

REALITY BLURS PRESENTS

AGENTS OF OBLIVION

the perfect cocktail of horror & espionage



AGENTS OF OBLIVION

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SPECIAL THANKS

Erica Balsley & Ed Wetterman who helped me piece together fragments of files thought lost forever. -RSP

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O B L I V I O N C A L L I N G

So here's the thing: I'm a pulp writer. As far as I'm concerned, our characters should be running through burning alien fortresses, guns blazing, pausing only to say something heartbreaking and witty and true, and then more things blow up. This is why *Savage Worlds* tends to be my gaming system of choice.

On the other hand, there are roleplayers who want to play slow, emotional, character-y games. Games where a simple stroll down the rain-soaked streets of Your Imaginary City of Choice is packed with as much RPG goodness as my *Evil Zeppelin Duel*.

The spy genre is particularly challenging. Play a Western, and we all usually agree on what cowboy sounds like. Play a WW II game, and we all know what cable show we're going to borrow from. But the spy genre can legitimately claim everything from James Bond (Connery) to *OUR MAN FLINT* to Jason Bourne to *THE SANDBAGGERS* to James Bond (Moore). Add the supernatural influences, be they *X-FILES* or *MEN IN BLACK* or *ULTRAVIOLET* (the Brit TV show, not the movie), and you have a mix of playstyles that would stretch any gaming system to its breaking point.

But here comes *AGENTS OF OBLIVION*. Although a mashup of supernatural conspiracy and hardcore spy tradecraft seems an unlikely pairing, it's actually on the cutting edge of modern horror writing. In one of his essays the great sci-fi writer Charlie Stross, the author of "The Laundry" series of thrillers, points out that *Tales of Unspeakable Horrors* and *The Cold War* have specific stylistic and structural parallels. Not to poach from Charlie too relentlessly (I am a giant fan), but both involve world-destroying, ultimately unknowable antagonists. Any good game setting that speaks to the HEART of the genre should be able to dial back and forth between these extremes.

What *REALITY BLURS* does, the really remarkable thing they do, is develop worlds where you can play multiple styles in a genre. Their *REALMS OF CTHULHU* setting dials seamlessly between "Indiana Jones vs. the Tentacle Monsters" and "Welcome to Madness, Population: You". Sean's *IRON DYNASTY* allows you to play anything from a no-magic recreation of the Samurai Age to a world of psychic ninjas vs. steampunk bamboo mecha. Note -- I have just typed the phrase "steampunk bamboo mecha." This makes me unreasonably happy.

Sean and his lads turned their attention to this world -- superspies -- and cracked it just as neatly as they've cracked the others. That's because they don't dither about figuring out every little stat on every little handgun. They listen to the heart of the source material, and figure out ways for you to play whatever tune you hear when you listen.

You have in your hands a rules set that lets you play anything from “Spellslinging Spy vs. Alien Brain Eater” to “Harry Palmer vs. That Unpleasant Fellow from Bulgaria.” They haven’t glossed over any of the little nuts and bolts you need to play a realistic spy game, if that’s your desire - they’ve just streamlined it to be Fast, Furious, and Fun.

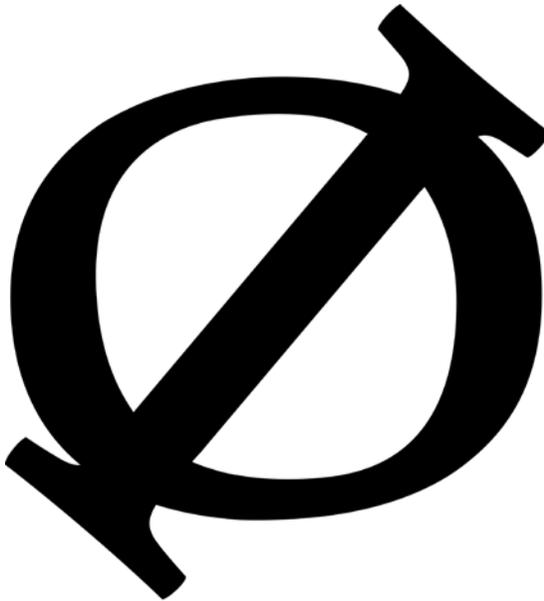
I’m going to use this setting to play a campaign set in Shanghai in the 30s, where there is no magic -- until suddenly, there is. That I can use one setting to play both those extremes is impressive as hell.

So pull on the black suit and tie, load up on the magic bullets, fly to Istanbul and crack an international conspiracy older than human speech. Be Bond, be Palmer, be the Brigadier from UNIT (“Five rounds rapid, gentlemen!), be the men and women who form the thin grey line between us and eternal night. I’ll see you at the gaming table, thanks to REALITY BLURS.

Best,

John

John Rogers is a creative madman who is best known as the creator and executive producer of *Leverage*. Need we say more? I’ve had the pleasure of knowing John for quite a number of years thanks entirely to gaming and, more specifically, *Agents of Oblivion* from its earliest incarnations. I should probably pay John for this intro. Maybe one day he’ll give up Hollywood and take his hobby more seriously.



THE THIN GREY LINE

Liner Notes

The idea for this setting came to me when I was sitting about playing *Splinter Cell*—the first one—a number of years ago. I was Sam Fisher, superspy, sneaking about, applying chokeholds, sniping folks, and such and thought it'd be awfully neat if I could perform a Psylocke move, you know where you *manifest a katana with your mind*? That'd be something sort of special. I turned it around in my head, deciding what to do with it over the next handful of days, and I couldn't let go of it. If anything, the concept grew as I wondered what kind of world this psychic spy inhabited. What would a real government do with such power at its command? What if monsters were real? What if aliens had touched down ages ago? What if we got their technology? What if all the conspiracies you ever heard about existed in some form or fashion? If our hero inhabits a world where, essentially, everything is real, how dark is this world? If there is one spy group with access to such strange things, certainly there are others sprinkled around the globe. The mind boggles.

At this point, I'll add in I have a healthy love for spy, supernatural, and horror media of nearly every stripe, be they comics, graphic novels, video games, television shows, or movies, and I thought initially this world where our Agent—now capitalized, to stress his importance—resides should be an amalgamation of these things. Initially, the concept began as James Bond meets Cthulhu, but my friends rightly pointed out our dear Mr. Bond is a solo act, so I turned it around a bit, and decided, at its core, *Agents of Oblivion*, was more *Mission: Impossible* meets *The X-Files*. With that firmed up as the concept, the proper work of the setting began.

Now our Agents needed a rival organization, just as G.I. Joe has Cobra, MI-6 has SMERSH, and *The Man from U.N.C.L.E.* has THRUSH, Oblivion has Pandora. I turned some things on their respective heads as I am wont to do, and our Agents' agendas are not always as clear-cut as they may seem on the surface. You'll notice this as you go on, and there are wonderfully grey spaces to be found within the bounds of moral ambiguity and organizational extremism.

One of the greatest challenges was to present this large world and share our vision while still giving you a sandbox setting where you could tweak it to play a variety of ways within this framework. Do you want to play a gritty spy game along the lines of *The Bourne Identity* or *Le Femme Nikita*, or do your tastes run more towards *The X-Files*...or do you want to take it all the way to the limit and have it more akin to *Supernatural* meets *Fringe* meets *Dark Skies*? You can (and we do).

Make of this what you will with only one hard and fast rule: have fun!

-Sean Preston
June 30, 2011

Liner Notes

I remember the first time I learned of Sean Preston. I was a partner in 12 to Midnight, and we were the first licensees with Pinnacle for the *Savage Worlds* system. Shane Hensley opened the *Savage Worlds* system to a few other game companies and one of them was called Reality Blurs. I remember checking out his website. He was working on a project called *RunePunk*, but had lots of ideas for other projects including one called *Agents of Oblivion*. We traded a few courtesy emails, then spoke on the phone with increasing frequency until we had become “industry” friends. I did a soft edit for *RunePunk*, and Sean wrote a *Modern Dispatch* for us.

We spoke often—sharing ideas and scenarios. We created an in-depth history of the universe for both the horror-campaign of *Pinebox* and *Agents of Oblivion*. I worked with him on several projects as an editor and wrote some of *Realms of Cthulhu*. We had become true friends.

Sean had won a contest with Green Ronin to create *Agents of Oblivion* for the *True 20* game, and I did a soft edit on it for him. I had fallen in love with the setting and wanted to be a part of it. As Reality Blurs grew, Sean took on several more product lines. One day he called me and said, “Ed do you want to work on *Agents* with us?” I told him I needed to think about it and about a minute later said, “You bet!”

The project was about two-thirds written, but needed a lot of editing, polishing, and additional materials to round it out, as well as a true *Savage Conversion*, though Sean had issued a free player’s guide via pdf to whet gamers’ appetites. Sean made me the line editor and told me I could delegate some of the writing responsibilities to others. I did. Some anyway. I’ve never been one for delegating, and before I knew it I had gone through the entire document, editing, rewriting, revising, and adding new content. Sean and I share the idea of a “big sandbox.” Give gamers everything they need to do anything they want to play the games they want. *Agents of Oblivion* does this. If you want to play a true modern spy game, you can. If you want a cheesy ‘70s spy type game with lots of gizmos and gadgets, you can. If you want to play with horror and magic, you can. *Agents of Oblivion* is perfect for *Savage Worlds*. It can be gritty, timely, horror-laden, high tech, geo-political, and exciting for any spy game.

Thanks to Sean for letting me come along for the journey. I hope you have as much fun playing *Agents of Oblivion* as I did in helping get it completed. May the immortal words “Stay on target,” and “shaken, not stirred” be with y’all.

Keep Gaming,

Ed Wetterman
July 7th, 2011

PROLOGUE

Hendrix hated taking a new partner along even more than going solo. Hell, it's why he became a wraith. He enjoyed quiet, clean network. Send him to a military base. Let him assassinate a leader. Let him cause a coup. He didn't like the weird stuff. He didn't like a new partner. But he was a company man through and through, so when he got the word he had to deal with both, he gnashed his teeth, cursed beneath his breath, and set up the rendezvous.

She went by Magick. Not too original, but she was a Zero, fresh out of the Academy. Her dossier indicated she was trained in a Special Police Unit in China back in 1970 and had been missing until 2010 when she was found in a Pandoran stronghold looking not a day over twenty-seven. She had no recollection of the last forty years, yet she ramped up rapidly enough, her motor skills unconsciously remembering things she didn't. And, oh joy, she was a combat mage. Hendrix shook his head and set it aside. He didn't like the weird stuff, but knew it existed in spades.

The mission brief said they'd be performing an extraction in Rio, a simple get in, get the target, and get out, but he doubted it'd be that simple. After all, it was Carnival, and if it *was* so simple, why send a wizard *and* a wraith? Airports were out—too crowded—so they parachuted just outside the city and trudged through the jungles for two days in relative silence. She didn't say much, but kept up, and he had little use for small talk.

Music and lights filled the streets as they made their way to Ipanema—the beach from *that* song—and it was crowded. Bikinis and Bermuda shorts made their suit and sun dress a bit out of place, but there was nothing to be done about that. They nearly reached the diamond district when a tan Mister E greeted them outside of Meia-Note, a small nightclub. “Right on time,” said Mister E, bowing and shaking hands, ushering them through the VIP line, through the sweaty, gyrating bodies on the dance floor, and into a small office.

He handed them two attaché cases. “You'll find what you need inside.”

Hendrix opened his. It contained a topaz broach and a pair of ladies' gloves. “This must be yours.” He slid it over to Magick, and opened the other case. His matte-finished Walther PPK awaited him, along with his Brausch silencer, and two curious clips. “Rune-etched,” said Mister E, when Hendrix gave him a look.

“Never used them, before,” he replied dryly.

“Oh, they're something the boys ran across doing inventory in the Vault. They may come in handy.”

Magick spoke softly. “And what good are these?” She held up the gloves. The broach already glittered around her neck.

“You'll find those amplify your already considerable martial prowess. In layman's terms, you'll hit harder. The broach, on the other hand, is a protective measure.”

“The brief indicated this is a simple extraction.” said Hendrix.

“It should be,” replied Mister E. “Once you dispatch the Pandorans guarding the British Ambassador. Magick here knows the exorcism ritual. Isn't that right, my dear?”

“Yes,” she said, smiling for the first time. “It *should* be a simple extraction...”

THE AGENCY AWAITS

Once upon a time, at least as far as you were concerned, the world was a simple place. Well, maybe simple is not the right word, but it was normal. You loved/hated your job, your life, and you did regular things, just like everybody else. Then everything changed.

Something happened in your life, something strange, inexplicable, and unexplainable. You chalked it up to bad wine, bad dreams, or bad eyes, but you shut it out. You tried to let things get back to normal. And they did—until the postcard arrived.

You got an uneasy feeling picking up the pristine white—too white—postcard. It looked as though it had never been touched before you touched it. And it was just resting there waiting for you. No return address. No postmark. Just your name simply printed in block letters. As you turned it over, you saw three words—*WELCOME TO OBLIVION*—and realized your life was about to change forever.

Six weeks went by in a whirlwind. You are trained. You are ready to hit the field. You are now a superspy monster hunter ready to face any challenge, be it alien, supernatural, or terrestrial in origin. Now get out there and take care of business!

DARKNESS BLEEDS

Agents of Oblivion takes place in the modern world. Things are much as they are today, but there are shadowy in-between places where darkness lurks and bleeds out into the mundane, hoping to twist and corrupt it. Conspiracies and cabals work to bring the world to its knees for their masters, be they old dark gods, maniacal madmen clinging to their perches of power, or ancient aliens from distant galaxies.

THE HIDDEN WORLD

As an agent, your eyes have been opened. You have been trained and equipped to fight the darkness, keeping the secrets of its existence from the world of man. You are a gatekeeper, an unsung hero, fighting without the hope of glory or recognition. Should you die, it is unlikely anyone shall ever shed a tear.

ORIGINS

The Agency, as Oblivion is typically referred to internally, opened for business on December 18th, 1969, one day after Project Bluebook—the United States Air Force’s study into extraterrestrial life—shut its doors for good. As Project Bluebook, and its predecessors Sign and Grudge, drew unwanted attention and became a political hot potato, the newly formed Oblivion was determined to keep and maintain a low profile so it could focus on its simple goals—keep the world safe from any danger at all costs.

HIERARCHY

To avoid corruption within the organization, Oblivion followed in the footsteps of covert groups worldwide and established independent cells of agents within a world-spanning distributed network. As such, there is no known central HQ and no offices to speak of. Agents are trained on military installations, so some governmental affiliations are presumed to exist, but Oblivion is a black operation with no record of ever existing.



CREATING AN AGENT

1. The Road to Oblivion

You're human. You begin play with one free Edge or one attribute die type increase.

2. Background and Point of Origin

Carefully consider who you were before you became an agent. Odds are, you were someone quite ordinary. Keep in mind your background determines your Common Knowledge and serves to differentiate you from other agents.

Decide your nationality and native tongue. Your primary language is written as Language (native).

3. Agency Training

Oblivion candidates do *not* wash out. Six weeks of training gives you the following skills at a d4: Fighting, Notice, Shooting, and Trecraft.

You also begin with the Hindrance: Obligations (Major: Oblivion). This does NOT count towards your normal Hindrance total.

4. Traits

Traits are broken down into two categories: Attributes, which define who you are (how strong, agile, smart, and so on), and Skills, which define what you know and how well you do things (Driving, Streetwise, and so on). Carefully select those that fit your overall character concept. While it might be nice to be a terrific fighter, that may not be the best approach for a guy who used to be a grocery store clerk. On the other hand, his skill at brawling could become his most notable feature.

Attributes

Your agent begins with a d4 in each of the five basic attributes: Agility, Smarts, Spirit, Strength, and Vigor. Distribute 5 points among them in any way you wish. Raising an attribute one die type costs 1 point, and you may not raise any attribute above d12.

Skills

Next, distribute 15 points among your agent's skills. Raising a skill by a die type costs 1 point as long as it is no higher than the linked attribute. Raising a skill above its linked attribute costs 2 points per die type. All skills in the *Savage Worlds* core rulebook are available, along with a number of new ones found within these pages.

Derived Statistics

Pace is 6”.

Parry is equal to 2 plus half your Fighting.

Charisma is a combination of your agent’s appearance, manner, and general likeability. It is added to Persuasion and Streetwise rolls. The Director also uses it to see how NPCs react to you. Your Charisma modifier is +0 unless modified by Edges or Hindrances.

Toughness is equal to 2 plus half your Vigor.

5. Edges and Hindrances

Agents can take Edges and additional attribute increases by balancing them out with Hindrances. You can take one Major and two Minor Hindrances, or two Major Hindrances. Check out the Setting Rules section to see what is and isn’t allowed from the core book, and search these pages for all new options.

6. Division Assignment and Branch Selection

All characters are in IFO (Intelligence and Field Operations), but may be loaned to other divisions.

Within the IFO, three branches exist: Assault, Occult, and Operations. Each branch bestows certain benefits upon the agent *while they are in that branch*. An agent may shift branches each time he Advances.

Agent Branches

Assault: Taking the direct approach, agents in this branch mix it up with bullets and brawling.

Benefit: Combat Immersion Training—Select one Combat Edge.

Occult: Dealing with unearthly matters, agents in this branch rely upon supernatural forces.

Benefit: Focus—Gain an item bestowing a Power Mod to an existing power or gain the Relic Edge.

Operations: Strategy, planning, and tactics fall in the bailiwick of this operative.

Benefit: Operations Immersion Training—Select one Leadership, Professional, or Social Edge.

Note: These benefits are granted at the start of each new mission, and the character must meet the prerequisite of any Edge gained in this manner as normal.

7. Wealth

Agents are taken care of by Oblivion—their lifestyle is determined by their Rank.

<i>Agent Income</i>	<i>Societal Equivalent</i>	<i>Security Clearance</i>
Standard	Middle Class	Novice
Well Funded	Upper Class	Seasoned
Deep Pockets	Rich	Veteran
High Roller	Very Rich	Heroic
Jet Set	Filthy Rich	Legendary

8. Languages

Besides their native tongue, all agents know half their Smarts die in languages. They speak with an obvious accent, betraying their nationality. Social interaction skills dependent upon speech are at a -2 when attempted in the speaker's non-native tongue.

Note: One of these languages must be Interlingua, the official language of Oblivion, taught to all agents worldwide to facilitate communication.

A Bit about Interlingua

Coming from the Latin for between (inter) tongues (lingua), this language is easy to learn and is not broadly spoken throughout the world (with less than two hundred speakers outside of Oblivion). Providing field agents a common tongue eliminates communication errors in the field and is considered somewhat secure, though, ultimately, no language is. To the untrained ear, Interlingua sounds like a hodge-podge of Romance languages, especially French and Spanish.

9. Defining Interests

Every agent is a sum of his parts. In addition to skills and attributes, he has a number of hobbies and other interests that may have nothing to do with his professional pursuits, or at best, complement them on occasion. Your character begins with a number of defining interests equal to half his Smarts. This number increases as his Smarts increases. A defining interest gives the agent a base +1 to his Common Knowledge roll when the subject is called into question.

Sample Defining Interests

Culture: Anthropology, Archaeology, Astrology, Astronomy, Biology, Botany, Chemistry, City Knowledge (Specific), Classical Literature, Cooking, Culture (Specific), Etiquette, Folklore, Forensics, Geology, Knowledge (Specific), Language (Pidgin), Natural History, Photography, Physics

Craft: Art (Specific), Mechanical Repair, Electrical Repair

Performance: Acting, Comedy, Dance, Disguise, Instrument (Specific), Juggling, Oratory, Puppetry, Singing

Language: Taking a language as a defining interest indicates the agent is minimally conversant with it — enough to speak and read at a third grade level with some difficulty. This is denoted as Language (Pidgin), such as French (Pidgin). An agent using any social interaction skill in a pidgin language does so at -4.

This list is by no means exhaustive. Players are free to come up with additional items appropriate for their agent, subject to their Director's approval.

Note: A Defining Interest provides only a general knowledge of a topic and is *not* nearly as detailed as someone who takes a specific Knowledge skill.

Cinematic Variant

You may opt to allow agents to select their **Defining Interests** over the course of play. This is absolutely encouraged and does not disrupt the game one bit. Once an interest is chosen, it is a permanent part of the character. Hopefully, they do it as part of a reveal, such as “I learned a bit of acting when I was part of a summer performance troupe in Vegas.”



ARCHETYPES

You may be chomping at the bit to get right into action, so who are we to stop you? Below, you'll find a sampling of the types of agents we'd expect to find in play, ranging from your standard no-nonsense man-in-black agent to a psychic with a penchant for tactics and a techie who can hack anything running on electricity. A great deal of flexibility is provided for each, so you can make it your own.

Give your character a name, pick a country of birth, Hindrances, flesh out any new powers, spend the remaining skill points, and choose some gear (see **Resource Management**, p. 47) or take a predefined kit (see **Standard Loadouts**, p. 48).

Defining interests and languages can be established during the course of play. In fact, many folks prefer them coming up in game, so don't worry about having them all fleshed out from the start. Get out there and save the world!

Don't forget, all agents also have Obligations (Major: Oblivion). This does *not* count towards the Hindrance total. All archetypes are Novice (0 XP) starting characters.

AGENT

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d8, Healing d6, Notice d6, Stealth d6, Shooting d8, Tradecraft d6, +3 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: One Major and Two Minor or Two Major

Edges: Pick one

Languages: Native, Interlingua, +3 additional languages

Defining Interests: 4

Branch: Any

Branch Benefit: Varies

ALTERED DETECTIVE

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Investigation d6, Notice d6, Shooting d8, Streetwise d6, Tradecraft d6, +5 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: One Major and Two Minor or Two Major

Edges: Innate Power, Quick

Powers: Choose 1

Languages: Native, Interlingua, +2 additional languages

Defining Interests: 3

Branch: Occult

Branch Benefit: Relic (choose one power)

COMBAT WIZARD

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Channeling d8, Fighting d6, Investigation d6, Knowledge (Mystical) d8, Notice d4, Shooting d6, Tradecraft d4, +5 additional skill points
Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: One Major and Two Minor or Two Major
Edges: Arcane Training (Magic), New Power
Powers: *bolt I, boost/lower trait, invisibility*
Languages: Native, Interlingua, +3 additional languages
Defining Interests: 4
Branch: Assault
Branch Benefit: Unarmed Combat (Basic)

DEMOLITIONS

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Demolitions d8, Fighting d6, Notice d6, Repair d8, Shooting d4, Stealth d6, Throwing d6, Tradecraft d4, +3 additional skill points
Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: One Major and Two Minor or Two Major
Edges: Demolisher
Languages: Native, Interlingua, +3 additional languages
Defining Interests: 4
Branch: Assault
Branch Benefit: Unarmed Combat (Basic)

HAND - TO - HAND

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6
Skills: Fighting d12, Intimidation d6, Notice d4, Shooting d4, Tradecraft d4, +7 additional skill points
Charisma: -; **Pace:** 6; **Parry:** 8; **Toughness:** 5
Hindrances: One Major and two Minor or Two Major
Edges: Berserk, Unarmed Combat (Basic)
Languages: Native, Interlingua, +1 additional language
Defining Interests: 2
Branch: Assault
Branch Benefit: Combat Immersion Training (Carnivore or Typewriter)

INFILTRATOR

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d4, Lockpicking d6, Notice d6, Persuasion d6, Shooting d4, Stealth d8, Tradecraft d6, +4 additional skill points
Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: One Major and Two Minor or Two Major
Edges: Thief
Languages: Native, Interlingua, +3 additional languages
Defining Interests: 4
Branch: Assault
Branch Benefit: Ghost

INVESTIGATOR

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Investigation d8, Knowledge (Paranormal) d6, Notice d8, Persuasion d6, Shooting d4, Streetwise d8, Tradecraft d4, +3 additional skill points
Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: One Major and Two Minor or Two Major
Edges: Alertness, Investigator
Languages: Native, Interlingua, +3 additional languages
Defining Interests: 4
Branch: Occult
Branch Benefit: Relic (choose one power)

PSYCHIC

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d8
Skills: Channeling d8, Fighting d4, Knowledge (Paranormal) d6, Knowledge (Battle) d8, Notice d6, Shooting d6, Tradecraft d4, +5 additional skill points
Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 6
Hindrances: One Major and Two Minor or Two Major
Edges: Arcane Training (Psionic), Maven
Powers: *mind reading, telekinesis*
Languages: Native, Interlingua, +3 additional languages
Defining Interests: 4
Branch: Operations
Branch Benefit: Command

SACRED AGENT

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6
Skills: Channeling d8, Fighting d4, Healing d4, Knowledge (Divine) d6, Notice d4, Shooting d4, Stealth d4, Tradecraft d6, +7 additional skill points
Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: One Major and Two Minor or Two Major
Edges: Arcane Training (Sacred), Blessed
Powers: *healing*, +1 additional power
Languages: Native, Interlingua, +3 additional languages
Defining Interests: 4
Branch: Occult
Branch Benefit: Focus (Power Mod: Ranged)

TECHIE

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6
Skills: Fighting d4, Notice d4, Repair d8, Shooting d4, Tech Ops d10, Tradecraft d8, +6 additional skill points
Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: One Major and Two Minor or Two Major
Edges: Hacker, Skill Chip
Languages: Native, Interlingua, +4 additional languages
Defining Interests: 5
Branch: Operations
Branch Benefit: Engineer

Branching Out

Time permitting, you may wish to consider shifting the starting branch of an archetype. This minor adjustment can certainly add a wealth of roleplaying opportunities and aid in defining the agent's role in his cell. As you can see, we did a bit of this for you (as in the case of the Psychic), to demonstrate the wealth of possibilities before you.

NEW SKILLS

Channeling (Special)

Channeling is the ability to focus and direct occult energies. The key attribute varies, depending upon the type of occult energy as follows:

Magic uses Smarts. Psionics uses Vigor. Sacred uses Spirit.

