



Prometheus Initiative

Director's Report: November 2, 2012

Re: Notes on types of enhanced humans.

In the wake of the events in Midwich, WV of the night of October 31, 2012 and the following morning, I have been asked to give a summary of the Prometheus Initiative to the Board of Directors to determine the viability of the program in the wake of the destruction of the Appalachian facility.

I will once more emphasize that the Midwich project was always intended as a control community. Participants were allowed to live mostly normal lives, discovering and developing their powers for themselves, under the careful surveillance of their foster families and the Argus network, monitored from the Appalachian facility. This makes the Midwich experiment the closest thing we ever could've hoped to have as a living laboratory to see how untrained kinetics would perform against HIVE troops and trained mutants. While I still endorse the next step of the program at Kaukasos College, the surveillance feed suggests that the Midwich model is superior to the more intensive models employed elsewhere. Notwithstanding, the Gamma project, combining mutants with HIVE technology, may yet prove the most effective, and I dare say lucrative model. In the meantime, Alphas and Gammas are being carefully monitored and detained when necessary.

Super-powered humans have lived among us for far longer than they were popularized in comic books. Myths and legends speak of humans and so-called demi-humans with extraordinary abilities. We did not create these subjects' abilities; we've merely enhanced them and made such abilities more common. Only recently have these enhanced human abilities been scientifically described. While research is still being conducted, we have been able to classify many of these enhanced abilities. It should be noted that the categories listed are based on current observations. Further abilities may yet be discovered.

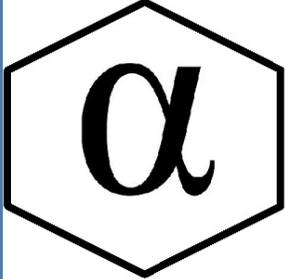
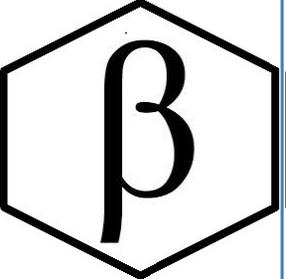
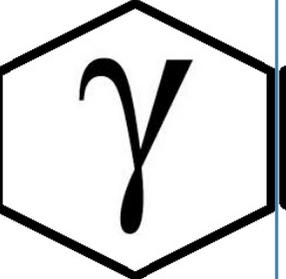
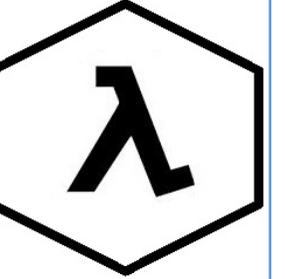
The following material was included in the sales presentation that accompanied the live feed from the night of October 31, 2012. It should prove beneficial in understanding the breadth of powers that are possible. This material is based on our current subject classification files.

Regards,

Charles Huxley, CEO

Participant Categories

The Prometheus Initiative begins with four participant categories:

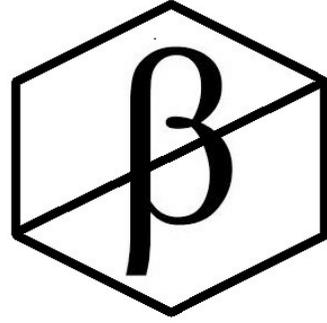
			
Alphas Natural mutants/Chip-enhanced mutants	Betas Chipped mutants	Gammas Hive-chipped mutants	Humans Non-mutants

Alphas are first-generation program participants. This includes subjects with chip-enhanced abilities, as well as a few subjects with natural-born abilities as controls. Subjects were chipped as adults or, in a few cases, as teenagers. A few subjects developed side effects which either proved terminal or debilitating, including psychosis that rendered them unfit for the program or abilities that were otherwise too dangerous.

Betas were chipped in utero and are most often the progeny of Alpha couples. It was hoped that this would lead to amplified abilities or even the much-sought-after omnikinetic, an individual whose abilities transcend the broad categories we've discovered thus far. One such individual exists, as the events of October 31, 2012 conclusively demonstrated. A greater number of Beta candidates displayed enhanced abilities, but the process also resulted in a greater number of failed subjects.

Gammas are chipped in utero and then are further incubated in growth accelerator pods. The HIVE chip not only allows them to be uploaded with a false childhood; it also allows them to be controlled. Gammas can be switched on and off, as it were, at the controller's will, resuming their lives afterward as if nothing were amiss. Multiple personality experiments have allowed us to hide their abilities from one or more alter egos of the same Gamma subject.

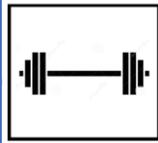
Failed experiments are designated by the appropriate Greek letter with a slash through it. For example, a failed Beta would be indicated by the icon at right.



Ability Types

Mutants are broadly categorized by ability type: Body, Mind and Energy. For easier identification, Body icons are square and Mind icons are triangular, while Energy icons are enclosed in a circle.

BODY TYPE ABILITIES aka Muscle mutants



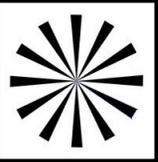
Megakinetic

- Some specimens display increased bone and muscular density. These "living tanks" are super strong and nearly impervious to assault. By that I mean they're practically bulletproof. They tend to heal at a phenomenal rate. We've witnessed muscle mutants of this type run at phenomenal speeds and leap incredible distances. Once these juggernauts get going, it's really hard to stop them. One report suggests that they have little trouble acting as a human battering ram. Telekinetics must expend extra energy to compensate for their mass to counter them.



