't too much of a stretch to change the reasoning behind Rhodes' theft to be the first stage in engineering a nuclear winter (after all, without the satellites, the chances of spotting incoming nuclear missiles is reduced). With this in mind, it makes sense for Rhodes to be a Code V. As he doesn't make an appearance this won't unbalance the scenario. With regard to Kinkaid, it maybe worthwhile saying that he been bitten by Rhodes, although not enough to become a Code V, and is suggestible (as per the template on the below) – this would further explain his loyalty.

Code V Template

"Code V" is a template, based upon the "vampire" template from the *Monster Manual*, that can be added to any character. Code V use all the base-character's statistics and special abilities except as noted here.

Hit Dice: Increase to d12 per level.

Speed: Code Vs are faster than normal humans and, as such, have a speed of 40 ft.

Defence: Same as base-character's.

Attacks: Same as base-character's.

Special Attacks: Code V retain all the special attacks of the base-character and also gain those listed below. Saves have a DC of 10 plus half the Code V's HD plus the Code V's Cha modifier unless noted otherwise.

Blood Drain: Code V can suck blood from a victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of Con drain each round the pin is maintained. When a Code V feeds, the host wound heals over in minutes and can only be detected in ultraviolet light. The bite can be treated with lasers by burning away the skin around the wound, leaving a small scar – this will also heal the Con damage. Such treatment takes approximately one hour and requires two days bed-rest. If untreated, a human becomes suggestible and develops an aversion to sunlight (-2 to all attack rolls and skill checks whilst in sunlight).

Code V Creation: If the Code V drains the victim's Constitution to 0 or less, the victim returns as a Code V. However, no one is forcibly recruited, as Code V only take those who want to go.

Suggestion: Any individuals bitten by a Code V become more susceptible to suggests from Code Vs. To reflect this, Code Vs receive a +2 circumstance bonus to Bluff and Diplomacy checks against the bitten individual. Additionally, the individual treats Code Vs as two ranks higher with regard to disposition (*Spycraft Espionage Handbook*, page 269).

Special Qualities: Code V retain all the special qualities of the character and those listed below.

Damage Reduction: Code V are tough, giving a damage reduction of 15/carbon-based weapons, allicin and ultraviolet light.

Fast Healing: Code V heal 5 points of damage each round so long as they have at least 1 vitality points.

Immunities: Code Vs are immune to fatigue and stunning.

Saves: Remain the same as the base-character.

Abilities: Str +4, Dex +2, Cha +2. Additionally, as undead creatures Code Vs have no Con score (and, therefore, no wound points).

Notes: Code V cannot be killed, only reduced to ashes (neutralised), as they are immortal. They can be neutralised by exposure to sunlight or by introducing carbon into the chest cavity (projectile, probe or explosive). Code V are very sensitive to carbon and receive double damage from any injury caused by a carbon weapon or carbon ammunition (this stacks with any multiplication of damage caused by a critical hit).

The resulting immolation causes 2d10 damage to anyone or thing within 10 ft., which is reduced by half (rounding down) for each 10 ft. out from the centre of the blast. As per the blast damage rules, a Reflex save (DC 17) in order to dive for cover, halving the damage suffered from the immolation. It should be noted that Code V ashes can be regenerated, by exposure to another Code V's blood, and must be kept secure.

Exposing a Code V to ultraviolet light (the radiation in sunlight) or allicin (the chemical in garlic) causes them harm and can repel them, although they can shield themselves from ultraviolet light with tinted glass. Additionally, certain Code V can be repelled by religious symbols. This only occurs if the

Code V was religious prior to their transformation, and only with symbols appropriate to the religion they believed in. For example, a formerly Christian Code V would only be affected by the crucifix. The Star of David or the Koran would have no effect. Similarly, holy water would only be effective if it was blessed by a priest of the appropriate religion.

Finally, Code V do not show in mirrors, photographs or videos and their voices cannot be recorded or transmitted by phone – their image and sound can only be detected face to face.