Demolitions (Smarts)

The ability to identify, set, shape, and defuse explosives. Explosions may be planted in a focused and discrete manner, or “shaped” to cover a greater area.

Amount of Explosive	Maximum Size of Effect
2d6	SBT
3d6	SBT
4d6	MBT, Cone
5d6	LBT, Cone

Forgery (Smarts)

The ability to fabricate, adapt or imitate objects or documents with the intent to deceive. Attempting to make forgeries without the proper tools is done at -2. The tools vary wildly, depending upon the nature of the item in question.

Knowledge (Divine, Mystical, Paranormal) (Smarts)

This skill demonstrates the character’s knowledge and understanding of the arcane, divine or paranormal. Each knowledge skill is taken separately.

Divine is the study of world religions and their histories, including communing with spirits, angels, and demons.

Mystical is the knowledge of legends and lore, myth and magic.

Paranormal focuses on aliens and other unexplained phenomena considered to have an underlying rationale beyond the present limitations of science.

It is possible for bleed and overlap to exist from one category to the next. Exactly how much exists should be discussed with your Director.

Tech Ops (Smarts)

Technical Operations is the ability to operate, secure, and sabotage computer and electronic systems.

NEW EDGES

BACKGROUND EDGES

Arcane Training (Magic, Psionic, Sacred)

Requirements: Knowledge (Special) d6+

Through formal training or personal epiphany, the agent is capable of manifesting his knowledge in a practical form and may use powers through prayer, gesture, or mental focus.

Magic requires Knowledge (Mystical). Psionics requires Knowledge (Paranormal). Sacred requires Knowledge (Divine).

The agent gains two powers of his choice—even those of higher Ranks. Using any power requires the Channeling skill. Taking those of higher Ranks are not without a price. The character suffers a penalty of -1 to his Channeling rolls for each difference between his current Rank and the power's Rank. Power Points are not used—further details are found in the Occult section of the Setting Rules.

This Edge may be taken during play with the Director's permission.

Example: Wicker takes *bolt I* (Novice) and *puppet* (Veteran) to start. When he casts *bolt I*, he suffers no penalties to his roll, but suffers a -2 when using *puppet*. This penalty is reduced to -1 when Seasoned and goes away altogether when he reaches Veteran.

Innate Power

Requirements: Novice

The agent was born with a genetic mutation that manifests as a power through force of will (Spirit). He chooses one power regardless of Rank and may also take Power Mod Edges, as normal. The penalty to use this power is the difference in the agent's Rank and the power's Rank. When he rolls a modified result of 1 or less on the Spirit die, regardless of Wild Die, he suffers a level of Fatigue. A critical failure causes a wound.

Example: Sebastian, a Novice agent, knows *bolt II*, a Seasoned power. His attempts to use it are at -1 until he achieves Seasoned Rank.

COMBAT EDGES

There are certain “Edges as maneuvers” that break the normal Savage Worlds rules. When there is a deviation, both the standard way of doing things and the exception (the new way) are detailed.

Carnivore

Requirements: Novice, Strength d8+, Berserk, Fighting d8+

As a free action, the agent may make a Spirit roll to voluntarily go berserk. He may also go berserk automatically by spending a benny.

Deadly

Requirements: Heroic, Smarts d8+, Fighting or Throwing d10+

For this agent, everything is a weapon. Any object that would normally do negligible damage (such as a paper clip or a thimble) does Str+d4. Additionally, normally non-lethal items can be used to inflict deadly damage at the Director’s discretion.

Example: Jake Britain (with a Str d6) is sitting at a table in a street cafe when a Pandoran agent rushes toward him. Jake lunges with his plastic drinking straw, smashing it into the Pandoran’s throat, causing d6+d4 damage! Leaving him wheezing in the road, Jake quickly and quietly flees the scene.

Disarm Mastery

Requirements: Novice, Fighting d8+, Unarmed Combat (Basic)

The agent excels at removing an opponent’s weapon in melee combat. He makes an opposed Fighting roll against his opponent. With a success, the adversary drops his weapon. With a raise, the opponent is Shaken and the weapon flies 1d4 random inches away or the agent may elect to take it if he has one or both hands free.

Fast Strike

Requirements: Seasoned, Agility d8+, Fighting d8+

The agent has learned to fight with great dexterity — moving in and striking quickly, then moving away before his opponent can react. If the character can move at least 2” before making an attack, he may strike and withdraw from combat without the target, or any other opponents, receiving a free attack. The agent is still subject to First Strike attacks from adjacent foes as normal.

Ghost

Requirements: Novice, Agility d8+, Smarts d8+

This agent is trained to use subterfuge in hostile situations. He receives +2 to all Tricks.

Grab and Hold

Requirements: Novice, Unarmed Combat (Basic)

The agent's intimate knowledge of wrestling maneuvers grants him a +1 to any opposed Strength or Agility grappling rolls. Additionally, he substitutes his Unarmed Combat damage for normal grappling damage.

Normal: Snake has Unarmed Combat (Basic) and does Str+d4 damage with his unarmed strikes. When he grapples, he does only his Strength in damage.

Example: Snake learns Grab and Hold. Now, he may apply his Unarmed Combat (Basic) damage to grappled opponents, doing Str+d4 damage to anyone within his iron grasp. Should he later get, Unarmed Combat (Advanced), it increases to Str+d6.

Grizzled

Requirements: Seasoned, Spirit d6+, Vigor d8+

The agent's field work has made him tough — even his scars have scars. He gains +2 to Soak rolls.

Gun Fu

Requirements: Seasoned, Unarmed Combat (Basic), Shooting d8+

The agent is able to maneuver well enough to continue using any firearm in close combat.

Normal: Agent Rook has an M-16 and is rushed by a werewolf. He can club the beast with it, but is unable to get a bead on the creature as it bites and slashes at him.

Example: Agent Rook, having survived his close encounter, learns Gun Fu and takes point. The next lycanthrope to jump down on him from the shadows is in for a nasty surprise, as he unloads his clip into the creature at point blank range.

Hindsight

Requirements: Novice, Fighting d10+

Through luck, skill, or a combination of both, this agent is able to expertly defend himself against multiple foes. Opponents gain no gang up bonus against him.

Ranged Pin

Requirements: Seasoned, Shooting d8+ or Throwing d8+

The agent may use certain missile weapons (knives, arrows, spears, etc.) to pin opponents to nearby surfaces. The opponent must be within 1” of a wall, tree, or similar surface. Make a Shooting or Throwing roll at -2. If successful, the target takes normal damage and is pinned, requiring a successful Strength roll to break free. With a raise, the opponent must make his Strength roll at -2 or remain pinned.

Silent Kill

Requirements: Veteran, Unarmed Combat (Advanced)

This agent has been trained in the art of stealth assassination. Whenever he successfully kills an enemy unnoticed in a single round, he may attempt one of two actions: He may pin the body in place with a Smarts roll or make a Stealth roll to catch the body and quietly move and/or hide it with the remainder of his movement. Either choice is a free action.

Example: Agent Suzuki, creeping along the rooftop of a mafia safe house, drops down upon a sentry and kills him in one blow. He may then make a Stealth roll to catch the body and move it under the bushes before being spotted. With a success, the other guard at the end of the garden path may never suspect a thing.

Superior Defense

Requirements: Veteran, Agility d8+, Block

The agent has mastered special defensive techniques. When using the Defend maneuver, his Parry is increased by +4 (instead of +2). If using the Full Defense maneuver, add +2 to his Fighting roll to determine the Parry score.

Takedown

Requirements: Novice, Fighting d8+

The agent is trained in how to throw or trip an opponent. Make an opposed Fighting roll versus the target. Each Size category difference incurs a -2 penalty. With a success, the now prone opponent may be placed in any spot within 1” of the agent. With a raise, the opponent is prone and Shaken; if already Shaken, he takes a wound.

Typewriter

Requirements: Novice, Agility d8+, Fighting d8+

The agent knows how to strike foes with maximum effect. He receives +2 to unarmed damage rolls.

Unarmed Combat (Basic)

Requirements: Novice, Fighting d6+

The agent is considered armed at all times (negating the Unarmed Defender bonus) and does Str +d4 unarmed damage when attacking.

Normal: A character throws a punch for Str damage and is treated as an Unarmed Defender, giving his opponents +2 to their Fighting rolls to strike him.

Example: Joe has Unarmed Combat (Basic). He is now treated as armed, and with his Str d6, does d6 + d4 damage with a punch, pummel, or kick.

Unarmed Combat (Advanced)

Requirements: Seasoned, Fighting d8+, Unarmed Combat (Basic)

The agent's Unarmed Combat damage increases to Str+d6. This damage is not restricted by a lower Strength die type, so even a character with a d4 Strength would do d4+d6 damage with this Edge.

Wheelman

Requirements: Seasoned, Ace

This agent is a demon behind the wheel, able to fire any one-handed weapon while driving without suffering a multi-action penalty. When using the Chase rules, he receives an additional Action card with a success or better on his Driving roll when he's the driver.



POWER EDGES

Power Mastery

Requirements: Seasoned, Arcane Training (Any) or Innate Power

The agent has learned to control one of his powers and gains +2 to skill (or attribute) rolls with the chosen power. This Edge may be taken once per Rank, with the agent selecting a new power each time.

POWER MODS

These Edges modify existing powers known to the caster, allowing them to be used in new ways. Each time a Power Mod is selected, it is applied to a specific power. Multiple Mods may be taken for any given power.

Area

Requirements: Special

This Edge expands the area of effect of one power. The character must be two Ranks above the power in question. When chosen, the caster must select the power it affects, as well as the shape of the area: Small Burst Template, Medium Burst Template, Large Burst Template, or Cone.

This does not increase the range of the power nor provides selectivity of targets. The caster must take the Selective or Increased Range Power Mods separately.

Example: Mary knows *deflection*, which normally affects one target. She may take the Area Power Mod for it when she is Veteran Rank or higher. When she casts it upon herself, all characters — friends or foes — standing near her are caught up in the blurring effect of her power. She must take Selective should she only want her friends to gain the benefits.

Increased Range

Requirements: Novice

This Power Mod doubles the range of certain powers or grants range to one that is touch only. The base range for a power that had none before is half the caster's Spirit in increments.

Example 1: Jeremy knows *bolt* which has a Range of 12/24/48. Increased Range doubles it to 24/48/96.

Example 2: Mary (Spirit d10) possesses the *healing* power, which normally has a range of touch. She takes the Increased Range Power Mod, giving her a Range of 5/10/20.

Selective

Requirements: Heroic

This Edge is generally used in conjunction with area effect powers such as *burst* or *blast*, or applied to powers to which the Area Power Mod has been added. When the power is used, the caster determines who (within range) is/is not affected.

Example: Boris and Natasha are in a crypt surrounded by ghouls. Boris decides to activate his *burst* power with the two of them at ground zero. He has the Selective Power Mod, so he announces it will only affect the ghouls in their midst and casts it. A moment later, the ghouls are ash!

Subtle

Requirements: Seasoned

This Edge enables a power to be activated without any visible or audible effects. In essence, it is invisible and silent. It may still be sensed with *detect arcana* as usual. The caster must still activate the power normally.

Triggered

Requirements: Seasoned

This Edge enables a specific power to be cast in advance and then activated as the result of a specific condition or within a pre-arranged time frame. A Triggered power requires a great deal of concentration. Each instance of a maintained Triggered power incurs a -2 to further casting rolls — double the normal penalty. The Director is advised to approve which powers he deems modifiable by the Triggered Power Mod and exactly how they may manifest.

Example 1: Jeremy Blood penetrates a Pandoran lab, but is unable to bypass the computer's security. He casts *triggered puppet* on the terminal. The next time someone logs into the system, they will email him the pass codes.

Example 2: Miranda White is a wizard going into the field against a corrupter. She casts *dispel* on her person with the Triggered Power Mod that is set to go off should a corrupter attempt to cast magic upon her. Anyone else, including herself, may cast magic, good or ill, upon her as normal.

PROFESSIONAL EDGES

Cleaner

Requirements: Seasoned, Investigator

You know how to hide information as well as uncover it. You may make the appropriate roll to hide or obliterate evidence. Others coming behind you must make an opposed roll to uncover any trace of your presence. The agent receives an additional +1 to Investigation, Streetwise, and Notice rolls when searching through or obfuscating information. This stacks with the Investigator Edge.

Demolisher

Requirements: Novice, Smarts d8+, Demolitions d8+

The agent receives +2 on demolitions rolls when placing charges, and damage with explosives may Ace.

Engineer

Requirements: Novice, Smarts d6+, Repair d8+

The agent adds +2 to Repair rolls. With a raise, he halves the time normally required to fix something. This means if a particular Repair job can be accomplished in half the time with a raise, an engineer could finish the job in one-fourth the time.

Forger

Requirements: Novice, Smarts d8+, Forgery d8+, Notice d6+

The agent makes excellent forgeries. He receives +2 to all Forgery rolls and +2 to Notice rolls to detect fakes (Forgery vs. Notice).

Master Forger

Requirements: Seasoned, Forger

The agent makes flawless forgeries, receiving +1 to all Forgery rolls and +1 to Notice rolls to detect fakes. This stacks with the Forger Edge

Hacker

Requirements: Novice, Smarts d8+, Tech Ops d10+

The agent is a master of penetrating electronic and computer security systems. He receives +2 to all Tech Ops rolls and any Investigation rolls where he has access to a computer. Each attempt to penetrate a system's defenses takes 10 minutes instead of the normal hour.

Linguist

Requirements: Novice, Smarts d8+

The agent gains an additional number of languages equal to half his Smarts die. Additionally, he may make a Smarts roll to identify, speak, and read unknown languages as the situation warrants. As his Smarts die increases, he gains two languages (the normal benefit of Smarts combined with this Edge).

Maven

Requirements: Novice, Knowledge (Battle) d8+

At the beginning of each hostile encounter, the maven may make a Knowledge (Battle) roll. For each success and raise, he receives a benny that may be used for any agents on his team. Bennies not used by the end of scene are discarded. Note: If more than one maven is on a team, the test is treated as a cooperative roll as detailed in the *Savage Worlds* core rulebook.

Spectre

Requirements: Seasoned, Agility d10+, Thief

A master of infiltration, Spectre unit members gain +1 to Climbing, Lockpicking and Stealth rolls. These benefits stack with those gained from the Thief Edge.

Sponge

Requirements: Novice, Jack-of-all-Trades

The agent is an amazing source of wide and varied information that can be dredged up at a moment's notice. He may spend a benny to have any Smarts-based skill at d6 for the remainder of the scene.

SOCIAL EDGES

Field Tester

Requirements: Seasoned, Tradecraft d8+

The agent has been chosen to test prototypes in the field for the Vault. Your character gains an additional 2 Resource Points to spend on spytech or SUDs. A 1 on the skill die when using this equipment causes it to malfunction or act in an unexpected way – as determined by the Director. These points may only be used before a mission and may not be saved for Field Requisitions.

Flash and Panache

Requirements: Veteran, Charismatic

You know how to get the most bang for your buck. You gain an additional +2 bonus to reaction modifiers and related skill rolls (such as Persuasion) when throwing money around.

Smooth Talker

Requirements: Novice

You can speak any language you know with complete fluency and do not suffer any penalties as a non-native speaker. Additionally, you may adopt regional accents and use idioms of any language you know, including your native tongue. When language can reinforce a cover, this adds a +2 to your disguise rolls.

Well Equipped

Requirements: Novice, Charismatic, Tradecraft d6+

Through favors, recommendations, past performance, or a “friend” in the department your character gains an additional 2 Resource Points. These may be used before a mission or saved for Field Requisitions as normal.

WEIRD EDGES

These Edges are divided into two subcategories—Arcane and Technological. Check with your Director to see which are available in your game. Note the Weird Edges found in *Savage Worlds* are considered Arcane.

ARCANE

These Edges fall within the bounds of the divine, mystical, and paranormal.

Blessed

Requirements: Novice, Spirit d8+, Arcane Training (Sacred), Channeling d8+

The agent has been righteously blessed by the faith of his convictions. He receives a +2 bonus to damage when attacking supernatural evil, as well as a +2 to his Toughness when defending against it.

Channeler

Requirements: Heroic, Arcane Training (Any), Channeling d8+

The agent never suffers the effects of backlash when using his powers.

Combat Wizard

Requirements: Seasoned, Smarts d8+, Arcane Training (Magic)

The wizard is trained to maintain his mental focus when engaged. He gains a +2 to all rolls to avoid disruption of his magic.

Dreamer

Requirements: Seasoned, Arcane Training (Psionics), Danger Sense

Dreamers are precogs who are cultivated from the ranks of the psychically gifted and trained to examine the past and future to aid the agency. They may look into the past with a successful Notice roll and into the future with a Notice -2 roll. Each success and raise reveals one bit of information. The exact information discovered is at the Director's discretion. Only one attempt per scene may be made.

Relic

Requirements: Novice

The agent has a physical item granting one power. The power may be of any Rank, but the agent suffers a -1 penalty to his roll for each difference between his Rank and that of the power. Using the power requires the appropriate Knowledge skill (Divine, Mystical, or Paranormal) depending upon its power source. Should it be lost or stolen, the agent gains a replacement focus at the start of a new mission, subject to his Director's approval. If a modified result of 1 or less is rolled on the skill die, the device won't function again for a d6 hours.

TECHNOLOGICAL

These Edges are on the bleeding edge of the possible.

Data Chips

Requirements: Novice

The agent is cybernetically enhanced to accept direct data relays via memory cards and gains two additional defining interests. Unlike other defining interests, these may be reassigned at the beginning of any session if the agents are not in the field.

Example 1: St. John is about to embark on a mission into Eastern Europe. He gets chipped with Knowledge (Romania) and Knowledge (Russia), providing him a general overview of both countries.

Example 2: Helena, also chipped, decides she'd rather focus on Russia, because she thinks that's where events will lead them, and takes Russian (Pidgin) and Russian Folklore.

Improved Data Chips

Requirements: Veteran, Data Chips

The refined chips replace the previous ones and store more data. The agent gains an additional 2 defining interest slots, for a total of 4.

Skill Chip

Requirements: Novice

This Edge makes the agent “chip-friendly” — he may take any one skill at d6. The skill may be reassigned at the beginning of each new mission.

Improved Skill Chip

Requirements: Seasoned, Skill Chip

This Edge upgrades the existing chip slot, enabling the agent to take any one skill at d8. The skill may be reassigned at the beginning of each new mission.

VR Immersion Training

Requirements: Veteran, Improved Data Chips or Improved Skill Chip

The agent has been implanted with a neurological data link and may take any one non-Weird Edge for which he normally qualifies. This Edge may be reassigned at the beginning of each new mission.

LEGENDARY EDGES

Applied Knowledge

Requirements: Legendary, Sponge

The character knows something about everything. He may spend a benny to gain any skill at a d6 for the remainder of a scene.

Empty the Clip

Requirements: Legendary, Rock and Roll!

You can fire all the remaining bullets in your automatic weapon with a normal Shooting roll by spending a benny. You must have at least half a clip remaining to use this Edge. You must declare whether you're firing in a Small Burst or Cone template before you roll. Targets then must make an opposed Agility roll against the Shooting roll or they suffer standard damage for the weapon type.

Impeccable Timing

Requirements: Legendary, Agility d10+, Quick

The agent has amazing reaction speed. Should he be dealt less than a 10 for initiative, his card is treated as a 10 of the same suit (ties are resolved via opposed Agility rolls).

Inside Man

Requirements: Legendary

You may spend a benny to have a contact inside one enemy location per adventure.

Jet Setter

Requirements: Legendary, Flash and Panache

The character is easily recognizable and gains an additional +2 Charisma bonus.

Last Man Standing

Requirements: Legendary, Grizzled

Through sheer determination, the character can push past the effects of shock and trauma. By spending a benny, he ignores the effects of wound penalties for the remainder of the scene.

Master of Disguise

Requirements: Legendary, Persuasion d8+

The character is able to easily throw together a disguise at a moment's notice and receives a +4 to Persuasion rolls to pass himself off as another.

Up Close and Personal

Requirements: Legendary, Gun Fu

When engaging an adjacent opponent with a firearm, the agent uses a TN 4 rather than the target's Parry. It may not be used with Empty the Clip.

Wraith

Requirements: Legendary, Ghost, Stealth d8+

The wraith is a highly trained assassin able to catch his opponent off-guard and strike in an instant. He may spend a benny to automatically get the drop on an opponent.



SETTING RULES

In this section, you'll find the little twists and turns of the agents' universe.

ACCESS DENIED

The following Edges from the *Savage Worlds* core book are not allowed.

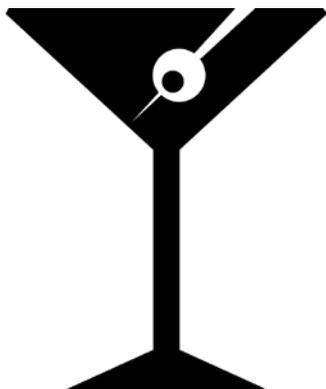
Background: Linguist, Noble, Rich and Filthy Rich

Combat Edges: Martial Artist, Improved Martial Artist, Improvisational Fighter, Martial Arts Master

Power Edges: All except New Power.

Professional Edges: Adept, Champion, Gadgeteer, Holy/Unholy Warrior, Mentalist, Mr. Fix-It, and Wizard

Legendary Edges: Followers, Sidekick



NOTABLES

Nearly all powers are allowed, with the exception of *bolt* and *blast*. See the **Changes to Powers** section (p. 46) for an explanation on how these are handled.

Due to their training, all agents (Wild Cards) ignore the Improvised Weapon penalty.

EXTENDED TRAIT CHECKS

Situations often arise when the Director wants a bit more structure on how to handle events taking place over a period of time. He may simply hand-wave the event or offer a flat modifier to the skill roll. Although this is acceptable and practical in most situations, some may feel more comfortable with mechanics to aid in the decision making process.

An ETC is comprised of three parts:

Difficulty: how hard is it to accomplish the task?

Depth: how many opportunities exist for failure?

Duration: how long does it take to complete each phase of the task?

Difficulty Modifier: How Hard is the Task?

These modifiers stack with any others the character may have (such as being unskilled, etc.), but should be a composite of all other variables (environmental and so on). The table can be extended to even more extreme difficulties as desired.

Difficulty	Modifier
Trivial	No roll
Simple	+2
Easy	+1
Basic	0
Tricky	-1
Hard	-2
Very Hard	-3

Depth: How Many Successes are Needed?

Depth	Successes
Basic	1
Intermediate	2
Advanced	3
Complex	4

Depth represents how many successes are needed to accomplish something. Obviously, if no roll is involved, this is irrelevant. By default, anything requiring a roll has a depth of one.

Duration: How Long Does Each Trait Check Take?

Completing an ETC is done like any other Trait check in *Savage Worlds* — the requisite attribute or skill die is rolled, and modifiers are factored into the equation. Each attempted roll denotes one unit of duration. More than one success can be earned by a single roll. A one on the skill die (regardless of Wild Die) indicates the loss of all accumulated successes. A critical failure indicates bad consequences (to be determined by the Director). A normal failure indicates the passing of one unit of time with no change in progress.

1	round
5	rounds
1	minute
5	minutes
1	hour
12	hours
1	day
1	week
1	month
6	months

Structure

The format for presenting extended checks is as follows: Trait (difficulty/depth/duration). This integrates into existing materials where a standard roll could be written out in long form as Trait (0/1/1 rd) — the action takes one round to attempt with no penalty. Something more complex might be written as Repair (-1/2/1 hour).

Consequences

The only time to use Extended Trait Checks is when time matters. Frequently, this is not the case, but in any situation where time is a factor, or consequences for failure exist along the way, ETCs increase the dramatic tension.

Accomplishing Something

Let's look at some practical examples of how this can be used in game:

Use Demolitions (-2/3/1 rd) to disarm a bomb set to go off in 5 rounds. Here, the consequences are clear: if success is NOT achieved, there is going to be an explosion.

Agent White (Demolitions d8) comes equipped to the scene. He is at -2 to his roll for the difficulty of the task—it's hard. He needs to get three successes in five

rounds, or he's toast. Round 1: He achieves one success. Round 2: No successes. Round 3: A one on the skill die — all accumulated successes are lost. Round 4: He gets two successes. Round 5: He achieves the final success and the bomb is defused.

Let's examine how this plays out:

Round 1: The first wire is broken.

Round 2: Agent White fumbles with the device, unable to make headway.

Round 3: A wrong wire is cut, causing the bomb to heat up internal elements even faster.

Round 4: He manages to shut down the timer, but the bomb is still active, and the heating element pulses as it cools down, but is it in time?

Round 5: Muttering a small prayer, he cuts one more wire, and the bomb is defused.

Putting it All Together

These rules provide a clear-cut way for the Director to manage Extended Trait Checks. Simply ask yourself the three questions at the beginning of this section, and list each with a consequence at the end of the time frame. The Director should prepare ETCs ahead of time until familiar with the system, and then use them on the fly as circumstances dictate.

Let's review another scenario through this lens:

Agent Black is being chased through the swamplands north of New Orleans. She learns of a broken boat (the engine won't start) in an old Cajun shack nearby. She needs to get in and get the boat working again before the drug runners discover her. The Director decides the drug runners will find her in three hours, at which point combat will ensue.

The shack is in disrepair and no one has lived in it for a few years, but there are many old engine parts out back. Still, refitting them to this purpose could be easier, so the Director sets the difficulty to tricky (-1). He decides it is an intermediate task — going through the muck and removing parts, and then completing the repairs is comprised of two discrete actions (2 successes needed). Finally, he sets the duration at one hour. The roll is presented as (-1/2/1 hr). If all goes well, there should be no problems — she'll be long gone before the drug runners discover her.