Hyperkinetic

- Other specimens display enhanced agility, speed and dexterity. Because they are able to subconsciously predict cause and effect chains and take them into account in their actions, they are capable of acrobatic feats that any circus performer would envy. Their enhanced speed makes them incredibly formidable. One subject was observed to side-step a bullet in flight. Those with this manifestation who receive further combat training will make formidable assets. hyperkinetic that. At least one subject possesses such skill with a rifle that he never missed. Ever.



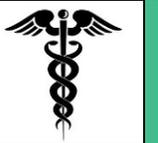
Hyperfocals

- The third manifestation is super sensory. Subjects are able to hear radio frequencies or sounds that are miles away. In many cases, they can see further or into the infrared. They can touch the ground and feel the approach of footsteps blocks away. One subject was even able to determine which floor of a multi-story building others were occupying. Instances of enhanced taste and olfactory differentiation have been noted as well.



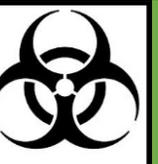
Sonics

- Sonics are a specialized type of Hyperfocal, being kinetics with advanced vocal chords. In most cases, this enhancement gives subjects the ability to sing well, to mimic voices and sound effects, or be heard as if amplified. In rare cases, subjects are able to project a sonic wall of force, or a high pitched scream that causes victims to pass out. At least one instance has been documented of a sonic mutant using his gift as a sonar or echolocation device.



Healers

- While many kinetics possess an accelerated healing factor along with their other abilities, there are some mutants who are solely healers. There is currently no known case of a healer being able to extend their powers beyond healing themselves.



Toxics

- Toxics release a pheromone, toxin, virus or radiation that is harmful to others around them. Some can do this at will, especially if the effect is released by direct contact. For others the effect is dependent upon a fight or flight trigger. These kinetics tend to be a danger to everyone around them, sometimes even themselves.

ENERGY TYPE ABILITIES



Pyrokinetic

Pyros are firestarters. They can cause flame to ignite at will, without personal harm to themselves, provided they carefully control the fire. Pyros are rare; it is believed that cases of spontaneous human combustion represent cases of pyrokinetics who were unable to control their gift or who triggered it in their sleep. Their only limitation is that oxygen must be present in the air to fuel their flame.



Electrokinetic

Electrokinetics have an enhanced bioelectric field. This manifests in several ways. One subject was able to use her gift to camouflage herself like a chameleon. Another projected a field of disruption that effectively shut down all electrical equipment within the field. Electrokinetics can also magnetize objects, including themselves, and deliver electric shocks or EMPs.



Flier

The ability to fly is truly rare. It requires a telekinetic ability linked to a specified hyperkinetic gift that subconsciously makes the calculations for flight.



Telekinetic

- Telekinetics are some of the most powerful and volatile of observed human enhancements. On a basic level, kinetics can move things with their minds, sort of like Jedi. That's understatement, of course, considering that kinetic subjects have been observed to redirect gunfire at a thought.

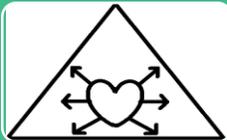
MENTAL TYPE ABILITIES

Hypnotist



- Those with hypnotic abilities are quite formidable. Often, their victims aren't even aware they've been hypnotised, so specimens with this ability are difficult to trace. Mild hypnosis can manifest in the specimen convincing a victim that a handful of playing cards is actually a stack of \$100 bills. Cases of mass hypnosis are rare, but those who've witnessed these manifestations claim that the victims act like zombies. One-to-one hypnosis is generally more effective, resulting in victims carrying on almost as if normal. One subject, Pandora, is so effective that her victims do not generally realize they have been hypnotised until a predetermined trigger causes them to go into action at a later date.

Empath



- Empaths have the ability to influence emotional states via pheromones or disruptive electromagnetic fields that cause aggression and confusion. Likewise, they can also calm their foes into a passive state.

Illusionist



- An illusionist is an electrokinetic who can consciously manipulate their bioelectric field to create holographic illusions. The more intelligent the kinetic, the more elaborate and convincing they can make such illusions.

Pneumokinetic



- Pneumokinetics claim to be able to see into other dimensions of our reality which they term spiritual or supernatural. In other words, they claim to be able to see angels and devils and such. Of all the available subjects, only one seems potentially actual.

Sniffer



- If you've read Sherlock Holmes then you have some idea of what these kinetics are capable of. They observe things in fine detail and process the information in the most efficient manner possible. No matter can be hidden from a sniffer who wishes to know of it.

Technokinesis



- Technokinesis is a rare form of this enhancement, allowing the subject to become his own web server, as it were. Technokinetics are gifted hackers and seem to understand computer security intuitively.



Hyperintellectuals

- Those with super intelligence are, well, really, really smart. They invent things that frankly amaze us. They understand things at a nuanced level.



Psychics

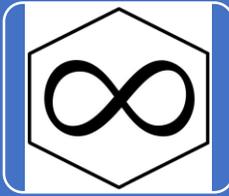
- Psychics are difference engines. They differ from Hyperintellectuals in that they aren't really aware of the thought processes that allow them to arrive at a specific answer. They simply seem to intuit the answer. While these subjects seem to predict the future, this is only because they can determine the probable events based on factors known to them [a major limitation of this ability]. Sometimes this ability manifests in the form of what some term premonitions.



Sirens

- Sirens combine the gifts of an empath with a hypnotic. They can be extremely dangerous, causing those who hear them sing to become affected by the lyrics and mood of their song. One such siren, unaware of his gift, inadvertently caused his entire audience to kill themselves.

OMNIKINETICS



Omnikinetics

- At least one subject can be classified as a savant possessing all known types of enhancements, but multiple giftings are rare. Most enhanced humans only possess one form of these abilities.

-End of Report-