Sample Code V

James Martin, Wheelman3: VP 34; Init +6 (+4 Dex, +2 class); Spd 40 ft.; Defence 16 (+4 Dex, +2 class); Atk +6 unarmed (1d3+3, fist); SA Lucky, Daredevil, Baby It, Blood Drain, Code V Creation; SQ DR 15/carbon-based weapons, allicin and ultraviolet light, Fast Healing, Immunities; SV Fort +1, Ref +7, Will +2

Str 16, Dex 19, Con —, Int 10, Wis 13, Cha 14

Skills: Driver +10, Escape Artist +10, Intimidate +9, Mechanics +6, Pilot +10, Spot +6

Feats: Improvised Weapon, One Hand on the Wheel..., Point Blank Shot, Safe House

Michael

“Maybe he wanted to cross her over .”

Angie

“She didn't have anything else they'd want. She's not a scientist ...”

Michael

“So it couldn't be that her husband wanted her back.”

Vaughan

“Love after death? You're just an old romantic, aren't you? We'll fix that.”

Equipment

Video Pistol

Although similar in appearance to many modern automatic pistols, it is almost twice as heavy. This is due to the small monitor screen/camera fitted to the barrel of the pistol.

The video pistol operates by direct line of sight through a half-silvered mirror. The sighting system is arranged so that the viewer is looking through a video image at the target. If the target is human, the viewer sees the same on the video as through the glass. If the target is a Code V, the video image is blank but the figure can be seen beyond it. If it's too dark to see the target with the naked eye then the system won't work. The only way of detecting a Code V is with human vision. The video only proves it isn't human.



The pistol fires non-standard rounds which are made from reinforced charcoal with a carbon tip. Additionally, they are coated in allicin (the base chemical from garlic).

Budget Points: 30
Damage: 1d8
Error Range: 1-3
Threat Range: 20
Range Increment: 15 ft.
Ammo Capacity: 10 shots



Allicin Grenade

Similar in appearance to a standard CS Gas grenade, this item, when used, produces a cloud of gas composed, almost entirely, of allicin. A Code V subjected to allicin will take 1d6 damage for each round that they remain in contact with it. Additionally, they must make a Will save (DC 15) or be forced to move away from the source. Allicin has no effect on non-Code Vs.

Colin

[to dog] "You'd never take a piece out of anyone, would you Maxy?"
[to Michael] "And he loves boys."

Michael

"Yeah, that makes two of you."

Ultraviolet Light

Use of this light is harmful to Code V and causes 1d8 damage to them. Additionally, they must make a Will save (DC 15) or be forced to move away from the source. Finally, ultraviolet lights can be used to view the bite marks that are left on victims (normally, these marks are invisible).

Containment Flask



Used to store the ashes of a neutralised Code V, containment flasks are normally kept in a secure location. A typical environment might require a retinal scan and/or voice commands to gain entry (neither of which a Code V can provide) and be bathed in ultraviolet light (which is harmful to Code V).

"I want him to grow up normal, not a priest for God's sake!"

Episode Guide

Episode 1—Habeas Corpus

- Best friends Michael and Jack are detective sergeants in a murder squad.

- Jack's getting married to Kirsty, a teacher. On Jack's stag night, one of his informants is murdered and Jack goes missing. Best man Michael is left to pick up the pieces of the wedding - including Kirsty, a woman he's been carrying a torch for ever since Jack met her.
- The informant's body is found but Jack has vanished. Wedding nerves, or corrupt cop? Two members of CIB join the inquiry, Angie and Vaughan. They get short shrift from a loyal Michael. He doesn't trust them an inch.
- Jack shows up at Michael's. He says Angie and Vaughan are part of a government-sanctioned death squad who are after him. It's up to Michael to find out why. Michael chases up an old intelligence contact, ex-girlfriend Frances, and asks her to check out Vaughan and Angie. Frances discovers Vaughan used to be a soldier, Angie a cancer specialist. They're not CIB and yet their cover story is backed up by all Michael's superiors.
- Michael tracks the informant's murder suspect himself and witnesses a cold-blooded execution by masked men - Vaughan among them. He steals Vaughan's gun: it has a specially adapted video sight and shoots carbon bullets. He subsequently follows Angie into a church - where Vaughan is waiting for him. Michael's taken in for interrogation. Does he know what Jack is? Michael's silent. He's released.
- Michael meets up with Jack. Jack fails to register on the gun's video sight. Michael's worst fears are confirmed: his best friend is a Code V. Exposed, Jack maintains the situation hasn't changed, the squad is out to execute him. He demands Michael continues the investigation inside the Church. It's a place where Jack can't go. Or any of his kind. They want the name of the priest who leads this new squad.
- When Michael refuses, Jack attacks. He bites Michael on the neck before Michael reduces him to ashes. Is Michael infected? The next day he finds the daylight painful. There's nothing else for it, he gives himself up to the squad. Angie cures Michael with laser treatment. Michael's one of the lucky ones, most of those infected by Code Vs never find out and live their lives as occasional fuelling stops for the undead. Michael hands over Jack's ashes and they're put in an incarceration chamber. Code Vs can be regenerated, though no human knows how.