Hour 1: One success. Some good parts are located, but they need to be cleaned up, as they are rusty.

Hour 2: Critical failure. The parts are far rustier than thought, and they break apart and go flying when the engine is started. (Luckily no one is hurt.)

Hour 3: Drug runners and their dogs can be heard rustling around the swamp nearby — they have detected a scent, but cannot locate it yet. A success and two raises are rolled. Agent Black scrambles to discover some parts in the rusting shell of a half buried old engine and finds they are in surprisingly good condition. She hurriedly works to replace the parts in the broken engine and manages to pull it off just in the nick of time. She hears the drug runners' cursing and their dogs barking as they just miss her as she quickly makes her way on the boat through the swamp. Two successes were what she needed to make the roll. Had this roll been made initially, she would've been long gone (having discovered the parts and completed the repairs in her first effort).

Total time spent in the shack: 3 hours.

Remember: ETCs should serve as an adjunct to the existing system, not overpower it. (And NEVER tell the players how many successes are needed, just ask them if they want to keep going.)

SKILL APPLICATIONS

Skill Tests

While nothing beats the opportunity to roleplay certain scenarios, there are some functions that may not be central to a particular mission. In these instances, the Director may well elect to use various tests to advance the story.

Forgery

Forgeries are opposed with Notice rolls if the target is actively scrutinizing the fraudulent document/item. Otherwise, the forger only needs a standard success to pass muster.

Gambling

While games of chance in *Agents of Oblivion* use the standard rules for gambling, agents rarely waste their time at nickel slots. Money is never an end in itself, but a means to an end, a tool to get into an enemy's good graces or otherwise advance an agency's agenda. The agent must be at least Funded to buy-in, otherwise he does not have enough capital to risk. Whether the agent is playing black jack or baccarat, should he win, he has broken even. Should he get a raise, his wealth level goes up one category, but should he lose, his wealth level goes down one category. This works equally well against either a rival or the House. A rival's wealth may vary from Well Funded to Jet Set, but the House is typically considered Jet Set. Using these rules provides guidelines for the agent to break the house, but doing so could certainly have serious repercussions.

Hacking

Hacking is treated as an Extended Trait Check using the Tech Ops skill with a standard duration of 1 hour. The difficulty and depth of the ETC is set by the Director based on the sophistication of the security system being hacked. A small, privately owned firm may have a relatively lax security system, with a difficulty of -2 and depth of 2, while the Pentagon's firewall is legendary in its level of protection (at least a difficulty of -6 and a depth of 5). The Hacker Edge described earlier can greatly assist in hacking attempts.

Intimidation as Interrogation

Want to pull the facts out of someone? Then Intimidation is key. The agent simply makes an opposed roll against his opponent's Spirit. Since he has to capture a target to even initiate an interrogation, he should start off with a situational modifier of +2 (with other adjustments as the Director sees fit). With a success, the character is able to obtain some minor piece of information, maybe more if the opponent realizes the information could be gained from multiple sources, or if the person interrogated is more afraid of what the agent can do to them than their boss. With a raise, the character is able to either obtain a major piece of information, if the person interrogated knows anything, or has a willingness to help — treat this effect as eliciting a Friendly result on the **Reaction Table** (see the *Savage Worlds* core rulebook). With two or more raises, the person interrogated spills everything they know. An interrogation session cannot be attempted more than once per day on a given hostage.

Manhunt

To search the streets for clues in tracking down a target, use Streetwise versus Stealth (or optionally Streetwise). For a full widespread search an Extended Trait Check may be useful, with a difficulty equal to the target's Rank (or d6-2 at the Director's discretion) and depth equal to half the target's Stealth (or Streetwise) die type. Duration of a manhunt ETC is normally 1 hour but may well vary.

Persuasion as Disguise

Want to disguise yourself? That's an active use of the Persuasion skill. Taking on an anonymous role requires a basic success. To maintain cover as a specific individual requires a Persuasion roll versus the Notice roll of the person(s) actively engaged with. Even if successful in one scene, a new roll is required in subsequent encounters.

Disguise	Modifiers
Proper Disguise	+2
Specific Person	-2
Person Known to Target	-6



Example 1: Agent Black wants to pass herself off as a Russian diplomat to get into a high-class party. Dressed to kill, she approaches the door and is greeted by the guard. The guard has a Neutral reaction—he has to keep out the riff-raff. The guard doesn't know this diplomat and she has no invitation, so Agent Black needs to shift his attitude to Friendly or better. She can make a Persuasion roll (with no modifiers—+2 Proper Disguise and -2 for Specific Person) and needs one success or more to get past him and inside the party.

Example 2: Once admitted to the party, Agent Black encounters the host who has previously met “the diplomat”. Agent Black must make an opposed Persuasion roll at -4 (+2 Proper Disguise -6 for Person Known to Target) versus her host's Notice. Should she succeed the host treats her as he has on past occasions, divulging secrets of state he would NEVER share with a foreign spy.

Persuasion as Seduction

Seduction is used to establish a close, romantic relationship with an NPC (usually of the opposite sex) with the intent of changing the NPC's disposition towards the character. Seduction attempts are treated as Extended Trait Checks using the Persuasion skill. Each attempt at seduction has a duration of 1 hour, and the difficulty is set by the initial reaction of the target NPC as outlined below. Depth is set by the Director depending on the gullibility of the target (2 being average). If the seducer loses all accumulated successes due to rolling a 1 on the Persuasion skill die, further attempts at seducing the same target suffer a -2 penalty.

Example: Agent Black is attempting to seduce a minor diplomatic aide (initial reaction: Uncooperative) in order to get him to give her access to his boss's office. The seduction Extended Trait Check is rated -2/2/1 hour. She must achieve two successes in order to have a successful Seduction. She achieves an 11 with her initial Persuasion roll, so it takes her only an hour to successfully seduce the aide (a success and a raise on the first Persuasion roll, for a total of 2 successes).

NPC Initial Reaction	Modifier
Hostile	-4
Uncooperative	-2
Neutral	-
Friendly	+2
Helpful	+4

Stealth as Blending

Does the agent wish to blend into a crowd so the guards pass him by? That's an excellent use of Stealth. This can certainly be modified by appearance (at the Director's discretion) and definitely by what the character is wearing. More memorable or distinctively dressed people have a harder time blending in.

Example: Agent Black has left the party, but one of the guests, a spy herself, has begun pursuit. Agent Black notices her tail as she reaches the market and attempts to lose herself in a group of shoppers wending their way home. Since Agent Black is attractive (-2 modifier) and nicely dressed (-1 modifier), the Director gives a -3 modifier to her Stealth roll. Had she at least a round's head start, she certainly could have muddied her appearance to help her blending efforts. As it is, her red silk dress and perfect complexion give her away.

The Downside of Standing Out

An agent with any sort of Charisma modifier (positive or negative), uses the absolute value of his Charisma as a penalty when blending in.

USING POWERS

Get Clearance First!

Depending upon the campaign style, the Director may and should restrict the availability of certain Powers as well as limiting the trappings and benefits available.

For example, the Director may decide he only allows Novice Rank Powers, no Powers at all, or allows agents to take any Powers except for *invisibility*, *quickness*, *puppet*, or *telepathy*. Trust your Director, he wants to ensure a high-action experience fun for all of you.

Power Points

Powers do NOT require or use Power Points.

Channeling

Channeling is the ability to focus and direct arcane powers, regardless of their type. When a power is activated, it may remain active until the character drops it, the conclusion of the scene, or until dispelled or disrupted. All powers which are not instantaneous require maintenance *as soon as they are activated*, making the activation of additional powers more difficult, but not impossible.

Maintaining Powers

All powers with Duration greater than instant may be maintained, but maintenance begins *immediately*. Normal durations of powers listed in the *Savage Worlds* core rulebook (and other sources) are ignored. It's only important to know their Rank and whether they are instantaneous or not. Sustained powers incur a -1 penalty to future Channeling rolls, but an agent may drop any sustained power as a free action.

Example: Agent Mars has *deflection* up on herself and her partner during an intense firefight. The last thug is attempting to get away. She can either cast her *bolt I* at -2 to the roll (for the two sustained powers) or cross her fingers, drop *deflection* on herself or her partner and be at -1, or drop both sustained powers and cast *bolt I* with no penalties whatsoever.

Disrupting Powers

Sustained powers may be disrupted if the character is damaged. He makes an opposed Channeling roll against the amount of damage taken. If he succeeds, all active powers are fine. Should he fail, his concentration is broken and all active powers fail immediately after the attack is resolved.

An agent who is simply Shaken, on the other hand, must make a Smarts roll to maintain his powers.

Backlash

Powers can be both taxing and dangerous to use. A *modified* result of 1 or less on a Channeling die, regardless of Wild Die, causes the user to suffer a level of Fatigue and become Shaken. A *modified* result of 1 or less on both dice, a critical failure, causes a wound instead.

Flexible Powers

At the Director's discretion, a character may attempt to add a trapping or one (or more) benefit(s) to *any* known power when he activates it. His Channeling roll is a -1 for each trapping/benefit he adds. The trapping/benefit(s) last as long as the power is maintained.

Example: An agent decides he wants to cast *smite* upon his bullets *and* give them a fire trapping. He is at -1 to his Channeling roll to do so. If successful, he may shoot flaming bullets at his enemies for the remainder of the scene.

But Not Too Flexible

An agent may be required by the Director to define a particular trapping for each power he possesses, and said trapping is the only one he may use when wishing to add a trapping effect to a power. Sure, the agent may still throw ice bolts, but to get the benefit of ice (slows enemies, slippery floor), he is at a -1 to his Channeling roll as usual. This is highly recommended.

CHANGES TO POWERS

Blast and *bolt* are no longer treated as single powers, but are instead broken down into discrete iterations, each with varying degrees of strength. These powers must be purchased individually, hence an agent knowing *blast II* cannot cast *blast I* unless he possesses it as well.

Blast I

Rank: Seasoned

Effect: 2d6 Medium Burst Template

Blast II

Rank: Veteran

Effect: 2d6 Large Burst Template or 3d6 Medium Burst Template

Blast III

Rank: Heroic

Effect: 3d6 Large Burst Template

Bolt I

Rank: Novice

Effect: One 2d6 *bolt*

Bolt II

Rank: Seasoned

Effect: One 3d6 *bolt* or two 2d6 *bolts*

Bolt III

Rank: Veteran

Effect: One 3d6 *bolt* or three 2d6 *bolts*

RESOURCE MANAGEMENT

An agent begins with 4 Resource Points at the start of each mission. Resource Points increase by 1 for each Rank above Novice. A Legendary agent would have 8 Resource Points; Resource Points are replenished at the beginning of each new mission (not necessarily each game session). Edges may modify this accordingly.

Requisitions

Resource Points Expended	Benefit
1	4 Equipment Picks
1	1 Perk
1	1 Single Use Device (SUD)
2	1 Spytech/ Special Training

Note: An equipment pick may be used to get 4 clips (or its equivalent) of ammo.

Before a Mission

During the mission briefing agents are allowed to requisition equipment using their available Resources. These items are delivered either to their safe house or an alternative location in a major metropolitan area within 24 hours. An agent does not need to use all of his Resources. He may wish to save some Points for field requisitions.

Field Requisitions

Characters may request items during a mission by spending a Resource Point or benny (see **Field Requisitions**, p. 49) or they may declare they have the item by expending double the Resource Points and making a Tradecraft roll. (This can even be used on Special Training, representing the character was functioning as a sleeper agent, and his subliminal programming was activated.) An expenditure doesn't guarantee success.

Equipment Picks

One Resource Point grants an agent four Equipment Picks. Equipment Pick selections are described below under Common Gear, Vehicles and Weapons.

Freebies

The Director may give special items or training to the entire cell or specific agents at their discretion. This is dictated by the mission needs but, at a bare minimum, Oblivion typically provides comlinks and suits to all field agents.

The Devil is in the Details

It is certainly NOT necessary to delve into the minutiae of standard equipment—the Director can just as easily throw some weapons at the agents—if even that—and see how they fare. Players may find the choices daunting to start with, but they'll certainly find themselves creating their own favorite loadouts in no time. To ease with the process, standard loadouts are listed below. For those wanting to jump into the game quickly, these work, and give you an idea of how to create your own.

Standard Loadouts

A loadout is the equipment, ammo, and tools an agent takes into the field. Each branch has a standard loadout package. Many agents use this throughout their career, while others start customizing their loadouts once they get some experience under their belt. While a specific list is included, you'll also find a suggested template so you can start tweaking your loadout right away. Standard loadouts ignore Tradecraft prereqs. Custom loadouts do not.

Each agent—regardless of their assigned branch—gets the following two freebies: Comlink and The Suit.

Assault Branch

Assault Rifle (Medium Caliber) with 8 clips
Semi Auto Pistol (Medium Caliber) with 4 clips
Advanced Combat Training
Personal Shield Generator
Silencer for 1 weapon (choose)

Loadout Template

1 Resource Point = 4 Equipment Picks (2 Weapons, Extra Ammo (4), Silencer)
2 Resource Points = 1 Spytech/Special Training
1 Resource Point = 1 SUD

Occult Branch

Semi Auto Pistol (Small Caliber) with 4 clips
Talisman (Arcane Resistance) or Modified Rounds (2 clips)
1 Stimpack
Silencer
Flashlight
Zip Ties (10)

Loadout Template

1 Resource Point = 4 Equipment Picks (1 Weapon, Silencer, 2 Miscellaneous)
2 Resource Points = 1 Spytech/Special Training
1 Resource Point = 1 SUD

Operations Branch

Semi Auto Pistol (Medium Caliber) with 4 clips
The Shades
Legal Enforcement Powers
Oblivion Cell Phone
Silencer
Increased Ammo Capacity

Loadout Template

1 Resource Point = 4 Equipment Picks (1 Weapon, Silencer, 2 Miscellaneous)
2 Resource Points = 1 Spytech/Special Training
1 Resource Point = 1 Perk

FIELD REQUISITIONS

Due to the oft-changing needs of a mission, agents may sometimes need to request materiel in the field. Oblivion wants their Agents to succeed, but time constraints and logistics often leave the agent having to make due as best he can.

First off, the agent must have access to a secure Oblivion channel (such as from a secure line or terminal). Next, he must spend a Resource Point or a benny. Finally, he must make a successful Persuasion or Tradecraft roll (using the lower of the two) after factoring in the modifiers from the table below.

Reduce the delivery time by half for each raise to a minimum of d4 hours. On a failure, the agent's request is denied and he cannot attempt another field requisition for at least 24 hours.

Location	Roll Modifier	Delivery Time
In a major city	-	12 hours
In the suburbs	-1	1 day
On the outskirts	-2	2 days
In the wilderness	-3	3 days
Far from anywhere	-4	4 days

Note: The above are just guidelines. The Director may modify the difficulty and delivery time as suits the situation and circumstance.



COMMON GEAR

Common items available to an agent include surveillance equipment, basic armor needs, and communication devices. Any real-world item can be requisitioned from Oblivion subject to the Director's approval; below is a sample list.

Binoculars: Binoculars allow an agent to view things in greater detail from a distance, but must be used with at least some ambient light in order to function. Weight 2 lbs.

Bug, Audio: A small listening device that transmits audio within 30 feet to a receiver which must be within 500 feet. Planting a bug requires the use of the Tradecraft skill, and for each success and raise opponents suffer a -1 penalty on Notice rolls to locate it. Weight N/A.

Bug, Video: Similar to the audio bug except it transmits video only. Planting and Noticing use the same rules as audio bug. Weight N/A.

Camera, Miniature: A miniature hand-held camera capable of taking detailed pictures up to 50 feet away. It is often concealed in an unassuming item, such as a large pen or belt buckle. Using a miniature camera stealthily requires a Stealth check at +2 opposed by a Notice roll. Weight 1 lb.

Camera, Professional: This is a large professional camera, bulky and impossible to conceal properly. It can take quality high definition pictures from up to 200 x agent's Rank feet away. Weight 10 lbs.

Comlink: This communication device, similar to a Bluetooth earpiece in appearance, allows an agent to securely communicate with other agents while in the field. Weight N/A.

Flashlight: In the dark, a flashlight can be an agent's best friend. Weight 1 lb.

Gas Mask: A full mask designed to protect the wearer from poisonous or toxic gas. Affixing a gas mask requires a Smarts roll and takes 1 round. Weight 2 lbs.

Geiger Counter: A hand-held device designed to detect the presence of radiation levels within 15 feet. Weight 1 lb.

Handcuffs: A pair of metal restraints designed to detain prisoners. Picking a set of handcuffs requires a Lockpicking roll at -2. Weight 1 lb.

Kevlar Vest: More heavy-duty than The Suit, a Kevlar vest partially protects the wearer from harm. It provides an armor bonus of +2/+4 for the torso and negates 4 points of AP. Weight 8 lbs.

Laptop: A portable computer necessary for hacking attempts. The battery of a laptop lasts for 8 hours before it needs recharging, which takes 2 hours. Weight 5 lbs.

Metal Detector: A small hand-held device designed to detect the presence of metal within 1 foot. Weight 2 lbs.

Micro Recorder: Useful for surreptitiously recording nearby audio, a micro recorder is often stealthily built into a suit, jacket or cufflinks. Discovering a hidden micro recorder requires a Notice roll at -2. Weight N/A.

Night Vision Goggles: This bulky headgear allows the agent to see in even the darkest of settings. Wearing a pair of night vision goggles negates all darkness penalties. Weight 3 lbs.

Type	Range	Damage	RoF	Wt	Shots	Qualities
Pistols						
Revolver, Small Caliber	12/24/48	2d6+1	1	4	6	
Revolver, Medium Caliber	12/24/48	2d6+1	1	5	6	AP 1
Revolver, Large Caliber	12/24/48	2d8	1	6	6	AP 2
Semi Auto, Small Caliber	12/24/48	2d6	1	3	17	AP 1, Double Tap
Semi Auto, Medium Caliber	12/24/48	2d6+1	1	5	9	AP 1, Double Tap
Semi Auto, Large Caliber	15/30/60	2d8	1	8	7	AP 2, Double Tap
Machine Pistol, Small Caliber	12/24/48	2d6	1	4	21	3RB
Machine Pistol, Medium Caliber	12/24/48	2d6+1	1	5	18	3RB, AP 1
Machine Pistol, Large Caliber	12/24/48	2d6+1	1	6	15	3RB, AP 2
Rifles						
Bolt Action, Small Caliber	24/48/96	2d8	1	7	7	AP 1
Bolt Action, Medium Caliber	24/48/96	2d8	1	8	7	AP 2
Bolt Action, Large Caliber	24/48/96	2d10	1	9	7	AP 2
Semi Auto, Small Caliber	30/60/120	2d8	1	10	8	AP 2, Double Tap
Semi Auto, Medium Caliber	30/60/120	2d8	1	15	8	AP 3, Double Tap, Min Str d6
Semi Auto, Large Caliber	50/100/200	2d10	1	25	8	AP 4, Double Tap, HW, Min Str d8
Assault, Small Caliber	24/48/96	2d8	3	8	30	3RB, AP 2
Assault, Medium Caliber	24/48/96	2d8+1	3	10	30	3RB, AP 3, Min Str d6
Assault, Large Caliber	24/48/96	2d8+1	3	12	30	3RB, AP 4, Min Str d8
Sniper, Small Caliber	100/200/400	2d8	1	10	5	AP 2, Min Str d6, Snapfire
Sniper, Medium Caliber	75/150/300	2d8	1	12	5	AP 3, Min Str d6, Snapfire
Sniper, Large Caliber	50/100/200	2d10	1	14	5	AP 4, Min Str d8, Snapfire

Type	Range	Damage	RoF	Wt	Shots	Qualities
Machine Guns						
Sub, Small Caliber	12/24/48	2d6	3	9	30	AP 1
Sub, Medium Caliber	12/24/48	2d6+1	3	11	40	AP 1
Sub, Large Caliber	12/24/48	2d8	3	13	50	AP 2
Light, Small Caliber	30/60/120	2d8	3	20	100	AP 2, Min Str d6, Snapfire
Light, Medium Caliber	30/60/120	2d8+1	3	25	200	AP 2, Min Str d8, Snapfire
Light, Large Caliber	30/60/120	2d10	3	30	250	AP 2, Min Str d8, Snapfire
Heavy, Small Caliber	50/100/200	2d8	4	35	250	AP 2, Bipod
Heavy, Medium Caliber	50/100/200	2d10	4	50	250	AP 3, Bipod
Heavy, Large Caliber	50/100/200	2d10	4	65	250	AP 4, HW, Bipod
Shotguns						
Pump, Small Caliber Buckshot	12/24/48	1-3d6	1	8	6	Spread
Pump, Small Caliber Slug	12/24/48	2d8	1	8	6	
Pump, Medium Caliber Buckshot	12/24/48	1-3d6+1	1	9	6	Spread
Pump, Medium Caliber Slug	12/24/48	2d10	1	9	6	
Pump, Large Caliber Buckshot	12/24/48	1-3d8	1	10	6	AP 2, Spread
Pump, Large Caliber Slug	12/24/48	2d10	1	10	6	AP 2
Double Barrel, Small Caliber Buckshot	12/24/48	1-3d6	1-2	8	2	Spread
Double Barrel, Small Caliber Slug	12/24/48	2d8	1-2	8	2	
Double Barrel, Medium Caliber Buckshot	12/24/48	1-3d6+1	1-2	10	2	Spread
Double Barrel, Medium Caliber Slug	12/24/48	2d10	1-2	10	2	
Double Barrel, Large Caliber Buckshot	12/24/48	1-3d8	1-2	12	2	AP 2, Spread
Double Barrel, Large Caliber Slug	12/24/48	2d10	1-2	12	2	AP 2

Oblivion Cell Phone: The Oblivion cell phone is a secure smartphone with a built in calculator, internet connection, audio and visual recorder, camera, notepad, GPS, and PDA. Oblivion has its own cell phone network, cleverly piggy-backed on top of the existing cell network. It works globally. Weight N/A.

Oblivion Watch: Slightly larger than a regular wristwatch, the specially developed Oblivion watch is actually a smaller version of the Oblivion cell phone. Weight N/A.

The Suit: This is a suit made of a bullet-resistant carbon-fiber weave, providing the user with +1/+2 protection for torso, arms and legs. It also negates 2 points AP. Weight 3 lbs.

Zip Ties (10): High-tensile polymer cords used to restrain prisoners. They can be snapped with a Str -2 roll or can be easily cut (Toughness 3). Weight 1 lb per 10.

EQUIPMENT QUALITIES

For the expenditure of 1 Equipment Pick, an agent may tweak out any of his gear and/or weapons.

Biometric Lock: A biological data scanner ensures only the user for which it is programmed may use it. This quality may be taken for any device (such as weapons, computer, phone, etc.) with the Director's permission.

Hardened Encryption: This device has been given superior defenses against enemy intrusion. All Tech Ops rolls made against this device (such as hacking or jamming) are made at -2.

Kill Switch: This device has disguised or hidden emergency self-destruct switch. As a free action, its user may, as appropriate, delete all stored data, render the device permanently inoperable, or reduce it to unrecognizable slag in a matter of breaths.

Subvocalization: Any communication equipment with this quality can be used silently by the character and does not break stealth.

Everything's Negotiable

It is entirely possible to come up with other equipment qualities and, likely, you will. Who doesn't want to customize their agent's gear? Work with the Director to set a fair cost (be it a full Resource Point or more or 1 Equipment Pick). There should be enough gear and examples contained within these pages to give you plenty to work with.

The Director should try to entertain new opportunities, but is always free to say no. He may certainly rule something as experimental and have it be treated as such (see notes under **Field Tester** p. 31). If it is later discovered said requisition imbalances play, he can rule it was a one-off. Should the new tweak work well, it can be offered without penalty on future missions.

WEAPONS

When an agent needs to protect himself through aggressive force, he most often does so with a particular weapon, either melee or ranged. Any of the hand weapons and special weapons outlined in the *Savage Worlds* core rulebook are available to agents at a rate of 1 Equipment Pick. Firearms are treated a little differently, however (as detailed below).

Explosives

Agents with Demolitions d6+ may requisition explosives, such as C4. Each Equipment Pick provides 2d6 damage worth of explosive charges and detonators. Explosives are set in increments of 1d6 damage. A standard charge (d6) weighs 8 ounces, so there are 2d6 to a pound.

Firearms

There are a lot of guns in the world, and even more available to Oblivion agents thanks to the innovations of experimental engineers and gunsmiths. However, firearms do fall into certain categories, and in *Agents of Oblivion* we identify characteristics of the firearm based on the gun type and the caliber, or size, of its ammunition.

Ammo

When an agent requisitions a firearm, he receives 4 clips of ammo. Additional ammo may be taken at a rate of 4 clips (or their equivalent) per Equipment Pick.

Pistols: Pistols, or handguns, are small enough to be held in one hand. These are the most common type of firearm available in the world today.

Revolver: Revolvers are handguns which use a cylinder to chamber the bullets.

Semi-Auto: The most common type of firearm, the semi-automatic pistol is a reliable gun that uses a clip to load the ammunition. The gun uses recoil or gas to eject empty cartridges and load new ones automatically.

Machine Pistol: A more modern advance, the machine pistol contains a longer than normal handle that contains the clip. It is capable of more rapid fire than a semi-auto pistol, but retains the concealment ease of a smaller gun.

Rifles: A rifle requires two hands to fire and consists of a long barrel, rifled on the inside, and a shoulder stock.

Bolt Action: The earliest modern rifle, this type uses a bolt that opens and closes the barrel to expel a spent shell casing and reload a new one. Firing and reloading are considered one action.

Semi-Auto: Much like the semi-auto pistol, the semi-automatic rifle is a reliable and very common type of firearm that has seen action in most world militaries.

Assault: An automatic weapon, the assault rifle has become the standard issue for modern armies.