- Priest Pearse, who heads the Squad, fills Michael in. It's a war and the squad is our last line of defence. Michael reluctantly agrees to join.

Episode 2—In Nomine Patris

- A biker, Neil, attacks a blacked-out Mercedes in the aftermath of a road rage incident. The car accelerates off, crushing the motorcyclist's girlfriend Sal as it speeds away. She's left paralysed.
- The squad suspects that the car's driver was a Code V. They trace ownership of the car to Lester Hammond, son of wealthy financier Gideon Hammond.
- Meanwhile, Michael is struggling with his new role as state-sanctioned executioner. Frances urges him to quit while he still can. Kirsty is pressuring Michael to reveal the truth about Jack. Despite Vaughan's warnings not to expose his loved ones as Code V targets, it looks like Michael might capitulate.
- Vaughan and Michael discover that Lester has been using his Code V powers to engineer profits on the London money markets. These profits have been flooding into Gideon's account. Gideon denies all knowledge. He claims to have lost contact with his son three years previously. When Gideon cashes in his entire investment portfolio, the squad turns the spotlight on Lester's former broker Danni. She will deliver the money to Gideon, where they believe Lester will pick it up.
- Michael becomes suspicious of Lester's true identity. He traces Danni's senile mother and discovers she was once Lester's broker. Only Lester isn't Lester. His real name is Waldemar Hammerfetz and he is actually Gideon's father. Waldemar has been a Code V for almost half a century. When Gideon's son (the real Lester) died three years ago, Waldemar used his identity to re-enter society. As Gideon grew old, Waldemar remained a youthful thirtysomething. He has used Gideon's money to finance Code V research - specifically a clinic using human guinea pigs to test the effects of diseases and radiation on blood, the Code V food supply.
- A delivery Danni makes to Gideon's residence proves to be a diversion. Lester doesn't show. And while the squad are occupied, the Code Vs are pulling out of the blood research clinic. Angie and Michael arrive to find the majority of the human guinea pigs dead.

- Meanwhile Lester wants revenge. Neil's attack exposed him to sunlight and left him horribly burned. He murders Neil and traces Sal in hospital. He takes her as a Code V. Sal hunts Michael down. She warns him that he's on the wrong side. Before he can respond, Vaughan enters and kills her. Chastened, Michael returns to Kirsty and breaks off contact with her.

Episode 3—Sub Judice

- A female barrister, Marion, is the victim of an attempted rape. She is saved by an unknown protector, who violently kills her two attackers. The assailant doesn't show up on security videos: the squad suspects that Marion's saviour was a Code V.
- An investigation of the cases she is currently prosecuting draws a blank. So why would the Code Vs be protecting her?
- Kirsty goes to see Michael, only to find out that he has moved. She makes contact with Jacob, an investigative journalist who has heard rumours of the squad's activities. He promises to help her find out what happened to Jack.
- Pearse is suffering from night sweats and loss of appetite. Angie agrees to take blood tests.
- Meanwhile, Michael discovers that Marion's former assistant, Dominic Kemp, was killed in a hit-and-run accident six months ago. At the time, there were rumours that they were having an affair. Marion's husband, Anthony, had committed suicide 18 months previously. Michael suspects a connection and has Anthony's grave exhumed. There is no body. Anthony is Marion's Code V guardian.
- Records show that Marion and Anthony had been undergoing IVF treatment prior to his death. Every attempt failed. But Marion is now pregnant. Was the sperm of human or Code V origin? An ultrasound scan shows a blank screen. But is this a phantom pregnancy? Or a Code V hybrid failing to show up to electronic detection? And would this hybrid no longer have the traditional Code V weaknesses?
- Fearing that the Code Vs tampered with the sperm, and that Marion may be carrying a Code V hybrid, Pearse orders she be taken to a secure clinic. Angie fears she may have to sanction a termination.
- Marion begins to suspect the nature of the squad. She knows she's pregnant - she can feel something inside her - but Angie seeks to persuade her otherwise.

- With the help of her nurse, Marion escapes the clutches of the squad. She seeks out independent advice - but finds only a Pro-Life clinic. A crucifix in the clinic triggers internal haemorrhaging. Marion collapses.
- While Michael and Vaughan discover the 'nursery' that the Code Vs had designed to receive the hybrid, Angie traces Marion's midwife, Mrs Seabrook. The news of Marion's collapse comes through to the midwife. Angie sets off in pursuit, but Anthony has already snatched Marion away.
- Angie tracks the couple down. Marion is dying. Anthony tells her that he died to give Marion the only thing she ever wanted - a baby. Angie is visibly moved. She kills him.

Episode 4—Mea Culpa

- The squad are called to a Catholic school where a 12 year-old boy, Gary, has stabbed his priest, Father Downey. Angie and Pearse suspect Code V involvement. Michael thinks they can't stomach the truth: child violence. Although Gary's classmates show signs of being uncomfortable with sunlight, Michael argues that mood swings and sensitivity to light could be symptoms of meningitis.
- When Angie takes Gary's schoolmates into the Squad HQ for examination, Michael protests. He's uncovering evidence of a paedophile ring and suspects Gary was lashing out at one of his abusers.
- The results of Pearse's blood-test confirm Angie's fears: Pearse has cancer. It needs immediate treatment. Pearse ducks the issue.
- Jacob's investigations are bringing him closer to Michael - and also to Kirsty. Kirsty meets Frances to discover more, but is warned off. Jacob's getting closer to the truth - but the Code Vs have him under surveillance.
- Gary is found in a local hospital, the victim of a dog attack. Angie takes him in for tests. There's no sign of a Code V bite, but he reacts strongly to Pearse's presence. Angie's certain he's been infected, along with his other classmates. By why would the Code Vs infect a class of school-children? And how?
- Michael and Vaughan trace Gary's movements after the stabbing, to a known paedophile and pit-bull owner, Colin. Vaughan is aggressive towards Colin, who finally admits the existence of the paedophile ring. He used to take videos of

Gary's soccer team and distribute them to members of the ring. One member, Oliver, has an allergy to the sun. Michael is suspicious: is this their Code V?

- Vaughan and Michael trace Oliver's flat. The windows have been blocked out. A video camera and screen are set up in the bedroom. Vaughan puts in one of the numerous video tapes he has found: it's a tape of the room, focused on the bed. Oliver returns with a young boy. Michael sees him in the room, looks back at the screen to see an empty room, and shoots Oliver twice. He looks in the videoscope of his gun and sees Oliver writhing on the bed in pain. The image he'd seen on the screen was from the video Vaughan was playing. Oliver isn't the Code V: it's the boy. Michael hesitates, and the boy escapes.
- The carbon bullets have wounded Oliver, but haven't killed him. Michael is tormented by the shooting, but Pearse clears him.
- Oliver has a rare genetic disease, xeroderma pigmentosum, which makes him allergic to sunlight. The Code Vs have been using Oliver's condition to incubate a new strain of meningitis. Angie: "His inability to metabolise ultraviolet made him the ideal guinea pig. Our closest relative to genus Code Five".
- Angie: "They've altered the meningitis bacteria to carry Code Five infection. Normally they infect with their own saliva, but these bacteria are transmitted human to human simply by close contact. That's the only way they can manufacture a Code Five epidemic: by making us the carriers."
- Hence Gary's infection, followed by his classmates. In this instance Angie is able to produce an antiserum via Oliver's spinal fluid.
- Frances tells Michael of Jacob's link-up with Kirsty. Michael drives to Kirsty's flat, where he watches Jacob disappear inside. Michael is hostile. Jealousy or concern?
- Inside, Jacob is visibly struggling with the food Kirsty has cooked. He forces it down and then is sick: unknown to Kirsty, he has crossed over. She is now the target. Jacob kisses Kirsty. She hesitates, but he tells her he will do anything she wants. Jacob slowly starts kissing Kirsty's neck.

Episode 5—Terra Incognita

- A Brazilian man, Aguinaldo, steps off a plane bleeding from visible Code V bites. He is accompanied by his sister Maria,

who asks for Dr Robert March, Angie's husband. The squad know that Robert's ashes reside in the incarceration chamber.