Machine Guns: Powerful, close-range firepower is always a must, whether as primary gear for urban assaults or in a support capacity on the battlefield.

Sub: The submachine gun, or SMG, is a smaller variant of the light or heavy machine guns. It uses pistol ammunition and can be fired with one hand.

Light: Designed for infantry support, the fully automatic light machine gun does not require a bipod like its larger variant, but does require two hands to operate.

Heavy: The king of the open battlefield, a heavy machine gun is capable of mowing down rows of opponents. Its size and weight, however, make it impossible to use without a bipod.

Shotguns: A shotgun is similar to a rifle, but the barrel usually has a smooth bore (not rifled). It is designed to be fired using both hands with the stock rested firmly against the shoulder, and can be used with either buckshot or slugs. Buckshot has the advantage of more easily hitting a target, while the slug does more damage.

Pump: A pump-action shotgun uses a handgrip that is pumped back and forth to expend shell casings and reload new ones.

Double Barrel: This type of shotgun has two attached barrels with separate triggers that can be shot together or separately. The standard is a breech-loading gun meaning it has to be opened and reloaded after the barrels have been fired.

Firearm Qualities

Not all firearms are created equal — some do more damage, are able to penetrate more armor, can fire faster, or hold more ammunition. These modifications are called Firearm Qualities. The table of firearms lists the Firearm Qualities inherent to each type of firearm. These are the base Qualities for that particular type.

A firearm with multiple Firearm Qualities can be requisitioned. Each additional Quality requires the expenditure of 1 Equipment Pick.

Description of Firearm Qualities

3RB: The weapon can fire 3 rounds with one pull of the trigger. This adds +2 to the Shooting and damage rolls at the cost of the extra shots.

AP: Abbreviation for armor piercing, the firearm's damage ignores the listed points of Armor. A weapon with an AP value of 4, for instance, ignores 4 points of Armor. Excess AP is simply lost.

AP Ammo: The ammunition for this firearm has been specially designed to penetrate even the thickest armor. The AP rating of the firearm increases by 1.

Advanced Polymer: The firearm is constructed of some advanced or space-age polymer, making it much lighter. Decrease the weight by half, and if the weapon has a Min Str reduce it by 1 die type.



Bipod: Many machine guns use an integral or detachable bipod. Once deployed, these provide a more stable shooting position and help control recoil. It takes one action to deploy a bipod and set up the weapon. Once in position, the autofire penalty is reduced to -1.

Breakdown: The firearm can be broken down into four or five nondescript-looking pieces in two rounds. Reassembly requires a Tradecraft roll with +1 for each round after the first.

Double Tap: The weapon can rapidly fire two rounds. Rather than rolling twice, add +1 to the Shooting and damage rolls (and it expends 2 shots).

Hair Trigger: The trigger for the firearm has been carefully designed to allow near-automatic fire. Increase the RoF of the firearm by 1.

HW: The weapon can affect vehicles and other devices with Heavy Armor.

Hollow-Point Ammo: This weapon is equipped with ammo which rips apart flesh, but is less effective against hardened targets. It gets +1 damage against soft targets and -1 against hard targets as determined by the Director.

Increased Ammo Capacity (IAC): The firearm has been modified with a larger clip, chamber or cylinder, allowing it hold twice the ammo.

Laser Sight: Normally attached beneath the barrel, a laser sight allows the shooter to accurately hit even the smallest target. Called shots penalties are reduced by 1.

Min Str: This is the minimum Strength required to use the weapon properly. A character with a lower Strength can use the weapon, but suffers a -1 penalty to his attack roll for every step of difference between his Strength and the minimum Strength required.

Scope: The firearm includes a powerful scope instead of the standard iron sight. If the shooter does not move in the round he fires, he adds +2 to his Shooting rolls at Medium Range or higher.

Silencer: The firearm has been equipped with a sound suppressor. Anyone within standard earshot range must make a Notice roll to detect the sound of the weapon being fired, with a -1 penalty for small caliber firearms and a +1 bonus for those of large caliber.

Snapfire: Certain weapons are very inaccurate if fired “from the hip” rather than using their iron sights. If the shooter moves in the action he fires, he suffers a -2 penalty to the Shooting roll.

Spread: Shotguns with buckshot ammo fire a spread of metal pellets, and so do more damage at closer range where there is less spread. Because of this increased chance of hitting a target, weapons with the Spread quality add +2 to their user’s Shooting rolls. However, the damage decreases based on the range — at Long range the weapon deals 1 die of damage, at Medium range it is 2 dice of damage, and at Short range damage is 3 dice.

Subsonic Ammo: This ammunition is baffled and goes below the speed of sound, quieting its use. Notice rolls to hear its discharge are at an additional -1 when paired with a silencer.

PERKS

These special benefits cost 1 Resource Point each.

Air Strike

Requirements: Legendary, Tradecraft d10+

The agent can spend a benny to call in an air strike on a specific position/target once per mission. The exact effects are at the Director's discretion, but the agents should make sure they are well clear of the hot zone.

Cover Identity

Requirements: Novice

The agent is given a full alternate identity complete with supporting documentation (e.g., driver's license, passport, and so on).

Disguised Gear

Requirements: Novice

The agent may have half their Tradecraft score in disguised items. The exact appearance of these items is subject to Director's approval. This perk may be taken multiple times.

Example: Winsome Sloane, Tradecraft d4, takes Disguised Gear, allowing him to have any two pieces of his equipment disguised. He opts to have his pistol look like a digital camera and his Kevlar vest look like a flight jacket.

Emergency Contact

Requirements: Novice

The agent temporarily gains the benefits of a friendly face. This contact functions like a Connection for one scene.

Emergency Evac

Requirements: Seasoned, Tradecraft d8+

The agent can spend a benny to call for an Emergency Evac for himself and his team. The time for extraction is at the Director's prerogative, but should usually be within 2d4 hours (reduced if there is already an extraction team in the area on stand-by).

Legal Enforcement Powers

Requirements: Seasoned

The agent is publicly registered as a government agent for the duration of the mission and gains a broad array of legal enforcement powers. If an agent wishes to have a lower profile, they should request a Cover Identity as well.

SPYTECH & SPECIAL TRAINING

This category covers advanced technological devices and training techniques enabling the agent to better complete his missions. Due to their limited availability, each such “Edge” costs 2 Resource Points. The interpretation of how these “Edges” are imbued is up to the Director. For example, the flip chip could be implanted en route to a rendezvous point, or a makeover is done while being briefed in a limo. The Director has final approval regarding what spytech and special training is allowed in his game.

Edge	Spytech/Training Analogues
Ace	LSA Certified
Acrobat	Synaptic Overdrive
Alertness	Shades
Ambidextrous	Flip Chip
Arcane Resistance	Talisman
Improved Arcane Resistance	Greater Talisman
Assassin	Death Touch
Attractive	Makeover
Very Attractive	Well Appointed
Beast Bond	Augmented Collar
Beast Master	Pheromone Spray
Berserk	Adrenal Pack
Block	Defensive Training
Improved Block	Advanced Defensive Training
Brave	Impulse Control
Brawny	Physical Conditioning
Charismatic	Golden Tongue
Combat Reflexes	Battle Booster
Connections	Emergency Contact
Counterattack	Reaction Training
Improved Counterattack	Advanced Reaction Training
Danger Sense	Threat Detector
Dodge	Evasion Techniques
Improved Dodge	Advanced Evasion Techniques
Elan	Core Conditioning

Edge	Spytech/Training Analogues
Extraction	Withdrawal Technique
Improved Extraction	Advanced Withdrawal Technique
Fast Healer	Trauma Unit
Fleet-Footed	Blood Doping
Hard to Kill	Clot Bots
Harder to Kill	More Clot Bots
Killer Instinct	Mental Conditioning
Level Headed	Predictive Combat Scenarios I
Improved Level Headed	Predictive Combat Scenarios II
Linguist	Artificial Language Adapter
Luck	Blue Envelope
Great Luck	Red Envelope
Marksman	Fast Track Targeting System
McGyver	Micro-tool Set
Mr. Fix It	Menders
Nerves of Steel	Tequila
Improved Nerves of Steel	Tequila Sunrise
No Mercy	Lethal Weapons
Quick	Advanced Combat Training
Quick Draw	Spring-Loaded
Rock and Roll!	Recoilless
Scholar	Ready Reference PDA
Sidekick	Attaché
Steady Hands	Auto-Stabilizer
Sweep	Razor Sharp
Improved Sweep	Diamond Hard
Strong Willed	Brass Collar
Thief	Infiltration Suit
Tough as Nails	Extreme Conditioning
Improved Tough as Nails	Severe Conditioning
Trademark Weapon	Customized
Improved Trademark Weapon	Premium
Woodsmen	Outdoor Survival Training

DETAILS

Adrenal Pack

Requirements: Novice

Analogue: Berserk

The agent has undergone a surgical procedure to amplify the release of adrenaline in high-stress situations, granting him all the benefits of the Berserk Edge for the duration of the mission.

Advanced Combat Training

Requirements: Novice, Tradecraft d8+

Analogue: Quick

The agent has gone through pre-mission combat readiness scenarios that give him the benefits of the Quick Edge.

Artificial Language Analyzer

Requirements: Novice, Tradecraft d8+

Analogue: Linguist

This tiny technological implant instantly translates a number of preprogrammed languages, enabling the person to speak said language as well. The ALA is often referred to as “the Babblers” in the field. This grants the agent the benefits of the Linguist Edge.

Attaché

Requirements: Legendary

Analogue: Sidekick

The agent requisitions a Novice agent to accompany him in the field (i.e., a “Sidekick”).

Augmented Collar

Requirements: Novice

Analogue: Beast Bond

The agent has been issued a high tech collar and a handheld remote that gives him the benefits of the Beast Bond Edge with a collared animal — any normal animal with Smarts(A).

Auto-Stabilizer

Requirements: Novice, Tradecraft d8+

Analogue: Steady Hands

The agent’s load-out weapons are equipped with miniature auto-stabilization devices that give him the benefit of the Steady Hands Edge with said weapons.

Battle Booster

Requirements: Seasoned

Analogue: Combat Reflexes

The agent has been injected with shock-trauma drugs that give him the benefits of the Combat Reflexes Edge.

Blood Doping

Requirements: Novice, Tradecraft d6+

Analogue: Fleet-Footed.

A mixture of synthetic blood and metabolic accelerators are injected into the willing agent. He gains the benefits of the Fleet-Footed Edge.

Blue Envelope

Requirements: Novice

Analogue: Luck

Per the agent's request, the precogs have studied the probability matrix of his upcoming mission and have imparted advice to him, granting him the benefits of the Luck Edge.

Red Envelope

Requirements: Novice, Blue Envelope

Analogue: Great Luck

An agent who requisitions a Blue Envelope may also request a deeper precognitive reading, granting him the benefits of Great Luck.

Brass Collar

Requirements: Novice, Tradecraft d6+

Analogue: Strong Willed

The Brass Collar, nicknamed the "Growler," adds a menacing tone to an Agent's voice, and constricts slightly when he is being threatened. This grants him the benefit of the Strong Willed Edge.

Clot Bots

Requirements: Novice, Tradecraft d8+

Analogue: Hard to Kill

The agent is injected with medical nanobots that make it exceedingly difficult to kill him. He gains the benefits of the Hard to Kill Edge.

More Clot Bots

Requirements: Veteran, Clot Bots

Analogue: Harder to Kill

This agent is given a double dose of nanobots. He gains the benefits of the Harder to Kill Edge.

Core Conditioning

Requirements: Novice, Tradecraft d8+

Analogue: Elan

The agent has learned meditative techniques enabling him to perform amazing feats under stress. This grants the agents the benefits of the Elan Edge.

Customized

Requirements: Novice, Tradecraft d10+

Analogue: Trademark Weapon

Each time this is requisitioned, one of the agent's load-out weapons is customized and personalized. This grants him the benefit of the Trademark Weapon Edge when using it.

Premium

Requirements: Veteran, Customized

Analogue: Improved Trademark Weapon

Each time this is requisitioned, one of the agent's customized weapons is given extra-special care. This grants him the benefit of the Improved Trademark Weapon Edge when using it.

Death Touch

Requirements: Novice, Tradecraft d8+

Analogue: Assassin

The agent is psychically imbued with ancient secrets of pressure points, nerve clusters, and lethal moves. This grants the agent the benefits of the Assassin Edge against living creatures.

Defensive Training

Requirements: Novice, Tradecraft d8+

Analogue: Block

The agent learns some basic defensive techniques as per the Block Edge.

Advanced Defensive Training

Requirements: Veteran, Defensive Training

Analogue: Improved Block

The agent learns more complicated defensive maneuvers as per the Improved Block Edge.

Evasion Techniques

Requirements: Seasoned, Tradecraft d8+

Analogue: Dodge

The agent learns basic duck and cover techniques, giving him the benefits of the Dodge Edge.

Advanced Evasion Techniques

Requirements: Veteran, Evasion Techniques

Analogue: Improved Dodge

The agent learns more advanced maneuvers of avoidance, giving him the benefits of the Improved Dodge Edge.

Extreme Conditioning

Requirements: Legendary

Analogue: Tough as Nails

The agent undergoes arduous six-hour pre-mission training within “the Bubble”. This gives him the benefits of the Tough as Nails Edge.

Severe Conditioning

Requirements: Legendary, Extreme Conditioning

Analogue: Improved Tough as Nails

The agent spends an additional six hours in “the Bubble” and gains the benefits of the Improved Tough as Nails Edge.

Fast Track Targeting System

Requirements: Seasoned

Analogue: Marksman

The FT2S (also known as the “black monocle”) fits over the agent’s dominant eye and provides the benefits of the Marksman Edge. The FT2SX also features the benefits of Shades, but requires an additional Equipment Pick.

Flip Chip

Requirements: Novice, Tradecraft d8+

Analogue: Ambidextrous

The agent is implanted with a device that enables his off-hand to function as well as his dominant hand. In essence, the flip chip fools the body by flipping the brain’s signals to the limb in question. The agent gains the benefit of the Ambidextrous Edge.

Golden Tongue

Requirements: Novice

Analogue: Charismatic

The agent swallows a micro device that attaches to his larynx. The device enriches the quality of his voice, granting him the benefits of the Charismatic Edge.

Impulse Control

Requirements: Novice, Spirit d6+

Analogue: Brave

The agent learns to control his fight or flight instincts by mixing training with a drug increasing impulse control. This allows the agent the benefit of the Brave Edge.

Infiltration Suit

Requirements: Novice, Tradecraft d8+

Analogue: Thief

Better known to field agents as “The Ninja Suit,” (or simply “The Ninja”) the IS is crafted from Chameleon technology, and when activated, constantly shifts its coloration lattice to match its surroundings (otherwise it is flat black). A form-fitting, full-body suit, the IS can be worn under normal clothing (where its benefits are hidden). It also comes with a set of sophisticated lockpicking tools and semi-adhesive microfiber gloves that aid in Climbing and Lockpicking by giving an additional +1 to these rolls. While wearing the suit, the agent gains all the benefits of the Thief Edge.

LSA Certified

Requirements: Novice, Tradecraft d8+

Analogue: Ace

The agent undergoes intense vehicular immersion training with LSA (the advanced Land, Sea and Air VR program). He gains the benefit of the Ace Edge for the duration of the mission.

Lethal Weapons

Requirements: Seasoned

Analogue: No Mercy

The agent’s requisitioned weapons are some of the best the agency has to offer. When wielding these weapons, the agent gains the benefit of the No Mercy Edge.

Makeover

Requirements: Novice, Tradecraft d6+

Analogue: Attractive

The agent is professionally made-up and/or styled before the mission, giving him the benefit of the Attractive Edge.

Well Appointed

Requirements: Novice, Makeover

Analogue: Very Attractive

The agent is given fine attire to go with his makeover, granting him the benefit of the Very Attractive Edge.

Menders

Requirements: Novice, Tradecraft d10+

Analogue: Mr. Fix It

The agent requisitions a box of menders, specially crafted nanites engineered for repair. They give the agent the benefits of the Mr. Fix It Edge.

Mental Conditioning

Requirements: Novice, Tradecraft d8+

Analogue: Killer Instinct

The agent undergoes psychological conditioning granting him the benefits of the Killer Instinct Edge.

Microtool Set

Requirements: Novice, Tradecraft d8+

Analogue: McGyver

This handy device contains a broad spectrum of tools that can handle most any situation. Additionally, the agent may tear it apart to create a single one-shot device (as per the McGyver Edge), after which the tool set is rendered useless for the rest of the mission.

Mirror Movement

Requirements: Seasoned, Tradecraft d8+

Analogue: Counterattack

The agent undergoes brain implantation or psychic conditioning enabling him to respond to enemy's movements and find advantages in combat. This grants the agent the benefits of the Counterattack Edge.

Advanced Mirror Movement

Requirements: Veteran, Mirror Movement

Analogue: Improved Counterattack

The agent has split-second reaction timing. This grants him the benefits of the Improved Counterattack Edge.

Outdoor Survival Training

Requirements: Novice, Tradecraft d8+

Analogue: Woodsman

The agent receives accelerated VR training in outdoor survival techniques, granting him the benefits of the Woodsman Edge.

Pheromone Spray

Requirements: Novice, Tradecraft d8+

Analogue: Beast Master

This agent is dosed with a matrix-shifting pheromone spray, granting him the benefits of the Beast Master Edge. He is also given an imprinted animal to take with him into the field, should he so desire.

Physical Conditioning

Requirements: Novice, Tradecraft d6+

Analogue: Brawny

The agent goes through rigorous training, granting him all the benefits of the Brawny Edge.

Predictive Combat Scenarios I

Requirements: Seasoned, Tradecraft d8+

Analogue: Level Headed

The agent undergoes rigorous pre-cog assisted combat scenarios that enable him to better gauge threats in the field. He gains the benefits of the Level Headed Edge.

Predictive Combat Scenarios II

Requirements: Seasoned, Predictive Combat Scenarios I

Analogue: Improved Level Headed

After PCS I, the agent is fed subliminal scenarios and precog permutations that are presented to him as situations arise. He gains the benefits of the Improved Level Headed Edge.

Razor Sharp

Requirements: Novice, Tradecraft d8+

Analogue: Sweep

The agent's load-out edged weapons are extremely well-balanced and custom crafted of rolled homogenous steel, granting him the benefits of the Sweep Edge.

Diamond Hard

Requirements: Veteran, Razor Sharp

Analogue: Improved Sweep

The agent's load-out edged weapons are coated with a diamond-lattice mesh to improve hardness and cutting power, granting him the benefits of the Improved Sweep Edge.

Ready Reference PDA

Requirements: Novice, Tradecraft d8+

Analogue: Scholar

The agent gets a wrist PDA preloaded with information on two specific Knowledge skills. He gains the benefit of the Scholar Edge with said skills. Should he take this multiple times, the additional information is loaded into the same PDA. Responding to either manual input or voice activation, it has gained the nickname of “the R2 unit”.

Recoilless

Requirements: Novice, Tradecraft d8+

Analogue: Rock and Roll

The agent’s load-out weapons have been tweaked to all but eliminate recoil. He gains the benefit of the Rock and Roll Edge with said weapons.

Shades

Requirements: Novice

Analogue: Alertness

State-of-the-art polymers interwoven with a liquid-crystal HUD provide the user with both a classic look and a piece of cutting edge surveillance equipment. This gives the agent wearing them the benefit of the Alertness Edge.

Spring-Loaded

Requirements: Novice

Analogue: Quick Draw

The agent’s load-out weapons are designed with breakaway holsters and spring-loaded scabbards as appropriate. He gains the benefit of the Quick Draw Edge with said weapons.

Synaptic Overdrive

Requirements: Novice, Tradecraft d8+

Analogue: Acrobat

This agent has his reflexes increased through a series of biochemical treatments. He gains the benefits of the Acrobat Edge.

Talisman

Requirements: Novice, Tradecraft d8+

Analogue: Arcane Resistance

The agent requisitions an amulet granting him the benefits of the Arcane Resistance Edge.

Greater Talisman

Requirements: Novice, Talisman

Analogue: Improved Arcane Resistance

The agent requisitions a more powerful amulet giving him the Improved Arcane Resistance Edge.

Tequila

Requirements: Novice, Tradecraft d8+

Analogue: Nerves of Steel

The agent imbibes a chemical cocktail that gives them the benefit of the Nerves of Steel Edge.

Tequila Sunrise

Requirements: Novice, Tequila

Analogue: Improved Nerves of Steel

An agent given a shot of Tequila can also requisition a Tequila Sunrise to give them the benefits of the Improved Nerves of Steel Edge.

Threat Detector

Requirements: Novice

Analogue: Danger Sense

This sonic device makes passive sweeps of the surrounding area, alerting the agent of any untoward dangers. It gives the user the benefit of the Danger Sense Edge.

Trauma Unit

Requirements: Novice, Tradecraft d8+

Analogue: Fast Healer

Though rarely requisitioned since the advent of stimpacks, this auxiliary healing device gives the agent the benefit of the Fast Healer Edge.

Withdrawal Techniques

Requirements: Novice

Analogue: Extraction

The agent learns specific withdrawal techniques and receives an Agility enhancing shot of nanobots giving him the benefits of the Extraction Edge.

Advanced Withdrawal Techniques

Requirements: Novice, Withdrawal Techniques

Analogue: Improved Extraction

The agent's body moves flawlessly after being imbued with more advanced nanobots granting the benefits of the Improved Extraction Edge.



SINGLE USE DEVICES

Edge	SUD Analogue
Armor	Personal Shield Generator
Banish	Trans-Dimensional Trap
Barrier	Wall
Beast Friend	Trans-Species Communicator
Blast	Mini-Rocket
Blind	Light Grenade
Bolt	Micro Laser
Boost/Lower Trait	Slap Patch
Burrow	Remote Digger
Confusion	Hypno-Cloth
Damage Field	Razor Shield Generator
Deflection	Displacer Field
Detect/Conceal Arcana	Harmonic Detector/Suppressor
Dispel	Energy Disrupter
Divination	Electronic Voice Field Generator
Entangle	Tangler
Environmental Protection	E-Suit
Disguise	Illusory Field Device
Fear	N-Bomb
Fly	Anti-Grav Pack
Growth/Shrink	Mass Manipulator
Greater Healing	Medbots
Havoc	Repulsion Field Generator
Healing	Stimpack
Invisibility	Refraction Field Generator
Intangibility	Dimension-X Travel Cell
Obscure	Blackout Bomb
Quickness	Microbubble
Slow	Time Field Inducer
Slumber	Sweet Dreams
Smite	see Modified Rounds (p. 60)

Edge	SUD Analogue
Smite	Poison
Speak Language	Universal Translator
Speed	Rocket Fuel
Stun	Sonic Beam
Teleport	Trans-Dimensional Jumper
Warrior's Gift	Super-Soldier Injection

SINGLE USE DEVICES

This category of gadgets is known in agent parlance as SUDs or “throwaways” — single use devices that contain a distillation of advanced technical, scientific and/or medical capabilities able to deliver a specific effect by the mere press of a button or pull of a trigger.

They have all been thoroughly tested in the Vault. Many items are powered by Tesla Cells, better known as TCs. TCs are safely able to generate the massive charges required to power many of these devices. Each SUD costs one Resource Point.

Each device emulates a power found in the core rules. Where variations come up, details listed below take precedence. As with other powers, these devices extend the durations of powers greater than instant to the length of the scene (or as dictated by the Director).

Remember, some powers have different degrees of success. As throwaway gadgets work instantaneously, the only way to increase a power's efficacy is to spend additional Resource Points to gain additional uses or access to an advanced form of the device; each gadget details what specific options are available to it.

Activating a SUD requires a successful Tradecraft roll or the appropriate attack skill roll (as in the case of Laser using Shooting). The device is not expended until it has been activated. Devices with an Instant Duration may be used repeatedly within a scene until a 1 comes up on the skill die (regardless of Wild Die).

Example: Agent Blood is using a Laser. He may continue firing it throughout the scene until he rolls a 1 on his Shooting die, indicating his Laser has run out of power.

Let's Be Careful Out There!

Despite their nickname, the Agency frowns upon leaving advanced technology behind during a mission. Allowing SUDs to fall into civilian or enemy hands is certainly cause for possible disciplinary action, if not an inquiry or a remedial course in proper field etiquette.

Anti-Grav Pack

Clearance: Veteran

Power: *fly*

This unit consists of two parts: A belt that generates a negative mass field around the wearer, and a network of miniaturized electrohydrodynamic (EHD) thrusters enabling him to easily control his direction of movement, giving the appearance of true flight. Sustained trips greater than one minute are not currently possible — the TCs simply burn out.

Blackout Bomb

Clearance: Novice

Power: *obscure*

Available either as a single-shot, handheld launch unit or as a mounted attachment to any pistol or rifle, the blackout bomb generates a Large Burst Template-sized field of complete darkness radiating out from its point of impact. Light-absorbing particles are attributed to its superiority over standard smoke bombs.

Digger

Clearance: Novice

Power: *burrow*

Nicknamed “the mole,” the Digger is a robotic unit that fits handily into a suitcase. When deployed and activated, it is capable of moving a large volume of earth in a short amount of time. While active, an agent must maintain a hold on the Digger’s leash, which houses its controls.

Dimension-X Travel Cell

Clearance: Heroic

Power: *intangibility*

This powerful device is a large, black cube with each face precisely two square inches. When activated, the user moves into an adjacent, asynchronous plane. This rare device requires four Resource Points to attain.

Displacer Field

Clearance: Novice

Power: *deflection*

A small micro generator manipulates and effectively slows light waves, making the user blurry and difficult to precisely pinpoint.

Electronic Voice Field Generator

Clearance: Heroic

Power: *divination*

This little black device uses electromagnetic charges and frequencies to allow spirits and other-dimensional beings to communicate with the user. The device is programmed with over a 15,000 word vocabulary that may be accessed by the communicative spirit or being.