- Maria reveals that Aguinaldo's 'doctors' cured his sickle cell anaemia with transfusions - only for the bleeding to start. They told her to bring him to London and ask for Dr March's help. Angie can find no trace of the sickle cell. She is baffled. Transfusions can't cure sickle cell.
- Vaughan and Michael discover that Aguinaldo's plane was carrying a cargo of caskets. By the time they get to customs, a lorry has taken off all but one of the caskets. The casket is heavy but the X-Ray shows empty: a Code V. While Michael sets off in pursuit of the lorry, Vaughan takes the remaining casket into HQ.
- Frances reveals to Michael that Kirsty has quit her job to become Jacob's research assistant. Michael asks Frances to arrange a meeting with Kirsty.
- Michael tails the lorry, supported by an armed helicopter squad. Pearse is reluctant to have the lorry pulled over. He wants to see where the Code Vs are heading.
- Maria is released - under Vaughan's observation. Maria takes him out to a deserted warehouse, where the customs official lies in wait. He's in the pay of the Code Vs. And they were expecting Angie.
- Finally, Pearse allows Michael to pull the lorry over. But no caskets. The lorry was a decoy. Michael tries to warn Vaughan, but too late. The customs official knocks him unconscious. He wakes up inside the sealed warehouse. The caskets are set to open in eight minutes. Michael is twenty minutes away.
- Vaughan contemplates suicide. Then he has a thought. He rips out the electronic lock on one of the caskets. As the casket opens, he fires and the Code V explodes, blowing open the doors of the warehouse. Vaughan escapes.
- At HQ, the Code V has emerged from the captured casket. Pearse begins his interrogation. The Code V stone walls.
- Angie has discovered that the Code Vs were testing synthetic blood on Aguinaldo. The Code Vs were tasting not feeding. Aguinaldo's bleeding shows the synthetic blood hadn't been perfected. They needed Robert to do that. With an alternative food supply to human blood, Angie speculates that the Code Vs might be looking for peace. Pearse disagrees.

- Michael gets a message from Kirsty to meet him in a club. Michael fears something is different about her. Has Kirsty crossed over? He tries to get a reflection of her, but can't. Panicked, he draws his gun. Before he can shoot, he's jumped by the bouncers. Kirsty looks up and sees the gun - her worst suspicions confirmed. As Michael is dragged from the club, he sees Kirsty's reflection. She's not a Code V.

Episode 6—Persona Non Grata

- Jacob reveals to Michael that he is holding Kirsty captive. He's willing to do a trade: Kirsty for the ashes of Robert March, Angie's husband. But no squad involvement. Michael will have to go it alone.
- Michael heads off with Frances to find out more about Jacob. They discover Jacob too was on the trail of John Doe - real name Paul Hoyle. Hoyle was a former nuclear scientist turned environmental researcher sent in to cover the clean-up at Chernobyl.
- Jacob reveals himself as a Code V to Kirsty. She is shocked. Jacob asks her if he's really that different.
- John Doe is refusing to feed. He asks to see Pearse. Pearse enters the cell, dismissing the security detail. John Doe taunts him. Pearse will die soon. Why doesn't he join them?
- Michael watches Angie perform a dissection on John Doe as the squad seeks his true identity. His resolve builds. He heads for the incarceration chamber and takes out Robert's ashes.
- Vaughan is worried about Pearse's breach of security. He searches his office and discovers Pearse's medication. Vaughan confronts Angie. Why didn't she reveal Pearse's illness? Facing death, who knows what Pearse might decide.
- Vaughan and Angie confront Pearse. On the tapes of their conversation, John Doe talks about 'poison'. Angie thinks John Doe meant radiation: the cause of his cancer not the treatment.
- Frances wants to know what Michael's getting himself into. He shows her the ashes. She's none the wiser - but determined to find out more. She heads for the environmental agency that Hoyle worked for. Vaughan and Angie are already there. Frances is taken for interrogation.
- Pearse tells Frances that they know Michael has been compromised. What

have they asked him to do? Frances remains tight-lipped.