Energy Disruptor

Clearance: Seasoned

Power: *dispel*

This unit is available either as a standalone, or it may be mounted to any pistol or rifle. The energy disruptor generates a harmless beam of tachyons that can negate occult energies. As there are three broad classifications of occult energies (Divine, Mystical, and Paranormal), there are three types of energy disruptors available.

E-Suit

Clearance: Novice

Power: *environmental protection*

The E-Suit looks like a motorcyclist's gear — form-fitting pants, boots, jacket, gloves and a helmet. When activated, nanites generate a temporary seal, and parse available oxygen from the surrounding area (such as the ocean), providing up to twelve hours of protection unless compromised. In the void of space, however, it must rely on its secondary systems to convert the user's CO₂ back to O₂. Secondary systems can run for two hours before total system failure.

Force Wall Generator

Clearance: Seasoned

Power: *barrier*

A mounted wrist unit, the FWG is capable of temporarily projecting a semi-opaque, immobile shield of energy. Energy attacks against the shield treat it as Medium cover (-2) and pass right through. All other attacks treat the wall as normal (per the *Savage Worlds* rules for *barrier*).

Gravity Well

Clearance: Novice

Power: *speed*

This device creates a personal field around the user, reducing the effects of gravity. As an added benefit, his jumping distance is doubled as well.

Harmonic Detector/Suppressor

Clearance: Novice

Power: *detect/conceal arcana*

This device can easily be integrated into Shades and serves two basic functions: It is able to either track or suppress one of the three known occult energies when activated.

Hypno-Cloth

Clearance: Novice

Power: *confusion*

A weave of illuminated fibers integrated into the agent's clothing, when activated it flickers and pulses for a moment, inducing disorientation and nausea in some onlookers. The power of the illuminated fibers may be increased to affect more targets, but this requires an additional Resource Point per each additional target (5 maximum). An additional Resource Point may be spent to require a -4 Smarts roll, rather than the normal -2.

Illusionary Field Device (IFD)

Clearance: Seasoned

Power: *disguise*

This small device, nicknamed "the Face-Off", clips onto a belt and when activated generates an illusionary field that can be controlled and manipulated by the user. An advanced version known as the IFD II costs an additional Resource Point and increases the difficulty for others to see through the field.

Laser

Clearance: Novice

Power: *bolt I*

This small handheld unit is about the size of a penlight and is capable of discharging scathing beams of focused energy doing 2d6 damage.

Laser II

Clearance: Seasoned

Power: *bolt II*

This unit is about the size of an average pistol and is capable of discharging a single beam at 3d6 or two beams at 2d6 each round until it burns out.

Laser III

Clearance: Veteran

Power: *bolt III*

This unit is about the size of a rifle and is capable of discharging either three beams at 2d6 or one powerful beam at 3d6. An array of coil amplifiers increases the energy output.

Light Grenade

Clearance: Novice

Power: *blind*

This grenade acts like an intensified flash-grenade. An advanced design of this grenade is known as the Sun Grenade that explodes in a medium burst and it requires an additional Resource Point. The most powerful design is the Nova Grenade that requires three total Resource Points and affects a large burst area.

Mass Manipulator

Clearance: Seasoned

Power: *growth/shrink*

This belt, frequently called the M2, changes the gravitational/trans-dimensional space causing the user to grow or shrink at the cost of one Resource Point per Size change affected. Each Resource Point spent increases the device's die in power as well. For instance, three Resource Points give the device a power die of d8. To alter an unwilling target, the user makes a power die roll opposed by the target's Spirit.

Medbots

Clearance: Veteran

Power: *greater healing*

Sometimes called "the capsule," medbots contain highly reactive medical nanites. The capsule can either be taken orally or broken over an open wound. In either case, the medbots instantly analyze and encode themselves to handle the task at hand, whether it be neutralizing poison, curing disease, or repairing damaged tissues.

Microbubble

Clearance: Seasoned

Power: *quickness*

No larger than a billiard ball, the microbubble projects a personal quantum field around the user.

Mini-Rocket I

Clearance: Novice

Power: *blast I*

Available as a standalone unit the size of a pistol, or mounted to a handgun or rifle, the MR-I is a small, self-propelled rocket that explodes in a 2d6 Medium Burst Template at its point of impact.

Mini-Rocket II

Clearance: Seasoned

Power: *blast II*

The MR-II is a standalone unit the size of a rifle that contains a magazine of two rockets that can be twin-fired in a shotgun burst, increasing its area of effect, or directed toward a single point of impact, increasing its damage. It causes either 2d6 damage in a Large Burst Template or 3d6 in a Medium Burst Template.

Mini-Rocket III

Clearance: Veteran

Power: *blast III*

The MR-III is a standalone unit the size of a rifle. It is capable of releasing a half-dozen mini-missiles that explode at its designated target area causing 3d6 damage in a Large Burst Template.

N-Bomb

Clearance: Novice

Power: *fear*

The N-Bomb is available either as a standalone pistol-sized unit, or it may be mounted to any ranged weapon. Nicknamed “the Nightmare Rocket”, the N-Bomb releases an invisible, rapidly dissipating neurotoxin at its point of impact. Additional requisitions can either increase the number of N-Bombs or increase its efficacy (treat as raise).

Personal Shield Generator

Clearance: Novice

Power: *armor*

The PSG is the size of a deck of playing cards. It’s capable of creating a nimbus of energy around its user when activated. Powered by TCs, the amount of energy poured into the unit increases the level of protection it offers its user. When additional Resource Points are assigned to the PSG, they increase the number of TCs it has by 1 (every two TCs used simultaneously are treated as a raise).

Poison

Clearance: Novice

Power: *smite* (melee)

When used to coat a personal weapon, Poison lasts for the duration of one combat. Additional vials of poison can be requisitioned and used to increase the damage effects if a weapon is double-coated. If used to “slip someone a mickey,” Poison may cause extreme nausea and discomfort, but it is rarely fatal. (A victim ingesting poison must pass a Vigor roll or suffer a level of Fatigue per dose. A 1 on the Vigor Die, regardless of Wild Die, indicates an allergic reaction causing 1 wound per dose).

Razor Shield Generator

Clearance: Novice

Power: *damage field*

This small, square device is worn on the user's belt. When activated, it creates a shield of intense plasma field that causes damage to anyone coming into contact with the user. An advanced version known as the Plasma Bath increases the damage caused, but requires an additional Resource Point.

Refraction Field Generator

Clearance: Seasoned

Power: *invisibility*

Known as "the lightbender" or "the ice cube" for its outward appearance, the RFG manages to redirect light waves around the user with the press of a thumb. An advanced version of the unit, the RFG II, requires 4 Resource Points, provides enough energy to grant full invisibility, but burns up the TC much more rapidly.

Repulsion Field Generator

Clearance: Seasoned

Power: *havoc*

This device creates a focused whirlwind affecting anyone within range. An advanced version requires 4 Resource Points to procure.

Skylight Grenade

Clearance: Novice

Power: *light*

Available either as a single-shot, handheld launch unit or as a mounted attachment to any pistol or rifle, the skylight grenade generates a Large Burst Template-sized field of daylight radiating out from its point of impact. The purity of the light is attributed to the fragile, solar-capture cell that is amplified by the TC.

Slap Patch

Clearance: Novice

Power: *boost/lower trait*

Slap Patches are a mixture of nanites that either enhance or inhibit synaptic pathways. In the former case, the enhancement increases focus and the production of adrenaline, and greatly increases personal performance. In the latter case, the inhibitors cause a lack of concentration and a decrease in motor skills. They are color coded green and red for ease of use. The effects of additional patches stack. It is a standard action to slap a patch on an ally; however, the characters must be adjacent. To slap a patch on an unwilling target requires a successful Touch attack.

Sonic Beam

Clearance: Novice

Power: *stun*

Available as either a standalone pistol-sized unit, or as a mounted attachment to any standard pistol or rifle, the sonic beam uses high frequency sound waves to confuse and disorient. Field agents often refer to it as “The Banshee.”

Super-Soldier Injection

Clearance: Seasoned

Power: *warrior's gift*

This powerful series of drug enhancers allow the user to gain advanced combat abilities for a short time. Its popularity has earned it the nickname “Major Enhancement.” Spending an additional Resource Point per Rank can increase the Rank of the Combat Edge gained, so a Veteran Combat Edge would require a total of 3 Resource Points.

Stimpack

Clearance: Novice

Power: *healing*

A self-contained syringe containing a solution of adrenaline and nanites, the stimpack can easily have a wounded agent back in action right away. This item has been refined and does *not* require a roll to use. Each stimpack automatically heals one wound.

Sweet Dreams

Clearance: Seasoned

Power: *slumber*

This directed spray expands rapidly at range, causing those affected to fall asleep. An advanced version is available for an additional Resource Point which requires victims to make Vigor rolls at -2.

Tangler

Clearance: Novice

Power: *entangle*

Available as either a standalone pistol-sized unit, or as a mounted attachment to any pistol or rifle, the Tangler fires a sticky bomb of quick-drying glue that hardens almost instantaneously. Alternatively, an agent may request the Tangler-X (for 4 Resource Points) that can entangle everyone within a Medium Burst Template.

Time-Inducer Field

Clearance: Seasoned

Power: *slow*

This small brain implant may be activated to generate a limited time-field that slows the target chosen by the user. The user makes a Smarts roll opposed by the target's Spirit. A device affecting additional targets may be procured at a cost of one Resource Point per target. A device impacting three targets would therefore require three Resource Points.

Trans-Dimensional Jumper

Clearance: Seasoned

Power: *teleport*

This warp field generator enables the user to jump instantaneously from one point to another within 20" without crossing the intervening spaces.

Trans-Dimensional Trap

Clearance: Seasoned

Power: *banish*

This rectangular device may be placed and activated to banish spirits, ghosts, demons, and elementals. Each Resource Point expended on the TDT increases the power dice and range of the device. For example: For one Resource Point the device has a Power Rating of d4 and a Range of 4". For two Resource Points the device has a Power Rating of d6 with a Range of 6" and so on. The Power Rating equates to a Spirit die in the *banish* power description (see *Savage Worlds* rulebook).

Trans-Species Communicator

Clearance: Novice

Power: *beast friend*

The TSC is a handheld unit that generates soothing alpha-waves when activated and provides the ability to speak with animals.

Universal Translator

Clearance: Novice

Power: *speak language*

The UT is a small earpiece with remarkable features: It is able to lock onto any advanced language and enable the user to comprehend (read and write) and "speak" it.



VEHICLES

Oftentimes in the field, an agent is going to need to travel from one point to another, and just as often they must do so quickly with any number of opponents trying to stop them. The right vehicle can make all the difference.

Getting a vehicle requires one Equipment Pick. By spending an additional Equipment Pick the agent can add a modification to a vehicle. Additionally, spending a Resource Point will allow a SUD to be added. The limitations and effects of SUDs on vehicles are left up to the Director. Below is a listing of available modifications that can be applied to a specific vehicle.

Vehicle Modifications

Advanced Computer: An Internet-capable computer has been loaded into this vehicle. Any agent who can access the computer gains a +2 bonus to Common Knowledge checks made after several minutes of searching, and all Hacking attempts gain a +2 bonus when made from the vehicular computer.

Bulletproofing: While the best option is to not get shot in the first place, sometimes an agent has no options. Vehicles equipped with bulletproofing add +4 to its Armor rating against bullets.

Ejector Seats: By default the ejector seat option makes all of the seats capable of being ejected — the agent requisitioning the modification can alter the request if he so wishes. Each seat is equipped with an ejection system, and the roof is specially designed to allow passengers to exit in this manner without harm. Ejection can be initiated by the driver or by a button on the seat itself. Additionally, this may be used with the Chase Rules to allow a passenger to automatically ignore the effects of vehicle damage once per Chase scene by ejecting from the vehicle.

Machine Gun: The best defense is a good offense, and this modification makes the vehicle very offensive. The turrets for the machine gun are mounted above the front wheels underneath the hood and cleverly concealed until the driver activates them. They are heavy weapons, but otherwise function as medium caliber heavy machine guns (see **Firearms** p. 53, 56) that can only be fired at targets in front of the vehicle.

Nitro Burst: A specially prepared nitrous-oxide mixture has been installed in extra gas tanks in the vehicle, allowing the driver to boost the speed dramatically for short periods. There are three tanks installed, and using a tank doubles the Acceleration and Top Speed of the vehicle for 2d4 rounds. When going at this accelerated speed, a Driving check is required each round to maintain control. Additionally, this may be used with the Chase Rules to give your vehicle the Quick Edge for the remainder of the Chase or until the 2 of Clubs is drawn.

Oil Spray/Spike Dropper: Designed to throw pursuing vehicles off the road, the oil spray modification consists of a nozzle mounted near the tailpipe. When activated, the nozzle sprays oil in a Cone template behind the vehicle. Any vehicle driving through the slick must make a Driving check at -2 or spin out of control. The Spike Dropper consists of hundreds of metal spikes dropped from the rear of the vehicle. When activated, they drop in a Medium Burst Template. Any vehicle driving through the template takes 2d6 damage to their tires. Additionally, this may be used with the Chase Rules to increase an Obstacle category for an pursuer by one category (none to Minor, Minor to Major, etc)

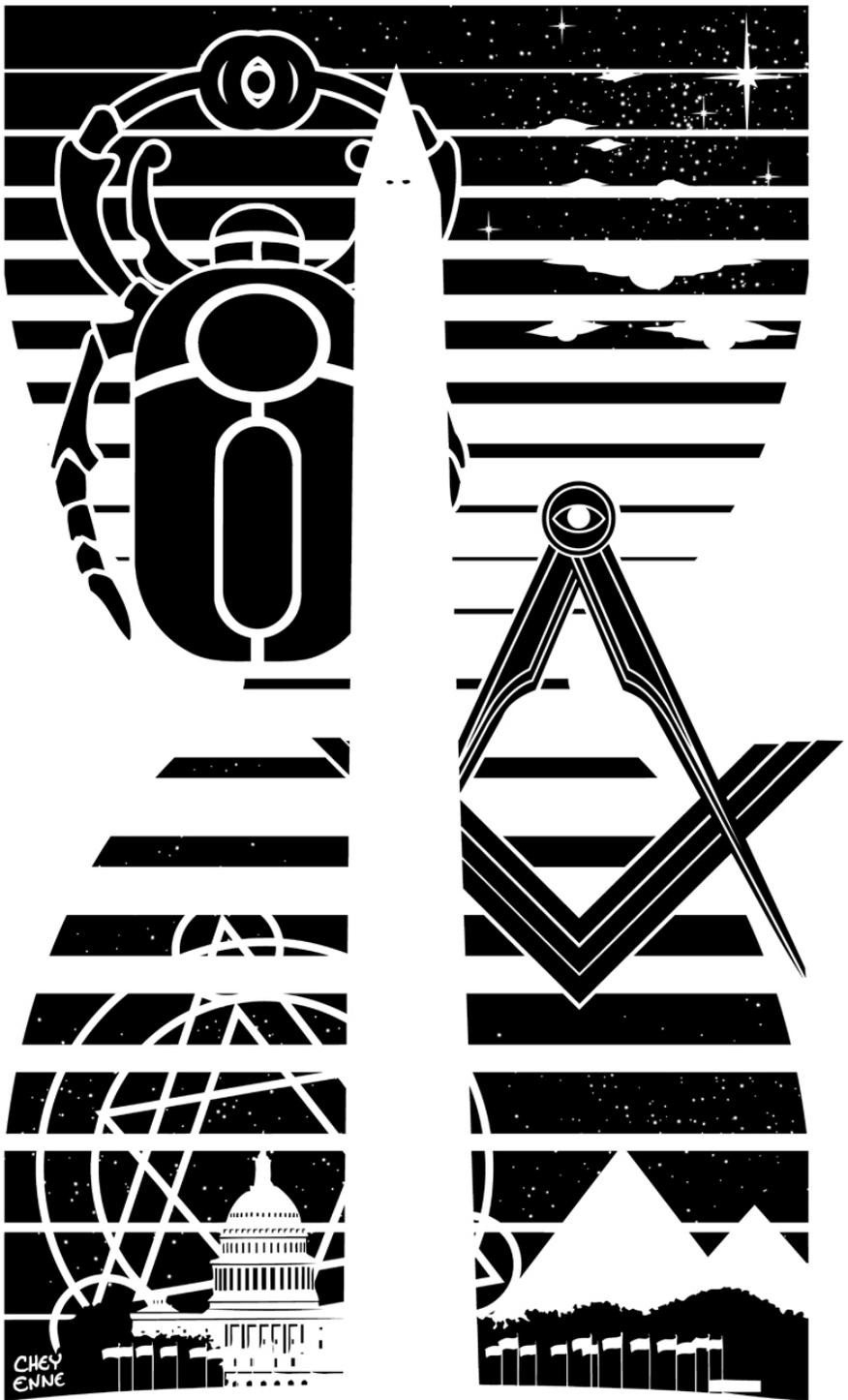
Rocket Launcher: The ultimate in offensive capabilities, the rocket launcher modification mounts the equivalent of an anti-tank missile launcher in the trunk. It takes a combat round to spin up, but afterward can be fired by either the driver or passenger. Treat it as an AT-4 that can fire in any direction (it is mounted on a computer-controlled swivel). Additionally, when used during a Chase it may be fired at any Range regardless of initiative cards.

Vehicle Type	Acc/TS	Toughness	Crew
Compact Car	10/36	10 (3)	1 + 3
Limousine	8/50	13 (3)	1 + 6
Luxury Car	12/60	11 (3)	1 + 4
Muscle Car	8/60	12 (4)	1 + 4
Sedan	12/60	11 (3)	1 + 4
Sports Car	16/60	10 (2)	1 + 3
Motorcycle	20/70	8 (2)	1 + 1
Motorcycle w/Sidecar	20/70	8 (2)	1 + 3
Ambulance	8/50	13 (3)	1 + 6
Jeep	8/50	13 (3)	1 + 4
Pick-up Truck	8/60	13 (3)	1 + 2
SUV	12/60	12 (3)	1 + 4
Van	12/60	12 (3)	1 + 6

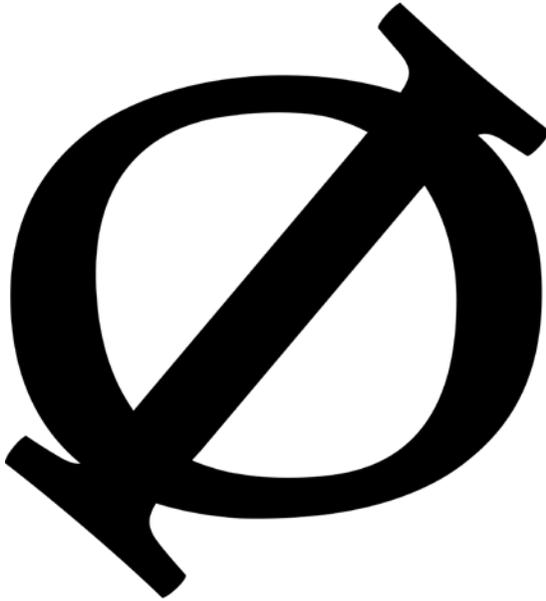
AGENCY LINGO

Abyss	Oblivion Headquarters
Action Alerts	Top priority emergency situations
AD	Archiving Division
Affiliates	Those who support Oblivion
Assault Branch	Agents who have Combat Immersion Training
Black Bag Job	Illegal infiltration to gather intel
Black Propaganda	Distributed disinformation to obfuscate objectives
Blessed	A sacred agent
Break	Call off an operation in action and/or regroup
Brush Pass	A quick hand off of information
Carnivore	Agents who unleash their rage upon enemies
Channeler	Agents who channel Arcane Powers
CI	Counter-Intelligence
Cleaner	Agents specializing in dealing with information
CIT	Combat Immersion Training
Clandestine	Any op where discretion is paramount; most ops
Combat Wizard	Agents who use Arcane powers and mental focus
Committee of Discipline	Three agents who adjudicate violations of protocol
Confidential	Basic Security Clearance
Contingency Reserves	Oblivion emergency slush fund account
Copycat	An agent who is a master forger
Covert	An op with plausible deniability
CST	Counter-Surveillance Techniques
CTU	Counter Terrorism Unit
D-Chips	Data Chips
Dead Drops	Methods of passing on sensitive material or data
Deep Cover	Agent secretly embedded in a rival/criminal group
Demolisher	Agents who specialize in demolitions
Devised Facility	A false front for covert operations
District Director	One of ten Oblivion Directors
Dreamer	Agent with precognitive abilities
Dry Cleaning	Gathering of clues, or cleaning an area of evidence
EEP	Emergency Escape Procedures
Field Req.	Field Requisitions
Freelancers	Non-agent friendlies aware of Oblivion
Foot Recon	Observation techniques used on the ground
Garbage Mission	Assassination
Ghost	Agent who is a master of subterfuge
Hacker	Agent trained in penetrating tech systems
Hard Target	Enemy infiltrator with access to sensitive materials
IFO	Investigation and Field Operations
Infil	Infiltration
INO	Illumination and Obfuscation

Invest	Investigation
Informants	People with information regarding an op or case
Maven	Agent specializing in tactical ops
Meet	A prearranged meeting
Misfits	Freelancers
Mister E.	Title and codeword for District Directors
NIL	The Executive Director of Oblivion
Occult Branch	Agent specializing in the Arcane
Op	Operation or plan in motion
Operations Branch	Agent with Operations Immersion Training
OpSec	Operational Security
Para	Paranormal
Para Strike	Paramilitary Strike
PD	Procurement Division
PoV	Points of Vulnerability
PPM	Primer and Protocol Manual
ProSec	Protection and Security
Regional Directors	Officers/Agents in charge of a Region of a District
S-Chips	Skill Chips
Safe House	A place of safety or refuge
SAP	Special Access Programs
SCI	Sensitive Compartmental Information
Secret	The second level of security clearance
Senior Agent	Experienced agent in charge of a cell of agents
SnG	Snatch and Grab
SnR	Search and Rescue
Spectre	Agent who specializes in Infiltration
Sponge	Agent with great informational knowledge
Static Recon	Reconnaissance using video/recordings over time
TAC	Tactical
Target(s)	The Objectives/Victims
Threat Levels	A scale of 0 to 4 with increasing threat levels
Top Secret	The third level of security clearances
Top Secret: Alert	A higher level of Top Secret security
Top Secret: UltraT	The highest level of Top Secret Security
Transfer	A dead drop of a physical object or material
Typewriter	Agent who has mastered martial arts/pugilism
U&M	Utility and Maintenance
Vaults	Warehouses to store evidence and artifacts
Vehicle Recon	Reconnaissance by vehicle
VPN	Virtual Private Network
VRI	Virtual Reality Immersion
Wraith	Agents specializing in assassination
Zero Sum Reports	Top Secret internal reports of current events/ops



EYES ONLY!



The following section contains classified materials for **Directors' Eyes Only**.

Any agent found reviewing said materials is subject to immediate **DISCIPLINARY ACTION UP TO AND INCLUDING TERMINATION!**

HIDDEN HISTORIES

THE WORLD OF OBLIVION

The world has a history it knows, believes, and needs to be true to preserve its sanity, but it is not the real history.

Secret History of the World

In 1879, mankind's conceit about being alone in the Universe officially ended as the first bulb flickered to life in Menlo Park. Something long sleeping blinked an eyelid and shifted slightly in its transdimensional slumber. Certainly, there had been false starts towards light in the past, Sir Humphry Davy's efforts in 1810 among others, but it was after the turn of the century that the changes began. Perhaps it was a combination of the mad genius revealed by the New Science and the pioneers who operated beyond conventional thought and wisdom. They were men who cast strange signals through the cold dark void with wanton disregard, destroying the world in their wish to elevate its civilization. Who could have guessed that something out there would notice and turn an angry, alien eye towards a planet it had long thought destroyed?

Years passed. A restless stirring began in mankind. Unknown and unwanted by humanity, a power somehow long dormant in us reawakened. The power to preserve humanity by fighting the enemy on its own terms began to surface. Initially, it was the outer fringes of man who noticed, those who had been actively seeking the answers to all the mysteries through dusty tomes and texts, asceticism, and more radical attempts to transform themselves through the mysteries of Aleister Crowley and his ilk. Mystics, psychics, sorcerers and saints, all of them noticed the change. Some suddenly possessed powers they didn't want or understand. Others, not so naturally gifted, but hungry for power, discovered that the rituals contained within ancient tomes now resonated with dark energies. Few mundane individuals noticed these changes. After all, it was early 1918, and the world was in the midst of the madness of a global war. Those who did notice realized the two events were related.

The emergence of the Awakened began. Some used their powers for good. In 1928, for example, hundreds of cases were solved by a pair of them traveling throughout Europe. Many felt the Awakened were ushering in a new period of peace and prosperity. Many began claiming the Age of the Awakened had begun. When World War II broke out, however, the critics were quick to hold the Awakened and their unnatural powers responsible for another horrible war. That the remarks were outlandish did not matter; the Awakened were forever stigmatized. Most went into hiding, while a handful, driven by guilt and doubt, rushed to the aid of their respective countries. Despite their great powers and

passion, they were nothing against the onslaught of tanks and wave after wave of men. The Age of the Awakened had ended as quickly as it had begun.

Freelancers and Precursors

Though great mystical energies and power began manifesting in the early 1800s, they have ebbed and flowed throughout most of recorded history and echo in myth and legend. Power, being what it is, has always attracted mankind, and many have sought to harness it for their own ends and purposes.

To counter those seeking unknowingly or intentionally to bring about the end of days, brave men and women have arisen throughout history to fight the good fight. Three such notable organizations are considered a part of Oblivion's legacy.

The Disciples of Plato

A cache of ancient, moldering scrolls discovered in Machu Picchu revealed how long this struggle with darkness has been going on. Detailed accounts of The Disciples of Plato are believed by most Oblivion historians to be the first recorded affiliation of men united in a common cause against the combined forces of darkness as embodied in the Alexandrians. The Alexandrians founded and operated the Royal Library of Alexandria in an attempt to amass the entire world's knowledge. The Disciples reasoned knowledge must be hidden away or exposed to the light of the sun; otherwise man would use it to bury themselves in darkness. When they attempted to convince the Alexandrians of this position, they were rebuked.

The Disciples then insinuated some of their own scholars into the Library, and one recovered scroll recounts one occasion where the Disciples attempted to persuade the library staff: *"The Disciples entered the main building of the Royal Library while I sorted the scrolls, and they engaged Aristus in a heated discussion for him to reconsider [illegible passage] and burn the scrolls once and for all. Aristus declined, and instead offered them shelter, to which the Disciples accused the Alexandrians of being Pandorans, threatening the world with knowledge best left hidden. They left with much gnashing of teeth and I knew what must be done could not be done by my own hand."*

The Disciples returned later as soldiers among Caesar's army and used the cover of the invading forces to burn the library down. *"We cast you into Oblivion!"* the Disciples chanted. They repeated this task several times in the following centuries until the Alexandrians eventually fled with their remaining scrolls and records to points unknown. A scroll discovered in the burning ashes bore these words, *"We curse you, Agents of Oblivion!"*

The Lamplighters

In Victorian-era London, while shadows flitted along cobble-stoned streets and the populace struggled to survive, evil thrived. This was its first brush with man in millennia and it kept a low profile, yet fed upon the poor and spread pestilence and unrest throughout the land. Creatures long forgotten arose and penny dreadfuls were as much fact as fancy. During this time, the Lamplighters formed to fight these evils and were successful, by and large, in keeping their escapades unnoticed. A few famous instances did arise and turned a few heads, such as when they dealt with Jack the Ripper, Doctor Jekyll, and Frankenstein. Later historians discounted these accounts as myth and fable of a less enlightened time.

The Malcontents

Just prior to the Great War, people began manifesting powers, and many sought to enter service to their nations. In the Western world, such folk were found unfit for military duty, while in the East, they were rejected by those in office and summarily sought out and executed. Fringe groups on both sides willingly accepted their support, and they lent their aid as best they were able. Hitler's meteoric rise is purported to have come from contact with Dietrich Eckart and members of the Thule Society, an occult group, which Hitler later transformed into the infamous Nazi Party. Having found no government-sanctioned organization to aid them in the West, an affiliation of the Awakened, calling itself the Malcontents, took what meager resources they could and began their own explorations into self-discovery while sabotaging the enemy abroad. Many of the Malcontents were publicly considered no more than tomb raiders and good-for-nothings, and those who didn't die in the war soon retired from the public eye. Their adventures and misadventures were later chalked up to fancy and yellow journalism as the efforts of newspapers and the media to cash into what is disparagingly referred to as the Pulp Years. In his later years, William Randolph Hearst, the millionaire newspaper magnate, said about this period: *"I reported the news: nothing less, nothing more."*

Strange Currencies

In 1948, the Awakened agent known in international espionage circles as Nil and a scientist codenamed "Mister E." requested permission from the United States to form an agency to investigate some of the phenomena reported in World War II — Nazi genetic experiments, gremlins, sorcery, and other mysteries that defied comfortable explanation. They also held great concern involving recent events in Roswell and felt individuals such as themselves were better equipped to handle them. Denied at every turn, Nil sought funding again and again until his public retirement in 1963, whereupon a colleague picked up his moniker as well as his agenda. In truth, the age-resistant Nil simply took on a new guise and persona and continued his quest. In early 1968, the Johnson administration decided to take his proposal under consideration. This proposal circulated among high-level insiders, and many supporters of the already established Project Bluebook thought

O B L I V I O N

Known by many names throughout the ages, in its current incarnation as Oblivion, the Agency evolved from Project Bluebook, though many of its original members have since retired or died.

O V E R V I E W

The long history of Oblivion (before its most recent iteration) predates most modern nations and governments on the planet, but little is generally known about its past agents, except for fleeting glimpses and rumors of their existence. Agents operating under the name of Oblivion are said to have been involved in the burning of the Library of Alexandria and the fall of Rome, operating through the Cold War and into the modern era, and have been involved in dealing with a multitude of global threats unseen by the mainstream media. The ability of Oblivion is rarely challenged by those who have encountered it before. Since its rebirth, Oblivion has grown into a massive, world-spanning organization, comprised chiefly of misfits and malcontents from all walks and ways of life. Certain unofficial channels have been opened so Oblivion is kept abreast of potential candidates from both domestic and international militaries, police forces, and other investigative organizations. Oblivion cannot afford to be overly selective, as the dark war is hard, and sometimes attrition rates are alarmingly high, despite the training and equipment at its disposal. Agents are advised to actively keep an eye out for potential recruits at all times.

While IFO (Investigation and Field Operations) agents deal directly with supernatural and paranormal threats on a regular basis, most agents do not and are in fact particularly engrossed with their own agendas and priorities. It becomes easy for each group to categorize everyone into an “us” and “them.” This is particularly pronounced in Oblivion, when many operatives are restricted to facilities and have little interpersonal contact on a daily basis outside of emails and instant messages. It bears noting, however, that most agents working desk jobs usually started working in the field before moving on to the quiet, but no less important, branch office positions.

After 9/11, Oblivion expanded its role to deal with normal as well as supernatural and paranormal threats. Its information networks and diversity of staff make it an invaluable resource in such matters.

ORGANIZATIONAL STRUCTURE

Oblivion is a decentralized bureaucracy. The Executive Director, Nil, gives orders to his District Directors, who in turn manage their district regions and divisions. Operating by the codename of Mister E, each director typically manages a district, which is subdivided into various regions. Each region is assigned a Regional Director. In some cases, a more localized area, such as the city of London, requires its own Regional Director. There are 10 District Directors, and currently 44 Regional Directors. Some Districts and Regions have more resources and cells than others and communications during the Mister E Meetings are vital to the preservation and security of the agency and its agents.

Districts and Regions:

United Kingdom (Includes the England South, England North (includes Scotland), Ireland, London)

United States: East (Includes South, Northeast, New York, Memphis, and Washington D.C. -HQ)

United States: West (Includes Midwest, West, Canada West, San Francisco, Houston)

Central America (Includes Mexico, Latin America South, Latin America Caribbean)

South America (Includes North, East, and South)

Africa (Includes West, North East, Central, and South)

Europe (Includes West, East, North, Paris, Rome, and Berlin)

Middle East (East, West, Jerusalem)

Asia (South, China, Japan, Southeast, Philippines, Delhi, Beijing, Taiwan, and Tokyo)

Australia (Prime and Melbourne)

DIVISIONS

The following divisions exist within the structure of Oblivion: Archiving, Counter-Terrorism, Investigation and Field Operations, Procurement Division, Utility and Maintenance, and the Vault. These divisions function at various times in both primary and support capacities. Rumors allude to other, more secretive, divisions.

Archiving Division (AD)

The Office of Archives is responsible for all of Oblivion's archival and storage facilities worldwide. Anything requiring research or of any esoteric value is sent to the Vaults, the central storage facility of physical manifestations of peculiar or unexplained phenomena. Quantified and classified items deemed of potential use to agents eventually make their way to the Procurement Division. Items requisitioned from the Vaults are, on rare occasions, approved for field use to Senior Agents.

Counter-Terrorism Unit (CTU)

The CTU is responsible for covert operations and intelligence gathering in the prevention of terrorist activity. As their ranks are chiefly culled from the IFO, they serve the IFO in a support capacity as needed. On occasion, CTU agents with specialized skills, or those manifesting unique abilities are transferred into the IFO on a long-term or permanent basis.

Investigation and Field Operations (IFO)

The IFO is responsible for exploration, investigation and covert operations concerning unexplained phenomena. Their expertise and experience requires them to serve as an adjunct to the CTU. This department is further divided into three different branches: Assault, Occult, and Operations, mainly for training purposes. Agents are placed according to their abilities and inclinations, though cross-training is frequent and encouraged by Oblivion. The highest-ranking agents generally have served in two or more branches of the IFO.

Procurement Division (PD)

Procurement is charged with keeping track of all equipment in the field, maintaining all equipment in its charge, and ensuring all properly requisitioned equipment finds itself in the right hands in a timely manner. Requisitions are generally handled through a Virtual Private Network (VPN) and delivered via courier, though this may vary from district to district.

Utility and Maintenance (U&M)

U&M is charged with maintaining and monitoring all computer traffic coming into and out of their district, as well as the upkeep of all Oblivion-owned vehicles and properties, both residential and commercial.

The Vaults

Although most agents have knowledge of one central warehouse or underground bunker, like everything else in Oblivion, redundant systems are in place, and there are vaults located on every major continent around the world. The main vault, a cutting edge secured research facility located in Antarctica, is referred to as Shangri-La because most people don't believe it actually exists. Oblivion pilots require Top Secret security clearance and must switch over to a predetermined frequency at a certain point in their flight path to determine the drop spot for any goods they are delivering. Rumors abound about prisons and prisoners at Shangri-La, but they are unsubstantiated.

CELLULAR STRUCTURE

Oblivion is further organized into a number of cells distributed worldwide, each operating independently of the others and reporting directly to their assigned regional contact. This structure is a precautionary measure designed to prevent infiltration and limit the risks of exposure and loss of intelligence in the event any cell is corrupted.

Each cell generally consists of a Senior Agent along with three to eight additional agents and a support staff. Each cell is given a safe house as a base of operations that is their responsibility to manage and maintain.

When an agent has completed his training he may be assigned to replace a member of an existing cell, or may be placed with others to form a new cell. The Senior Agent is the ranking officer of each cell and reports directly to the Regional Directors or to the Regional Director's specified contact. The Senior Agent is responsible for requisitions, communications, and all field operations as required. Should a Senior Agent be killed or incapacitated, the most experienced agent of the cell contacts the Regional Director to determine the cell's ultimate fate: absorption into another cell, restructuring, or termination.

External Support

Beneath each branch is a small army of people who aid Oblivion in myriad ways. Often referred to as fringers, but officially classified as Affiliates, they are limited in security clearances and only called upon when required. Affiliates receive numerous special privileges as their loyalties and assistance warrant. In return for these favors, they bury news stories, contaminate crime scenes, and use their influence to discredit, confuse, and obfuscate any facts that might otherwise arise about Oblivion and its activities.

Freelancers and Misfits

Sometimes, for whatever reason, individuals are deemed misfits or opt on their own to become freelancers. While not encouraged, Oblivion keeps a keen eye on these people, both for their own safety as well as that of the Agency. These individuals have played key roles in the successes and failures of missions in the past, so their worth is not to be discounted.

Bases of Operations

The headquarters of Oblivion, referred to obliquely as the Abyss, is hidden within Washington, D.C. Regional offices and facilities are located throughout the world.

Resources

Oblivion gets direct governmental funding that is currently funneled through Air Force accounts in various discrete means to prevent accidental discovery of their existence. Oblivion maintains several training facilities under the auspices of military bases throughout North America.

U S I N G O B L I V I O N

Oblivion serves as the primary agency for an *Agents of Oblivion* campaign, but can easily be used as a support group for heroes delving into dark mysteries on their own. If the characters are freelancers, misfits, or work for a separate agency, Oblivion keeps its presence largely unknown until the heroes have proven themselves as trustworthy allies in the fight against darkness. Even then, contact with Oblivion should be limited and restricted to a sympathetic field agent at best.

PANDORA INSTITUTE

In the quiet aftermath of World War II, when the world needed reassurance in its humanity, the Pandora Institute was founded. PI promised to help rid the world of war and hate through education and charitable works. PI's early endowments financed the scholarships of many future scientists and doctors who eventually came to work for them. As their notoriety grew, people started donating to PI. These surplus funds were directed into transforming the institute into the world-class university and charity it is today. With satellite learning centers throughout the globe, PI is helping to forge the future.

How dark that future will be is uncertain. The Pandora Institute was created by bitter, disenfranchised Awakened after the Second Great War. They resented the way they were elevated and then cast down, and vowed to either transform the world or bring it crashing down once and for all. Only the Senior Board Members know this secret agenda.

AN ANCIENT STRUGGLE

Ancient myths tell us the story of Pandora and how her curiosity unleashed all the woes upon the world. Oblivion views this as a cautionary tale, and their expert academics, Red and Blue, have indicated the Pandorans may be as old as Oblivion itself. Though Nil founded the most modern incarnation of Oblivion in 1969, the agents of Oblivion have been waging an ancient struggle against Pandorans in various forms throughout and before recorded history. Legends are confused about their particular relationship and their ancient battles are lost in myth and antiquity.

THREAT ASSESSMENT

The Pandora Institute's reputation is unblemished, and they appear to be a shining beacon in a sea of darkness. They cannot be attacked overtly, as that will only succeed in bringing unwanted attention to Oblivion and further PI's agenda.

Oblivion refers to PI as a dark cult and its agents as Pandorans. The facts they have about Pandorans are limited, but they are known to be well-rounded, well-trained and often superior solo combatants. Their equipment is similar to Oblivion's in many cases and more expansive in others. Pandorans are sometimes seen with extremely advanced technology, leading Oblivion to believe they have access or possibly ties to extraterrestrial sources for supplies. PI has strong governmental ties, powerful allies, and vast resources to draw upon. The Pandora Institute is the greatest enemy of humanity and may well be in league with the Forgotten Ones and their kin.

Pandorans have been seen at the sites of alien abductions and dark summonings, and affiliated with all manner of unsavory types. In short, the Pandora Institute is the light searching for darkness, while Oblivion is the darkness searching for light.

YOUR CAMPAIGN

As the Director, it is your responsibility, obligation, and pleasure to navigate your friends through the harrowing and exciting darkness of *Agents of Oblivion*. Congratulations! You get to find out all the secrets on the front end, and you'll need them if you are going to keep your players on their toes. Those agents are a crafty lot and always quick to foil the best laid plans of any threats you put before them.

In this section, we're going to give you a lot of grist for the mill and frameworks whereby you can shape the vision you have in mind for your interpretation of *Agents of Oblivion*. Don't worry. There is no wrong way to handle things. As long as you and your agents are having fun, you're doing the right thing. Remember, no matter what you read in these pages, you're the final arbiter of the game. If you're new to horror or espionage gaming, you'll want to read the next section. The rest of you should not, in your hubris, skip it either, but we all know how valuable time is, how the world is decaying and slipping ever further into the dark arms of entropy...

WHAT AM I DOING HERE?

Being a Director is both challenging and exhilarating and allows you to do exactly what your title indicates: you get to direct, you get to join your friends in a shared story with an uncertain outcome. You set up the dominoes and they knock them down or they move over and start knocking books off your shelf. (Hey, they're your friends.) Each setting has its own expectations and atmosphere, and the success or failure of your campaign is determined by how you run the game. Competence breeds confidence, so learn what you need to learn, be as prepared as you can be, and when all else fails, wing it. We're going to get you up to speed on horror and espionage conventions first off, and then we're going to hit you with a whole list of Campaign Styles and Factors, so you can sort out what works best for you, your dark vision, and your gaming buddies. Don't try to soak it all in at once. Just roll through everything, find a point that interests you, and work from there. If you're a seasoned Director, you're probably ready for me to quit rambling and get to the good stuff. Let's do it.

ELEMENTS OF HORROR

Dark doorways, blood-curdling screams, shuffling footsteps, the wind raking against the window (that was the wind, wasn't it?), creaky stairs, lecherous laughter, monastic chanting, lonely moors, a chill night, fog looming in the headlights, shambling corpses, ritual sacrifice, nails upon chalkboards, an empty coffin, and a strange fetal thing floating in murky yellow liquid the color of decay trapped in a dusty cracked jar with a moldering lid and an illegible scribble upon the peeling label that lets you know someone took the loving care to identify it once upon a time, but now that time is gone, and everything is slipping away, seen only from the corner of your eyes. You think you saw something move, but it was most certainly an illusion. All these words are elements of horror and spin out an atmosphere that lulls you in with its quietude and familiarity then evokes a chill up your spine.

ELEMENTS OF ESPIONAGE

Conspiracy, intrigue, fast cars, beautiful women, rakish rogues, baccarat, beaches, blackjack, exotic locales, punctuated by the imposing henchman, and the overarching villain intent on taking over the world, and seasoned by traitorous acts and chase scenes. These are the elements of espionage thrown at you in staccato fashion like bullets from a Beretta.

COMBINING HORROR & ESPIONAGE

You might wonder if these next words are going to be another chaotic maelstrom. No fear. The previous discussion of elements was a head fake to show you how certain words and key phrases strike us all on an atavistic level. Now we're going to talk about combining two very disparate genres by searching for commonalities and contrasts, and then discuss how to capture the essence of horror and espionage in order to mix a cocktail that leaves the drinker a bit shaken and stirred.

The elements where both genres intersect most frequently follow: action and violence, investigation, and suspense. We'll be looking at these elements from several angles.

Action and Violence are core to both genres and probably the easiest elements to blend together for your *Agents of Oblivion* game. Where in a spy game you'd simply have mooks with machineguns and in horror, your heroes would face shambling zombies, *Agents of Oblivion* gives you the opportunity to have shambling zombie mooks with machineguns. Revel in this novelty and freedom for a moment before moving on. On a more serious note, in addition to the creatures lurking in the night, organizations form a very core element of the game and can be used to promote conflict in your storylines. Even with just a well-placed allusion to a rival faction, you'll notice your players get a bit edgy and geared up for action. You have to deliver.

A serious tone is critical to establishing the atmosphere for both horror and espionage. While there is a time and place for gallows humor, as the Director, you must rise above such talk (no matter how hilarious) during the course of play, and keep your group on track; otherwise your game risks becoming a parody of itself. If you so elect, you can choose to create a campaign that has more of an emphasis on humor, but you'll be depriving yourself and your group of the opportunity for some truly intense roleplaying sessions. *Agents of Oblivion* is a grim setting, and the heroes are fighting a battle they cannot possibly win, but only postpone the outcome for another day. Evil is relentless and oppressive.

Certainly, in *Agents of Oblivion* the characters get a number of gadgets, gizmos, devices and knowledge, that help to even out the playing field a bit, but evil is everywhere. Lighter moments, it must be said, do have their place. Providing a moment of interaction with the friendly valet as they arrive at a hotel makes discovering the valet's body (his name was John and he was working this job and interning at St. Mark's Hospital) even more poignant. Victories, no matter how small, should be relished, and a tragic death or madness is what awaits most agents in the end.

Now we come to the most powerful element shared by both genres: suspense. Will the brooding horror find our heroes before they get out of the haunted house? Will the agents stop the villain before he unleashes a toxin on the world? In the former, with few exceptions, the heroes are generally the underdogs, while in the latter case the agents are usually far superior to their adversaries. So, the question here is how do we handle suspense? Several options present themselves and must be used judiciously. Limiting resources is an effective way to ratchet up suspense. If the heroes are in the catacombs of Paris being hunted by the Moonstrong (human-werewolf hybrids), and they only have two silver bullets remaining, and they know there are three Moonstrong remaining...well, you do the math. If they have a number of resources, make certain you exhaust them in some way if possible, but not always. If the agents are well prepared, they deserve the rewards of their planning and foresight. After all, you want them to live to see another day.

Isolating the heroes, in general, is a far more effective course of action and easier to maintain. It carries a lot of the burden for you. Agents, after all, are isolated right off the bat for several reasons: they are in a secret organization, they know secret knowledge, and they typically possess powers or devices most individuals never even dream of outside of video games and movies. Even in the middle of a busy mall, the heroes are already isolated, and their knowledge of all the other agents milling about with their own secret agendas should encourage an air of distrust and suspense without you even lifting a finger. The world is not one of sunshine and daffodils, but of blood and bile and lost dreams and broken nightmares that are lurking, waiting, threatening to swallow the world whole, but only toy with it, gorging instead upon the sorrow and discontent it has sown so completely. You can further isolate the characters through events and locales. Isolation creates suspense and generally aids in limiting resources (if you're stuck on a rocky crag on an island, the odds are good there is not an ammunition store close by).

T H E C A M P A I G N

T H E M A T I C F A C T O R S

Before we get down to the specifics of how best to run an *Agents of Oblivion* campaign, you first need to make a number of choices on the kind of game you envision. To that end, we've established thematic factors for the Director to consider when preparing the game. Deciding on how to incorporate these factors into your game will determine the type of campaign you will be running.

The Alien Factor

Are there aliens, and are they involved in the secret history of the world?

If the answer is there are no aliens, then move on to consider the next factor. If there are aliens in your campaign, how much do they interact with humanity, and how involved are they in human development? If alien activity is rare, then few people are truly aware of their existence, possibly not even the heroes. Any encounter with aliens should be extremely unnerving, and onlookers may suffer from the horror of it.

If alien activity is known by those in positions of power, then most of humanity remains blissfully ignorant, while the heroes know the truth, even if the alien's true purposes are unknown. Evidence may be frequent, but direct encounters should be rare.

Of course the aliens could be actively involved with humanity, in which case all covert agencies are aware of them and regularly encounter them in the course of their investigations and fieldwork. The aliens may even interact with various world governments, and may have signed pacts and treaties, hidden by special government black ops groups, or even engaged in an outright war. At this level, the aliens have frequently infiltrated various facets of government and the media and often work hard to preserve their anonymity.

Here are some basic ratings for the Alien Factor to help you determine how to run your game. These are meant simply as guidelines to give your campaign coherence.

None: No aliens exist. We are alone in the universe.

Low: Aliens exist, but they have little to do with humanity, and alien activity is extremely rare. Only advanced governments and organizations even know of their existence.

Moderate: Aliens are actively involved on the earth, and many governments and agencies know of their existence, though most citizens are not convinced either way or are deceived by alien and government propaganda.

High: Aliens are actively involved in world politics, and most people recognize their existence. Governments and agencies often create treaties and work with them to gain advances in technology.

The Conspiracy Factor

Some believe everything that happens on the world stage is a conspiracy. The Illuminati and the Bilderbergers control everything from the world economy, to national government, down to the Boy Scouts. Do these conspiracies exist?

This campaign factor directly governs the amount of shadows flickering at the edge of the light. If you decide no worldwide conspiracies exist, then the world is clearly black and white. Events occur randomly and everyone works toward their own ends. The politics of earth flounders forward on its own, and things are usually how they appear to be.

You might decide on subtle machinations. Here, secret societies exist, though they rarely meddle in the affairs of man, as far as the agents know. At this level, their influence is hard to even notice, except by the most dedicated conspiracy theorists.

The game you decide to run may be deeply invested with secret societies, each with hidden agendas, and the agents are aware of them and are occasionally called upon to aid or prevent the furtherance of various group's goals. In this campaign, secret societies often work at cross-purposes to manipulate and influence world events and make significant changes in the world order. Agents work toward furthering their group's own agendas, which often involves actively preventing or delaying the goals of other organizations. They may have permanent bonds with other organizations, but most alliances are temporary at best. This type of campaign, taken to the extreme, exudes the New World Order, in which alliances of secret societies are working together to create their vision of the future on a grand scale. Rival alliances are stifled and disrupted as a matter of course while loyalties are typically held close. Agents spend the bulk of their time furthering their alliance's agendas.

Here are some basic ratings for the Conspiracy Factor to help you determine how to run your game.

None: There are no great international conspiracies.

Low: Secret societies exist, but they rarely meddle in the affairs of man.

Moderate: There are numerous conspiracies and secret societies, many managed by some sinister government or other agency. Normal citizens may or may not believe in the conspiracies, but they are in-depth and ongoing.

High: Everything is a vast conspiracy, an Illuminated odyssey stretching from the beginning of time to the far future. Humanity is but one aspect in the vast consciousness of the higher being's game.

The Occult Factor

How much magic and mysticism do you want to allow in your game? This element determines the growth of magic practitioners in your *Agents of Oblivion* campaign. How you scale this greatly impacts the flavor of your campaign, and combined with other elements, can slant it from a hard-edged, gritty take on agents countering terror abroad to a more fantastic flair where they are capable commanders of the mystic arts, as deadly with a flick of the wrist as the pull of a trigger.

If you do decide to include magic, you must decide to what degree. Is magic possible, but only practiced by a very few specialized individuals, or is it commonly found throughout the dark forces arrayed in the night against Oblivion?

Here are some basic ratings for the Magic Factor to help you determine how to run your game.

None: No magic exists. It is godless, scientific universe.

Low: Some magic exists, but it is rare or weak and largely unknown.

Moderate: Magic exists and is a powerful influence on the agency or the earth. The citizenry may or may not believe in it, but it is there nonetheless.

High: Magic is everywhere and is the very fabric in which we live. Many are able to tap into this vast natural resource.

The Horror Factor

The basic spy game is full of modern gritty horror, with people being blown up, shot, chopped up, slashed, and otherwise mutilated. However, do you want a game where creatures live in the shadows, feeding on mankind, and some standing with various other agencies? Is their goal to create a virtual Hell on Earth, or to simply control mankind, or something even more sinister? Are humans simply cattle for these beings? How often such beings are encountered depends on your vision for the campaign.

If none exists, then the only horror is what man has wrought upon the world.

You may decide horror is rare, but real. Few people in this campaign are aware the supernatural exists, possibly not even the agents. Any encounter with the supernatural will be extremely unnerving, and onlookers may risk terror and madness.

Perhaps most people are unaware the supernatural exists, but the agents and other knowledgeable folks know of it, even if they do not understand it. Taken to the next level the agents are trained with a basic understanding of the occult and comprehend the reality of it all. Agents regularly contend with horror and survive, though it is still unnerving.