- Angie discovers the ashes missing from the incarceration chamber.
- Tapes taken from Jacob's flat reveal that John Doe's last research as a scientist was into Nuclear Winter. No sun for twelve months. A Code V Eden.
- Pearse takes Frances to John Doe. And executes him. All that's left is the familiar red powder. The truth dawns of Frances. She reveals where the exchange will take place.
- Michael meets with Jacob and Kirsty. Unseen, the squad is in position. But Angie holds them off. Vaughan is worried. Does she want her husband back?
- Pearse arrives. He tells Michael of the Code Vs plans for mass extermination. John Doe's knowledge of nuclear winter would give the Code Vs the chance to take over. Synthetic blood isn't about peace. It's about war. Robert is the last piece in the puzzle.
- Still, Michael hands over the flask. Jacob spills his blood onto the ashes. As Angie eliminates Jacob, the ashes whip up into a violent storm. A figure emerges. Only it's not Robert, it's Jack. Michael's last attempt to show Kirsty the truth. This isn't the Jack she loved. Jack pushes Kirsty aside and escapes.
- Pearse is satisfied. They know the Code V agenda and how they regenerate. Jack is small fry. Kirsty and Michael part coldly.
- Michael is finally confronted by Jack. He'll leave Kirsty alone. But he'll stay in touch...

Television Series Characters

Michael Colefield

Michael is an ordinary man plunged into extraordinary circumstances. He's a reluctant recruit to the Squad and his initiation reveals their secret world - so close to a normal law enforcement agency and yet so alien. He's the conscience of the squad. Michael seems to be a man driven by loyalty, but his motives are not entirely pure.

Jack Davenport says: "Michael's not always as straight-forward as he might seem, and he's in an impossible situation. The Vampires have renounced their humanity, but Michael really questions what the Squad are asked to sacrifice in pursuit of the enemy. His relationships with the other squad members are very strained and he just isn't prepared to give up his personal

life, especially after his best mate Jack's disappearance leaves Kirsty on her own - it was a challenge to try and show how Michael reacts to his own paranoia and the paranoia that surrounds him."

Angie March

Angie, the only female Squad member, is a doctor and oncology specialist. Having lost a husband and a daughter to the enemy, Angie has been with the squad since it was formed. Angie is a survivor. Although haunted by her own ghosts, she gives almost no indication of the personal tragedy that she has to bear. She lives for two things - her work and her daughter. Susannah Harker is a direct descendent of Joseph Harker, friend of Bram Stoker's and the inspiration for Jonathan Harker, the hero of "Dracula", a coincidence she says has a 'slightly spooky symmetry.'

Susannah Harker says: "Angie is almost too professional - it's how she protects herself. because of the clandestine work of the squad, Angie plays her cards very close to her chest, both professionally and privately. She is exciting to play as everything is internalised and the challenge is to hint at the depth of her motivation and the emotion that she is holding back."

Vaughan Rice

Vaughan is ex-army and perceives the squad's struggles as a war - even if he does have very personal reasons for wanting to win this fight. Untroubled by questions of morality, Vaughan's approach to the enemy is ruthless. Other squad members suspect Vaughan revels in his 'license to kill' - especially against an enemy with no human rights. But deep below there is a hidden tenderness which his protectiveness towards Angie increasingly unveils.

Idris Elba says: "Vaughan is bitter and emotionless - it's a challenge to play a character who shows no feelings and who juggles with people and with authority - he gets some great lines though and has a very, very dry sense of humour. He also has deep respect for his colleagues and an absolute determination to defeat the vampires who are the ultimate adversary."

Father Pearse J Harman

Pearse is a Catholic priest with connections to the Vatican. As leader of the squad, he now has a power and status that the Church couldn't offer. Whereas his colleagues remain unconvinced by the

religious elements of the job, for Pearse they're central. Or perhaps it's simply his main failing - the sin of pride.

Philip Quast says: "Although Pearse is not a conventionally active priest anymore, many of his scenes are very confessional. The covert work of the squad means that all its members are forced into an almost priest-like existence - so in that sense Pearse has the advantage as he's used to isolation. As a character he as a 'barrister mind' and a very intellectual approach to the work of the squad."

Background Information

Allicin

A pungent oil, yellow brown in colour. Must be stored at -70 centigrade. Will decompose within a few hours. Synthesised from diallyl disulphide. Soluble in water and several organic solvents. Available in small quantities and transported in dry ice. Can also be supplied as a stable liquid dissolved in water. The compound is produced by a natural substrate/enzyme reaction and is classified under EEC directive 88/388 and US Federal Register Title 21, Section 101.22. Pale yellow to colourless liquid 1.5 mg allicin/ml. Stored in a chilled environment at 4 centigrade allicin is stable for at least 6 months (re-evaluation required after this).

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