In the grimmest campaigns, horror has a firm and solid home in the world. Agents are conditioned enough to realize the supernatural is real and firm enough in their resolve to know it can be beaten back.

Here are some basic ratings for the Horror Factor to help you determine how to run your game.

None: Only human created horrors exist.

Low: The supernatural exists, but it is rare and few people know the truth of it.

Moderate: The supernatural and paranormal are everywhere, but most people live blissfully ignorant of it.

High: They are here. Demons, angels and horrific creatures of myth and legends. They all exist, and many people are aware of them. Once more, they have an agenda, and we are a part of it.

The Technology Factor

The next factor to be decided is how high tech do you want the campaign to be?

Begin with the idea that no technology exists beyond the current modern norm. This makes for a very gritty, realistic game.

The next step would be to include more experimental technology that just borders on the fringe of modern technology. This represents a low-key Oblivion campaign.

This may be ratcheted up further by deciding the Agency has a dedicated research and development department working hard to provide agents with the necessary tools. These technological wonders may be standard issue or easily obtained through the Agency.

Here are some basic ratings for the Technology Factor to help you determine how to run your game.

None: Only modern technology exists. If it doesn't exist today, it does not exist in the campaign.

Low: Some high tech inventions are used by various agencies and nations, but they are rare and super-secret.

Moderate: There are many high tech, super secret inventions that may be called upon, including human psychic powers. There may even be alien technology involved, but most of humanity doesn't know or doesn't care.

High: The days of cyberpunk are here. Everything everywhere has high technology, and it is commonly used by the masses.

CAMPAIGN ARCHETYPES

Since it's possible to take your game in so many directions, we have included a number of recurring structures to get you going!

The Company Line

In this campaign, it's all true! The agents must contend with the acts of man, alien and monster, while facing each day as their last in this secret war to preserve humanity from threats, both internal and external. The aliens interact with humanity for some evil purpose, magic exists, and supernatural creatures haunt the night. Global conspiracies are common and there are many secret agencies following many different agendas. This is **Reality Blurs'** default campaign style.

Alien Factor: Moderate

Conspiracy Factor: Moderate

Horror Factor: Moderate

Occult Factor: Moderate

Technology Factor: Moderate

Watch the Skies: Alien Conspiracy

Characters are trained agents relying on their skills and savvy to deal with the impending threat of aliens, mixed with many types of conspiracies. This campaign is more in the style of *The X-Files*. There is little magic or horror, and the agents may be limited to low or moderate technology, except for devices captured from alien forces or those in league with aliens.

Alien Factor: High

Conspiracy Factor: Moderate

Horror Factor: Low

Occult Factor: None

Technology Factor: Low to Moderate

Apocalypse Now: Living Through or Fighting Off Doom

Heroes contend with a great deal of horrific strangeness and are equipped to do so. Kicked-in doors and automatic fire is the rule rather than the exception, and finesse is often left in the briefing room. Adepts are few and far between. The only one we find creeping into this genre are the occasional psychics. Supernatural creatures and hellish cults rule the night, and their plans include global domination or destruction.

Alien Factor: None to Low

Conspiracy Factor: Moderate

Horror Factor: Moderate

Occult Factor: Moderate

Technology Factor: Low

The Waking Nightmare: Grim Horror

Characters are trained agents contending with the very real, and very dangerous, threats of supernatural origin. They typically rely on their wits and teamwork, and to a lesser degree, their gadgets to bail them out of trouble. This one has no or few aliens, but the Horror Factor is dialed up.

Alien Factor: None to Low

Conspiracy Factor: Moderate

Horror Factor: High

Occult Factor: High

Technology Factor: Moderate

The Waking Dream: Myth and Magic

Heroes regularly contend with creatures out of myth and legend and often have magical resources at their disposal in dealing with them. This one has few or no aliens, but the Horror, Conspiracy and Magic Factors are all dialed up to dangerous levels.

Alien Factor: None to Low

Conspiracy Factor: High

Horror Factor: High

Occult Factor: High

Technology Factor: Moderate

Homeland Security: Terrorist Threats

Agents deal with the dangers of terrorist cells and organizations bent on destroying liberty and freedom. This is a realistic campaign, more in the line of working with Counter-Terrorism Units rather than chasing aliens or the supernatural. Play this one gritty and tough, and let the dice fall where they may.

Alien Factor: None

Conspiracy Factor: Low

Horror Factor: None

Occult Factor: None

Technology Factor: Low

Spy vs Spy: International Spy Craft

Agents deal with global and international affairs as a matter of course, with a bit of panache, a glib tongue, a pistol and the timely use of high-tech gadgetry. This one plays like the Cold War, with exotic locations, global contacts and many agencies fighting to protect their own, further some secret agenda, or create a New World Order. Aliens and the supernatural do not exist, but wheels within wheels should keep the agents quite quite busy.

Alien Factor: None

Conspiracy Factor: High

Horror Factor: None

Occult Factor: None

Technology Factor: Moderate

MAKING OBLIVION YOUR OWN

The Company Line is the default campaign style for official **Reality Blurs** materials, but we provide a lot of tools for customization. Whatever campaign style you decide upon, whether a category listed above or one of your own creation, remember it will have a cascading effect moving forward on character development as well as the relative powers of other organizations.

For example, Jim is going to run his campaign using *The Company Line*. This opens his games up to everything from global conspiracies to alien abductions to supernatural creatures and magic (or a mixture of these various elements).

Later on, Jim decides he wants to run a campaign of his own creation called *Chariots of the Gods*. He wants it to have a lot more aliens and access to magic than *The Company Line* as well as less Horror and more limited access to Technology for his players. He needs to carefully consider how this changes the dynamics of the various shadowy organizations and the players' expectation. Once these elements are assessed, he's ready to go.

TOOLS OF THE TRADE

Running a mission is often an exercise in controlled chaos. The objectives often start out clear, but things frequently go sideways. This section offers up some insight and advice on creating and managing missions for Directors of all experience levels.

MONSTROSITIES

Generally, in graphic novels, books and movies, monsters are kept out of scenes, only being alluded to indirectly. The protagonists discover clues and unravel mysteries, and only as the bodies are beginning to pile up do they actually realize what is going on. Recent movies, however, reflect the modern sensibility that this is old hat. We've seen things like that. We've read things like that. In other words, been there and done that. Today's audience demands a bit more out of their entertainment and you're no exception. Your players will have a level of expectation that is your responsibility to meet. What to do? Don't keep them guessing. Give them something early on to get them engaged and their blood pumping. If nothing else, a good fight scene early on does wonders for morale. Capitalize on the action aspect of *Agents of Oblivion* as appropriate, and make it a minor yet memorable threat that will keep them guessing as to what really lies below the surface of the mission. Don't forget, mankind can be just as monstrous as anything else the heroes encounter, if not more so.

NOVEL APPROACHES

Every good story has a beginning, middle, and end, and your adventure should be no exception. Think back to the most satisfying games you've played and your favorite movies. After you get past the glitz and the glamour, you should find a compelling, intrinsically logical underlying story. If you are flipping through this book and come away with nothing else, please remember the following: every good adventure needs to not only have a beginning, middle and end, but the story must hang together well and have an intrinsic logic. Note: when we say intrinsic logic, we do not mean fanciful elements are not included. In fact, in *Agents of Oblivion*, they are part and parcel of the experience, but the elements must work together in a fashion that is eventually evident to your players.

However, you may decide to have a mission where the agents must investigate the sudden disappearance of a number of homeless people in a rundown neighborhood, and you have decided that Oblivion and Pandora are working together. This doesn't agree with the *Agents of Oblivion* canon, but is certainly not forbidden, as long as your storyline provides some sort of inherent logic to their relationship.

Always remember if the heroes (and hence the players) never have any possibility of discovering your well-thought-out logic for these things, you're better off not wasting your time coming up with them in the first place. These elements shouldn't have to be explained after the game; they should be revealed during the game and serve to advance the mission and reveal more of your vision. In our vampire and werewolf love story, things should be discovered. A newspaper article can reveal a headline that claims a newlywed slays his wife in a jealous rage and his whereabouts are unknown. Heck, if the characters think they are going after a homicidal maniac, think of the surprise in their eyes when they learn more. During the course of the investigation, someone can hear the husband has committed suicide, and when the characters go to the morgue to confirm his identity, the body is missing. Certainly you can see where this story is going and fill in the blanks for yourself. Intrigue and revelations interspersed with action and new intrigues are part and parcel of *Agents of Oblivion*, and the players themselves should be driven by a desire to find out what happens next, even if this is a high stakes game they are playing.

R A N D O M T H I N G S H A P P E N

Dashiell Hammett once wrote whenever he got his main character stuck in a book and didn't know what happened next, he'd have somebody come in shooting, and then he'd have to figure out why that guy chose that door to kick in, or why he was gunning for the hero. Essentially, this author developed a useful technique for the Director: keep the story moving! Don't be afraid to throw something random into the mix and figure out why it, or they, are involved in the story between missions or sessions. Listen to your players. Often their idle speculation and conjecture can create the glue that was eluding you to begin with, and you can introduce that into the mix in a future session. Letting players think they are ahead of you is a surefire way to keep them coming back to your table, and it also lulls them into a false sense of security. Sure, key off them from time to time, but don't overdo it or they will, in fact, catch on to you, and then you're really in trouble. The introduction of random events reinforces verisimilitude and allows you to liberally intersperse red herrings and facts with no one the wiser, which brings us to our next topic.

KEEP THE STORY ON POINT

Today, there is much ado about railroading the characters versus allowing them a sandbox experience. Happiness lies somewhere in the middle. No one wants to be forced to follow a linear path. Gaming is about escapism, and too many of us already have to follow a set routine in our day-to-day lives. But let's face it — a sandbox doesn't have much point to it, does it? To the sandboxists out there, we admit that playing in certain sandboxes can be fun and fascinating, but at the end of the day, we crave a story and direction. We want to find out what happens next. Where does this golden middle ground lie? For the sake of discussion, let's call it a framework environment. The framework provides plenty of potential for conflict and intrigue, and contains ample story seeds that can be introduced as desired. *Agents of Oblivion* at its basic level does lend itself quite well to the linear path, the path of the railroad. You get a mission and go through the steps to bring it to a clean-cut conclusion. However, the trick is to provide the characters with opportunities to discover things at their own pace and discretion. You have the set pieces, certain events that need to take place no matter what, and these are the lynchpins uniting your entire story. When elements don't directly impact the course of the mission, be generous. Does it matter if the characters take a jet or a private helicopter to the island? If it doesn't, then let them decide. If your story requires they meet Mr. Black on the plane, then tell them there are no choppers available. By saying yes to your players more often than not, you'll get a fine reputation as an amiable gamer, plus they'll be more willing to have their characters trust you, which is what you want.

As the Director, your primary responsibility is to be the eyes and ears of the characters. You describe what they see and hear (along with the other senses, which we'll address shortly). As such, you have the power to intone and direct their attentions to certain things. Sometimes you want this to be quite obvious such as, "You are certain this is the necklace Ms. Scrimshaw was wearing when she disappeared." Sometimes you want to provide a leading question "Now how could this necklace possibly be in the basement when it was locked, and there is no other way out of here?" Finally, you want to include a red herring or reduce the importance of a key clue: "The basement is dank and cold and smells vaguely of ammonia...the light bulb is burned out, but your flashlight reveals amidst the cobwebs and the half-fastened, rusting shelving, a necklace that must've been there for months, a shovel leaning against the door jamb with fresh dirt, and a spiral-bound notebook that appears to have been recently used, as it is not covered with the heavy layer of dust that covers everything else..." Which clue is true? I leave that choice to you.

Be cautioned, however, to not let the story become entirely derailed. Funny, isn't it, how many gamers don't like being railroaded, but they hate a game session being derailed even more? To keep your story on track, it is often essential the characters find certain clues, or at least the information the clues would give them, somehow or other. If your whole adventure hinges upon them finding the diary of Alice Young, try to seemingly blend it into the storyline. (If something is this crucial, however, revisit your mission outline and insure it is provided to them in the mission-briefing phase.) Did they miss the diary in the first scene? Well, have the Pandoran they just killed fumble it out of her pocket as she collapses. How did she get it? What is it? These questions just add to the web of intrigue you're trying to spin. With *Agents of Oblivion*, this can be easily handled by support staff phoning or texting the characters some key bit of information, but the downside of this tactic is, if overused, everyone knows they are just going through the paces and their choices don't really make any difference. The choices made by the players should always make a difference.

CHOICES MAKE A DIFFERENCE

Heroes are the puppets on the stage with their strings being pulled by the players. You're the stage manager, and while you may direct, admonish, admire, and cajole their efforts, you should not be touching those strings, at least not where they can see you. Rolling behind the screen and fudging numbers here and there in their favor is a longstanding tradition among gamers, but the big choices, the critical ones, should always fall squarely on the players' shoulders. If they opt to do something you find utterly foolhardy, ridiculous, or potentially lethal, set the difficulty and let them give it their best shot. Bennies exist for a reason. Situations do arise that have nothing to do with die rolls, but entirely with the roleplaying experience, and, let's face it, sometimes those decisions are just plain wrong. If the heroes' mission is to explore a cave system to gain intel, with express orders to avoid any hostiles and not engage if possible, and you've got a headstrong player who revels in random acts of violence, you're not responsible if he goes barreling into a crypt full of ghouls. Certainly, you've set the stage, but you've gone so far as to explicitly caution the entire group. It's up to him and his fellow agents to keep him alive and on point. However, you should be nice enough to at least give him the opportunity to snap the neck of a lone ghoul. You owe him that much.

DESIGNING A SOLID MISSION

The elements of a good mission have been discussed above, but now we're going to give a nice punch list to keep you on track and to enable you to ensure it's solid enough to withstand your players beating on it a bit. If your eyes haven't been opened, they are about to be. Crafting an adventure can be a bit formulaic, but as with a recipe, you don't have to include everything here. However, certain ingredients are critical. Combine those, and season to your taste and that of your group. Just as two chefs can share the same recipe, the results are not necessarily the same, so take care and master your craft.

The three key components of any mission (or adventure for that matter) are: an action, a location, and a plot complication. This is at the simplest level, but you'll soon find it is enough to create a stimulating afternoon of adventure. Let's run through a practical example to give you an idea of what we're talking about.

First off, the heroes will be required by the agency to perform some action, typically involving a person or thing, such as kill the Pandorans or retrieve the Seal of the Lost Oni. Let's settle on the adventure being a retrieval mission.

Next, the characters need a location. Let's say they have to go to Paris. This is no complication, as they are jet-setting agents, and it just provides a bit of flavor for the story.

For the plot complication, let's bring the Pandorans back into the mix and say they are racing to get the Seal as well. We've just created conflict. Both sides cannot have the Seal.

Putting this all together (and embellishing a bit) we get the following: an archaeological team digging in the Catacombs beneath Paris reports the discovery of a strange jade seal moments before a tunnel collapse forces them to flee. Oblivion has determined it is the Seal of the Lost Oni, a Japanese artifact of great antiquity and power, and it must be retrieved before it falls into the wrong hands. During the course of the mission, the heroes discover the Pandora Institute also seeks to possess the object. By adding in a few odds and ends, keying off your group's hindrances, you can flesh out and flavor the adventure even further.

AGENCY WORLD VIEW

While Oblivion and Pandora are perhaps the largest and most powerful of the world's agencies, they are not alone. This section provides some basic details on various organizations from around the world. Some may be allied or prove beneficial to Oblivion operatives, but most have their own agenda and often are at odds with Oblivion's goals. Many of these groups may not fit into every campaign, and each should be modified as necessary to work within each individual campaign. Some of these groups are based on actual organizations, some are not. Some are highly ethical with noble goals to save or protect humanity, but others care only for power or furthering their own devious, arcane, or even murderous goals.

Each agency has been given a Factor Rating of *None*, *Low*, *Moderate*, and *High* to describe the various Factors (Alien, Conspiracy, Magic, Horror and Technology: see **Campaign Archetypes**, p. 108). These factors are based on how the particular group interacts with *The Company Line*.

None means this agency has nothing to do with that Factor.

Low means there is some contact or belief in the Factor, but it is not a primary focus of the agency.

Moderate means there is regular contact or involvement with the Factor.

High means the agency is largely and daily involved with aspects of the Factor.

Finally, we have included Influence, which is a rating of how influential the agency is in world affairs and how powerful they are.

Low indicates influence within a limited area (such as a nation or region.)

Moderate indicates a sphere of influence extending across a group of affiliated nations or across a continent or hemisphere.

High indicates an international power rivaling small or moderate nations.

For example, if an agency is rated *Low* for the Conspiracy Factor, then it is probably a more mundane government agency mostly involved in government and corporate securities and plots than in creating a secret New World Order to usher in the reign of some great demonic spirit. If an agency is rated at *High* for the Magic Factor, then it uses magic daily and with great power. The Technology Factor also indicates how much technology is available to the agency, so a *High* rating means very advanced and oft-times alien technologies, while a *Low* rating means very little technology is in use by their agents. These are meant to be broad guidelines for your campaign and may be changed as the Director requires or the campaign dictates over the course of play.

A F R I C A

Eye of Ishu

The Eye of Ishu, based in Swaziland, is a dark cult using every means at their disposal to further pain and suffering in the world. Ishu-Made-Flesh, their leader, carries a dark staff of curious design tipped with a black crystal skull. He is said to be a thousand years old and holds the secrets of the world.

Alien Factor: Moderate

Conspiracy Factor: Low

Magic Factor: Moderate

Horror Factor: High

Technology Factor: Low

Influence: Low

Agenda: Ishu plays all sides against the middle and is distrusted by one and all, but his minions span the most remote points of the planet. Born with a strong psychic gift, the villagers considered him possessed and left him in the caves to die when he manifested his ability at age eleven. Anger rose in the boy, awakening the long dormant spirit of an alien who had been buried in the caves centuries ago. The disembodied voice drew him to a strange, coffin-like capsule containing the cryogenically frozen alien. Ishu placed his hand upon the release mechanism when dark images flooded into his mind, twisting him forever into a misshapen, deathly image. Ishu opened up the capsule and, having no weapons, bit the alien's throat out before it could return to life. He swears its blood gave him the strength to survive, and he took its skull, the black crystal skull, as a souvenir and constant reminder of the alien threat. Ishu-Made-Flesh has attracted powerful people seeking a dark path, but his goal is noble, if misguided. Ishu does evil things to root out hidden, underlying evil, and destroy it.

The Muti

This group of mystics began with the Zulu tribe of Africa, but their bizarre, arcane, and murderous beliefs and traditions have now spread across Africa and into Europe, as followers of the Muti seek ultimate power over the Earth. Muti, a name symbolizing black magic involving the ritualistic sacrifices of children, represents the oldest magic used by mankind, with its origins going back before the Neolithic times of Africa.

Followers may gain great physical abilities, including inhuman strength, speed and immortality, by sacrificing children, ritual cannibalism, and burning of various body parts. The Muti sorcerers are the very worst kind, and though it began as a Zulu tradition of magic, it has spread to many who seek these great abilities.

While not organized, practitioners of the Muti are very secretive and rarely share their practices and rituals. They are very dangerous enemies, who are capable of the greatest atrocities.

Alien Factor: None

Conspiracy Factor: Low

Magic Factor: High

Horror Factor: High

Technology Factor: Low

Influence: Moderate

Agenda: A mystic cabal seeking power through arcane rites and rituals. Each Muti mystic often has his own agenda and minions.

The Spirit Masters (The Jnun)

Under the watchful eye of the Revealer, the Jnun, as they call themselves, profess to be masters of the spirit world. They frequent the cemeteries and high mountains of their land, often in ritual prayer.

Alien Factor: High

Conspiracy Factor: Moderate

Magic Factor: High

Horror Factor: High

Technology Factor: Low

Influence: Low

Agenda: The Jnun, the Spirit Masters, maintained their long vigil awaiting the return of their teachers, the Greys. In the Greys' absence, the Jnun developed a spiritual connection to the Talus—great ancient spirits, who have whispered great secrets of time and space into their ears, granting them immense power. Pandora is allied with the Jnun. Though fearful of power rivaling its own, the Jnun realize strength lies in their devotion to the Talus. Though once good, it has been long corrupted.

AMERICA, CENTRAL

The Lizard House

The Lizard House is the primary cult of the Lacandon, an ancient Mesoamerican people of Mayan descent who were never conquered by the Spanish. Under the auspice of Abelinda Guerrero, their leader, they live in relative peace and prosperity in the Lacandon Jungles in southwest Mexico. Their symbol is a red hand.

Alien Factor: Low

Conspiracy Factor: Low

Magic Factor: High

Horror Factor: High

Technology Factor: Low

Influence: Low

Agenda: In ages past, the villagers prayed and made blood sacrifices to be spared from the wrath of the Spaniards. A group of reptoids camped nearby smelled the fresh blood, and sensing their pleas, came among them and granted them their protection, scaring off the invaders forever. In return, the villagers built the Lizard House, a temple home for their guests. Though now deserted by their hosts, Abelinda, the leader of the Lizard House, has spent her lifetime deciphering the glyphs and has unlocked the secrets of power. Again, invaders come, only now instead of bearing muskets and swords, they bring bulldozers and blueprints. She knows the summoning rituals and is certain the elders know sacrifices must again be made to save their society.

Wind and Night (Yoalli Ehecatl)

Located in the northern region of Belize on the Yucatan Peninsula, the Yoalli Ehecatl is led by Baak ("bone" in Yucatec Mayan). He is a well-groomed, educated, native of the region who attended university abroad at Cambridge, earning advanced degrees in mathematics and philosophy. Amassing wealth in Silicon Valley through his revolutionary breakthroughs, Baak retired at forty to his homeland. Now, he runs Yoalli Ehecatl, a private task force for hire.

Alien Factor: Low

Conspiracy Factor: Moderate

Magic Factor: Low

Horror Factor: Moderate

Technology Factor: Low

Influence: Low

Agenda: Wind and Night is the last bastion of hope for Central America. Baak, a former Oblivion operative, took the fortune he made in his former life to set up a training compound in the Yucatan Peninsula for gifted individuals. On the surface, he runs a rigid military complex, a mercenary unit considered among the toughest freelance groups in the world. The money it generates is poured into supporting his students, combating the dark horrors abroad in the world, and figuring out the puzzle pieces left among the ruins by alien visitors.

A M E R I C A , N O R T H

Central Intelligence Agency

The C.I.A. is a covert American government agency tasked with gathering intelligence from all over the world to protect American interests and advise the U.S. military as needed.

Alien Factor: Low

Conspiracy Factor: Moderate

Magic Factor: None

Horror Factor: None

Technology Factor: Moderate

Influence: Moderate

Agenda: The C.I.A. is tasked with monitoring and reporting on various threats to American sovereignty and government interests and to advise the President, Congress and the Pentagon on the current, ever-changing political, social and economic status of the world.

Oblivion

An agency devoted to fighting supernatural, paranormal and terrorist threats to mankind.

Alien Factor: Moderate

Conspiracy Factor: Moderate

Magic Factor: Moderate

Horror Factor: Moderate

Technology Factor: Moderate

Influence: Moderate

Agenda: Headquartered deep beneath the Pentagon in the Abyss, Oblivion receives much of its funding through the U.S. Air Force and often works with North American and European governments to overcome threats to humanity.

Tong

A criminal group of Chinese descent found in most large American cities. This is a very powerful organized crime group with extensive ties to various American and Asian gangs and agencies.

Alien Factor: None

Conspiracy Factor: Low

Magic Factor: None

Horror Factor: None

Technology Factor: Low

Influence: Low

Agenda: The Tong have grown in power over the last hundred years and are often hired for various criminal activities by mega-corporations, wealthy industrialists and small nations looking to steal secrets, technology or information.

A M E R I C A , S O U T H

Children of Inti

The Children of Inti is a secret affiliation located in Cusco, Peru dedicated to the preservation of Machu Picchu. They count many local villagers, tour guides, and hostel workers in their number.

Alien Factor: Moderate

Conspiracy Factor: Moderate

Magic Factor: High

Horror Factor: Moderate

Technology Factor: Low

Influence: Low

Agenda: The Children of Inti maintains a vigil against the rising tide of darkness. Some of their number have repelled alien incursions in the past and their calendars speak of another wave in 2012. Their devotion bestows upon them mystic abilities enabling them to eliminate most supernatural threats. From time to time, they contact Wind and Night for aid. Salsipuedes, their greatest enemy, avoids direct conflict with them, knowing the power reservoir Inti has at its disposal.

Salsipuedes

Based out of Montevideo, Uruguay and along the Rio de la Plata, the Salsipuedes is a criminal organization specializing in sea robbery as well as outright piracy. They generally prey upon the wealthy tourists frequently traveling the coastline throughout the Uruguyan Riviera. Sangre Palmera, their leader, is a ruthless man known for his iron discipline. The name translates to “get out if you can” and is a not-so-subtle reminder that membership is for life.

Alien Factor: High

Conspiracy Factor: Moderate

Magic Factor: Moderate

Horror Factor: Moderate

Technology Factor: Moderate

Influence: Moderate

Agenda: Salsipuedes works to fulfill the dark plan of the Rephaim, unholy aliens who work to subjugate the planet and its people. Sangre Palmera, a former Oblivion operative, defected to the organization over twenty years ago. Now under his direction, Salsipuedes has infiltrated over half of the 1,200 occult centers in the country. They regularly recruit new psychic talent from these centers, making them one of the most dangerous threats to humanity, just behind Pandora.

ASIA, EASTERN

Chapsin

Dating back to the Three Kingdoms, the Chapsin is a secret organization of scholars and philosophers. Currently headquartered in Seoul, South Korea they have cells throughout North Korea as well, and keep an eye on the future as well as the past. They are known as the Guardians of the Land.

Alien Factor: Low

Conspiracy Factor: Low

Magic Factor: Low

Horror Factor: Low

Technology Factor: Low

Influence: Low, but is Moderate in relation to Information and Knowledge

Agenda: Chapsin has stayed true to its roots as information gatherers. They have a longstanding vow of noninterference in worldly affairs and send their agents out to record and document their findings to further increase their storehouse of knowledge. Despite their strict screening policies, agents are only human and some have succumbed to what Chapsin calls the “Great Struggle” between Oblivion and Pandora and have defected to these outside agencies. These agents are red-listed in the records, and, as such, are subject to being treated with extreme prejudice if encountered by active agents of Chapsin. Depending on their previous position, this could range from being ignored to aggravated assault to immediate execution.

PLA, MSS, and the 2nd Intelligence Department

The Chinese Intelligence service has several departments. China's main intelligence agency is the Ministry of State Security (MSS). This Communist dominated intelligence community focuses on political espionage within China and on Chinese citizens. It utilizes spies, electronic communications, and remote signaling to achieve its goal of protecting China's national interests, and it often targets businesses and factories in the United States and Europe to carry out their industrial and economic espionage activities.

Chinese military intelligence has several operational departments. The People's Liberation Army (PLA) maintains intelligence, counterintelligence, and security forces for the Chinese government. The 2nd Intelligence Department of the PLA focuses on foreign intelligence and espionage against other nations and often works with the MSS to gather industrial, economic, scientific, and technological secrets.

Alien Factor: None

Conspiracy Factor: Moderate

Magic Factor: None

Horror Factor: None

Technology Factor: Moderate

Influence: Moderate

Agenda: China is currently experiencing a great growth of nationalism, and continues to control most of East Asia.

Two Mirrors

With offices in Beijing, China and Tokyo, Japan, Two Mirrors is a centuries-old arcane society that has transformed from its original roots as an occult group into an economic powerhouse, a Chinese-Japanese alliance. Key governmental officials and high level businessmen are members of this secret organization.

Alien Factor: Moderate

Conspiracy Factor: Moderate

Magic Factor: Moderate

Horror Factor: Low

Technology Factor: Moderate

Influence: Low

Agenda: This cult started out as the Scattered Samurai over 1,400 years ago. They developed from their humble beginnings to form Two Mirrors in 1543 after first encountering Westerners. In the subsequent centuries, they have staved off attacks both alien and arcane, and developed a system of psychic communication via their sacred silver mirrors. While most of their members serve as watchful eyes, the majority of active agents are trained in the sacred rituals of cleansing and warding. They protect the Japanese islands and Mainland China, and generally cooperate with Oblivion agents from abroad, providing things such as general guidance, amenities, and equipment.

ASIA, SOUTHERN

The Five Buddhas (Sri-Lanka)

Informally known as the Wisdom Brothers, the Five Buddhas are called by the honorifics of Om, Hum, Trah, Hrih and Ah. They operate a widespread network of agents beyond the isle into Burma and India as well.

Alien Factor: Moderate

Conspiracy Factor: Moderate

Magic Factor: Moderate

Horror Factor: Low

Technology Factor: Low

Influence: Low

Agenda: Five Buddhas began when a group of monks encountered a dying alien race in the mountains in 758 A.D. and were charged with preparing the earth against the coming of the Forgotten Ones, an ancient eldritch race intent on the destruction of humanity. They were given the means to prepare for the eventual confrontation with a series of metal tablets called the Key to the Universe, that were, in fact, a set of Akashic records detailing advanced weaponry as well secret power words. Over the centuries, these tablets have decayed and corroded, leaving the oral traditions of the brotherhood to rely upon their extensive scrolls, charms, and devices they have built to prepare for the inevitable shadow war.

The Lotus Circle (Tibet)

Driven deep underground by the Chinese invasion in October of 1950, the surviving members of the Lotus Temple reemerged a year later to return to their mountain stronghold with a renewed sense of purpose.

Alien Factor: None

Conspiracy Factor: Low

Magic Factor: Moderate

Horror Factor: Low

Technology Factor: Low

Influence: Low

Agenda: In the caves, the Lotus Circle discovered a mystical device, what they came to call the Soul Breaker. It took one's soul out of their body and returned it, changed. Similar devices were discovered by Russia and the UK, but the masters of the Lotus Circle were already accustomed to out-of-body experiences and were soon able to master the device. They placed it in their hall of enlightenment and use it for their more advanced students to make them agents they send to battle against the darkness.

ASIA, WESTERN & THE MIDDLE EAST

al'Qaeda

A militant, Islamic terrorist group founded in the late 1980s. It is a multinational, fundamentalist Sunni movement with a great deal of instability resulting from a recent vacuum in leadership.

Alien Factor: None

Conspiracy Factor: Low

Magic Factor: Low

Horror Factor: Low

Technology Factor: Low

Influence: Moderate

Agenda: al'Qaeda has operatives throughout the Middle East and many sleeper cells in the Western nations. They believe in a Christian-Jewish alliance to destroy Islam, and have launched Jihad (Holy War). Comprised of fanatics and extremists, they are known to use suicide bombers to commit acts of violence and terrorism, and to spread the seeds of chaos amongst those they consider the enemy. They have no compunctions against killing civilians to further their goals.

The Key and the Cup

After the Knights Templar was officially dissolved by the Council of Vienne in 1312, the most fervent members established the Key and the Cup. This secret society is named for its most prized possessions, the Ring of Solomon and the Holy Grail, which stay with the Grand Master at all times. They have fabulous resources and are a worldwide network of powerful men and women who typically maintain a low profile. The Hidden Temple, their headquarters, is in Jerusalem.

Alien Factor: None

Conspiracy Factor: Moderate

Magic Factor: High

Horror Factor: High

Technology Factor: Low

Influence: Low

Agenda: The Key and the Cup is an active order of mystic warriors dedicated to the cause of good. However, two artifacts in their possession are contrary. Solomon's Ring, the key to controlling demons, is a powerful item enabling its wearer to summon and control demons. The Grail restores purity to the body and soul of the drinker. These two items are used solely by the Grand Master, generally only in dire times. The summoning of demons enables the Key and the Cup to learn many secrets, both mystical and mundane, while the Grail can restore the dead to life, as well as eliminate any corruption possessed by the drinker.

The Midnight Society

Using a golden scarab as its symbol, the Midnight Society is an ancient cult dedicated to piercing the veil between life and death. The title of Kephri is an honorific bestowed by the Anubis, the cult leader, to the Society's most powerful members. Their members are scattered throughout the world, though they are headquartered beneath the sacred site of Saqqara south of Cairo and West of Memphis.

Alien Factor: Moderate

Conspiracy Factor: Moderate

Magic Factor: Moderate

Horror Factor: Moderate

Technology Factor: Low

Influence: Low

Agenda: The Midnight Society has battled evil for eons. They were pivotal in repelling alien invaders millennia ago and have dealt with many subsequent threats of varying origins. Ultimately, they believe all evil is but one, and they call this Set. They feel battling demons and aliens is all just varying facets of the same source, and seek to destroy it in all its manifestations. They are simultaneously amused and accepting of the newest incarnation of Oblivion and continue to support them in their struggle against Pandora.

The Mossad (Israel)

The Mossad is the Institute for Intelligence and Special Operations and serves as the national intelligence agency of Israel. "Mossad" is the Hebrew word for Institute. The Mossad is responsible for collecting information and conducting covert operations that include carrying out paramilitary activities. The Institute reports directly to the Prime Minister.

Alien Factor: Low

Conspiracy Factor: Moderate

Magic Factor: Low

Horror Factor: Low

Technology Factor: Moderate

Influence: Moderate

Agenda: The Mossad is on constant vigil for any threats against Israel and believes in the "first strike" against such threats. They are highly trained professionals, and the Institute is broken into several branches. The Collections branch is responsible for overseas espionage and their field officers are known as Katsas. The Political Action and Liaison branch works with allied foreign intelligence services. The Special Operations branch, the Metsada, is involved in paramilitary strikes including assassinations, sabotage and psychological warfare.

EUROPE, EASTERN

Fenris (Poland and Czech Republic)

Fenris is an Eastern European splinter group of old school Oblivion agents who believe Oblivion has grown too soft and focused on more mundane matters to deal with the bigger picture. They prefer intimidation over persuasion, and their highly trained field agents are typically solo operatives or teams of two.

Alien Factor: Moderate

Conspiracy Factor: Moderate

Magic Factor: Moderate

Horror Factor: Moderate

Technology Factor: Low

Influence: Low

Agenda: Fenris is obsessed with the alien threat present in the world to such a degree they have allied themselves with the Moonstrong, a confederation of lycanthropes. When sent on a mission, they are teamed in pairs; a field agent, referred to as “the handler”, and a lycanthropic agent called “the wolf.” The wolf is an agent who has undergone lycanthropic infection to better battle alien presences. However, they go out of their way to protect innocents and will not back down from a confrontation with the supernatural, considering these incidents as ways to refine their skill sets and possibly discover useful tools in pursuit of their overarching purpose. It is estimated twenty to forty percent of the field agents are wolves. They are adversarial with Oblivion, despise Pandora, and have a strong affiliation with Wind and Night.

The Hand of Rasputin and the Novykh Startsy (The New Spiritual Leaders-Russia)

Parallel with Putin's rise to power, the Hand of Rasputin gained control of this small, innocuous, group and begin to reshape and revitalize their number. Once only fifty members strong, soon it grew to five hundred and beyond. The exact count of active members is unknown. The Hand of Rasputin is said to be comprised of elite agents awakened through various experimentations in the "chair" back in the 1950's. This exposure to alien technology has left them warped and extremely dangerous. Many of them also served in the KGB and spearheaded some of the research into psychic phenomenon. Scientists were excited, but soon learned some of these men claimed to have been contacted by the legendary Rasputin himself. Dismissing this as some bizarre phenomenon, they sought to discontinue the work, but by this time the powers in control were able to direct the process. Scientists were purified and brought into the fold. Novykh Startsy promises new hope for the people under a New Age of Purity and Imperialism. Regrettably, the people in Russia are hungry for this and are responding favorably. They are at odds with both Oblivion and Pandora, viewing them as dangerous for different reasons. The agenda of Novykh Startsy, aside from their apparent altruism, remains a mystery. One thing is known: penetration by Oblivion and Pandora has met time and again with failure.

Alien Factor: Moderate

Conspiracy Factor: High

Magic Factor: Low

Horror Factor: Low

Technology Factor: Moderate

Influence: Moderate

Agenda: The Startsy have had access to various alien technologies and control Russia's advance teams to alien crash sites and life forms. Russian scientists working for Startsy are constantly attempting DNA restructuring and resequencing to achieve a "super-soldier," and many of the leaders of the Startsy want Russia to once more become a superpower and to return their nation to greatness. One of the mottos of the agency is "To be respected, you must be feared." Startsy is very nationalistic and dangerous, supporting politicians who have similar beliefs. They have access to military bases and equipment and have converted many in the Russian Military High Command. They often use subterfuge and terrorist type actions to control gas and oil prices and are planning on making billions with the opening of the new Siberian pipeline.

While they are often at cross-purposes with Oblivion and Pandora, they consider their biggest threats to be the Chinese government and Two Mirrors.

SVR (Russian Foreign Intelligence)

The successor to the Soviet KGB, the SVR is Russia's primary intelligence agency and is responsible for gathering intelligence and conducting espionage missions outside of the Russian Federation. They often work with the GRU, which is the Russian Military Intelligence branch.

Alien Factor: Low

Conspiracy Factor: Moderate

Magic Factor: Low

Horror Factor: Low

Technology Factor: Moderate

Influence: Moderate

Agenda: The SVR has all the KGB files and access to secret data from the Cold War, including alien technology, psychic research, and more. The Russian President can issue any secret orders to the SVR without asking the Duma for permission, thereby making it a very powerful and deadly organization.

The Vihar

The Vihar ("Storm" in Hungarian) is a secret gypsy society dating back over five hundred years and formed by twisted Garachi who were driven out of their homeland under suspicion of cannibalism and worse. Intermingling is rare among these people, and their dark cast and strong features lend them an exotic beauty. When in public, they dress in appropriate attire, belying their roots.

Alien Factor: None

Conspiracy Factor: Low

Magic Factor: High

Horror Factor: High

Technology Factor: Low

Influence: Low

Agenda: The Vihar are a corrupt lot who worship the Forgotten Ones and prepare for the day their masters will come. They have strong and powerful magics, handed down through an oral tradition, and many of the elders know how to prepare mystical charms and potions, though they are tainted and polluted to outsiders. They possess the physical abnormalities of four toes and webbing between their fingers, but otherwise are quite striking. Pandora works with them occasionally, but they find their strange mannerisms and habits off-putting even by their standards.

EUROPE, WESTERN & NORTHERN

Agrona (Goddess of Strife and Slaughter-Ireland)

One of the most ancient societies in existence, Agrona is a primal cult adapting to the times, but adhering to their principals of war, dissension, and slaughter. Operating under the direction of the Morrigan, their supreme leader, Agrona revels in bloodshed. Their agents comprise the most diverse members, ranging from the intellectually cold and distant to the most maniacal lunatics on the planet. They regularly stage asylum break-ins to increase their numbers and have sophisticated brainwashing techniques to bring people into line.

Alien Factor: Moderate

Conspiracy Factor: Low

Magic Factor: Low

Horror Factor: Low

Technology Factor: Moderate

Influence: Low

Agenda: Agrona are modified humans who were gifted by aliens in ages past with tools to withstand the horrors they must face in dealing with the Forgotten Ones. Over the ages, they were corrupted and changed by the alien artifacts, yet always adhered to restricting their bloodlust to fighting off the dark world. As time passed, hunting grew scarce, but their warlike instincts did not diminish, and they found natural outlets in combating other tribes, other peoples. This continued until they were nearly extinct, and then a great Morrigan rose up among them and saved them from themselves. Now, the Morrigan is chosen from among their strongest and wisest, and they are scattered about the world, killing evil when they can and others when they must. They are unpredictable allies and remarkable adversaries, distrusted by any organizations, for no one knows when bloodlust might seize an Agrona.

Astrum Arentum

In 1898, the diabolist Aleister Crowley joined a coven of sorcerers led by MacGregor Mathers known as the Golden Dawn. Here he explored the depths of diabolism and magic, eventually becoming greater than Mathers. The coven subsequently split, and Crowley's faction became known as the Astrum Argentum.

Alien Factor: None

Conspiracy Factor: Low

Magic Factor: High

Horror Factor: High

Technology Factor: Low

Influence: Moderate (well-placed, powerful, politically minded followers)

Agenda: To protect the secrecy of the organization, new members only know their immediate superior and those they were responsible for recruiting. The organization continued after Crowley's death and is devoted to recovering and

controlling all arcane items and books to further their own powers over the Earth. Crowley also established the OTO (Ordo Templi Orientis) of the Illuminati (see **The Illuminati**, following), but this was to gain political power, as the AA gained him spiritual power. Some followers believe he is not dead, but risen in another form and even today rules the AA.

The Bilderberg Group

The Bilderberg Group is a secret society of Western civilization's greatest thinkers, bankers, and power brokers that has been meeting for the past fifty years. It is rumored to have begun to help combat the spread of Communism in the early 1950s, but many today believe they actually attempt to control the fate of the world's markets and wars from behind closed doors.

They meet four days a year in the world's greatest five-star hotels and include powerful political leaders, business magnates, bankers, military advisors and high-tech industrialists.

Every year an elite committee selects one hundred people to attend the annual meetings, inviting one conservative and one liberal voice from every Western nation. Their discussions are kept secret, and attendees pledge not to divulge any information to the public.

This exclusive group manages Western politics, markets and wars using their vast fortunes and influences to advance their hidden agenda. Many of the members have their own private police forces (advanced security personnel), spies, and assassins and may be deadly adversaries.

Alien Factor: High

Conspiracy Factor: High

Magic Factor: Low

Horror Factor: Low

Technology Factor: High

Influence: High

Agenda: The Bilderberg group has vast knowledge of the Alien threat, as well as many top-secret labs and developments, as its members control many of the industries and technologies that together are forming the political, social, and technological landscape of the 21st Century.

They oppose any threat to the market or their own power and prestige and have been known to cause and control wars such as those in Vietnam, the Persian Gulf, and Serbia in the late 1990s, and the recent Iraqi conflict. They are anti-Communist and have undertaken secret operations and assassinations at various times in the past fifty years.

The Illuminati

This secretive group was founded on May 1, 1776 in Ingolstadt (Upper Bavaria). It was eclectic group of Freemasons, diabolists, and humanists, and their goals were to stop the power of the Catholic Church and to control world politics. At first they were opposed by many of the rulers of Europe, especially the Lords of England. They supported the American Revolution and brought many of the great American patriots into their fold, growing many branches around the world. They were behind the democratic revolutions in France, and later, the fervor that swept through Europe in the 1840s.

Alien Factor: Low

Conspiracy Factor: High

Magic Factor: Moderate

Horror Factor: Moderate

Technology Factor: Moderate

Influence: High

Agenda: The Branches have grown in power over the years and have developed their own methods and rituals, including the (OTO) Ordo Templi Orientis created by Theodor Reuss and the diabolist Aleister Crowley in England. The U.S. branch is the Grand Lodge Rockefeller, and the Orden Illuminati are based in Spain.

Several members are also involved in the Bilderberg Group, and some wonder where their allegiances truly lie. While the Bilderberg Group attempts to stop Communism and control world markets and politics, the Illuminati have more diabolical and subversive plans for the world, desiring to make their own members more powerful and influential in the coming Fourth Age of Man. Their libraries are the most extensive and arcane, giving them access to great and demonic powers.

The Infinites (United Kingdom)

The Infinites are one of Oblivion's oldest modern allies. Forming shortly after World War I and consisting of a handful of Awakened, the group managed to go underground in the wake of the world's growing discontent for such exceptional individuals. They actively recruit those with mutagenic and altered DNA systems and have come close to waging an all-out war with the L'Heurtasse.

Alien Factor: Low

Conspiracy Factor: Low

Magic Factor: None

Horror Factor: Low

Technology Factor: Low

Influence: Low

Agenda: To find and protect anyone with mutagenic and altered DNA systems. The Infinites believe L'Heurtasse (see below) is behind the mutagenic seeding and views them as their greatest enemy.

L'Heurtasse

L'Heurtasse is a neutral group in the best of times and far more dangerous in the worst. Based in Paris, its name means Hourglass. Were it not for their exceptional practical knowledge of advanced alien technologies, it is quite likely one affiliation or another would take action to the destroy them. However, if L'Heurtasse has the temporal capabilities they are purported to possess, destroying them would be extremely problematic. The Infinites have raided several of their warehouse facilities in central London within hours after their discovery only to find them vacated with years-old layers of dust upon rotting crates and rusted bins. When the Infinites activated several cells in Paris and Milan, killing several key personnel, L'Heurtasse entered an uneasy truce.

Alien Factor: Moderate

Conspiracy Factor: Moderate

Magic Factor: None

Horror Factor: Low

Technology Factor: High

Influence: Low

Agenda: L'Heurtasse is slightly warmer to Oblivion due to their involvement in averting several catastrophes prompted by scientific curiosity. Pandorans easily sway them into service, however, with promises of greater trinkets. Power, oddly enough, doesn't hold the same allure for them.

The Thule Society

This secret society was created on August 17, 1918, by Rudolf von Sebottendorff. He was a German national who had studied occultism, Islamic mysticism, alchemy, and many other arcane ideas and philosophies. He and many others, including Heinrich Himmler and Rudolf Hess, became devoted followers of the Society. They believed there was an ancient race of pure Aryan people with vast powers, similar to the ancient Atlanteans, whose technologies and powers still existed on an island far to the north, now covered in Arctic ice. Some of these beings still lived and were willing to help guide their children to achieve their true purpose and greatness.

The leaders of the Society practiced various rites that allowed them to commune with these beings and to learn their secrets. The ancients could bestow great physical and spiritual powers upon their followers, including the secrets of immortality and controlling the dead. With the help of the ancients, the Nazis could create a race of supermen who would conquer the world and wipe away all the inferior people of the Earth.

In the 1930s, the Thule Society discovered another underworld society high in the mountains of Tibet and learned their most powerful magic, and adopted its swastika as their symbol. They learned the secrets of mass mesmerism and used it to take power in Germany in an attempt to make their dream of a nation of supermen a reality.

Alien Factor: Low

Conspiracy Factor: High

Magic Factor: High

Horror Factor: High

Technology Factor: Moderate

Influence: High

Agenda: Following World War II and Germany's defeat, many of the Thule's leaders secretly enlisted in both the Soviet and the U.S. governments to teach the secrets they learned in return for the chance to continue their research. Even today, many of the Thule Society seek to create a race of supermen with the powers of immortality, and rule the world. The Society itself is scattered around the world, but its leadership cells are found in Paris, London, and Amsterdam. Elements of the U.S. government, Russia, and various movements in the Middle East all have Thule Society ties, and each have developed their own agenda, but their true modern desires are relatively unknown outside of the hope of creating a master race.

EUROPE, SOUTHERN

Le Morte (Milan, Italy)

Centered in Milan, Le Morte is one of the oldest powers in all of Europe. Founded by Alexandrians who managed to escape with some of the more ancient manuscripts, Le Morte holds the knowledge of the ancients, whom they call the Dead. Members are usually quite educated and erudite and know multiple languages. They bring in new recruits through careful observation and field tests. While they may aid Oblivion from time to time, they mainly protect the old works and seek out new ones wherever they may be. As Le Morte is a splinter group of the Pandora Institute, a great enmity and hatred exists between the two organizations, often resulting in bloodshed or worse.

Alien Factor: None

Conspiracy Factor: Moderate

Magic Factor: Moderate

Horror Factor: High

Technology Factor: Low

Influence: Low, but Moderate for Knowledge and Ancient Records

Agenda: This rather small agency is made powerful by the secrets of the Dead and by a vast amount of wealth they have hidden throughout Italy and in Swiss bank accounts. While they may seem to be librarians, they are dangerous foes and highly dedicated to their work and protection of the knowledge of the Dead. Many of those in positions of power in the group have learned the arcane secrets of the ancients and are not afraid to use these powers when necessary.

One of their most secret libraries lies beneath the 12th-century Chiaravalle Abbey (founded by St. Bernard of Cistercian). It is here they practice the arcane knowledge of the Dead and prepare new agents for field work. This library is very well protected, and though its location is known by Pandora, they have made no recent attempts to gain control of it, though rumors constantly swirl amongst the members of Le Morte that Pandora is planning on executing a lethal attack upon them soon.

Pandora (Greece)

An agency seemingly devoted to fighting supernatural, paranormal, and terrorist threats to mankind, Pandora also has their own agenda involving power and control. Many believe Pandorans wish to create a paradise on Earth, but their view of Paradise does not include many cultures and beliefs. Pandora is the number one enemy of Oblivion.

Alien Factor: Moderate

Conspiracy Factor: Moderate

Magic Factor: Moderate

Horror Factor: Moderate

Technology Factor: Moderate

Influence: Moderate

Agenda: Headquartered in Greece, Pandora has many nations, mega-corporations and wealthy individuals as supporters. They are very powerful, with many agents, sleeper cells and allies.

OCEANIA, PACIFIC ISLANDS & AUSTRALIA

Dragonfly Society (Manila, Philippines)

A small group of mystics whose aim is to preserve Asian culture and to stop all Western influence, they will stop at nothing to gain power and control of various Oceania nations and island states.

Alien Factor: None

Conspiracy Factor: Moderate

Magic Factor: High

Horror Factor: Moderate

Technology Factor: Low

Influence: Moderate

Agenda: The Dragonfly Society uses powerful magics and rituals to gain control of individuals in positions of power and government to further their own ends. They are very racist and see all outsiders as barbarians to be destroyed or enslaved.

MISSIONS

At the heart of any *Agents of Oblivion* game are tales of mystery, espionage, wild shootouts, technology, fanatics, and even horror. In the pages that follow, we guide you through the steps needed to create compelling stories, and include a few example adventures and campaign frameworks.

MISSION GENERATOR

The following tables aid the Director in coming up with a rough outline to create a mission for immediate use. Remember, the more time put into developing scenarios the better, and it is thus recommended that the diligent Director roll a few of these ahead of time, flesh them out a bit, and keep them up his sleeve just in case. Doing so also allows the opportunity to lay the groundwork for the next one, creating a great conspiracy of evil for the agents to overcome.

Mission Type

- 1 Assassination
- 2 Infiltration
- 3 Investigation
- 4 Paramilitary Strike
- 5 Protection
- 6 Search and Rescue
- 7 Snatch and Grab
- 8 Transportation

The initial structure of the mission.

Assassination: The agents have been given a target that must be taken out. Generate a Target, Location, Plot Type, Complication, Ally, and a main Enemy.

Infiltration: The agents have been tasked with gaining trust or even joining another group or agency to gather information, or to serve as double agents to feed false information to the enemy. Generate an Agency, Location, Plot Type, Goal, two Complications, and an Ally.

Investigation: The agents are tasked with investigating enemy actions, paranormal activity, or alien activity (roll or assign as best fits your vision). Generate a Location, Plot Type, Complication, Goal, Ally, and a main Enemy.

Paramilitary Strike: The agents have been assigned a target to attack for some purpose. Unlike an Assassination, this is an open battle between Oblivion and an enemy target. Generate an Agency, main Enemy, Target or Object (roll or assign), and a Complication.

Protection: The agents have been assigned a Target to protect from enemy action. Generate a Target, enemy Agency, two locations (start and end points), Plot Type, two Complications, Ally, and a main Enemy.

Search and Rescue: The agents have been assigned to locate and rescue someone from an enemy. Generate an Agency, Target, Location, Plot Type, Goal, Complication, Ally, and a main Enemy.

Snatch and Grab: The agents have been tasked with taking a person or object from an enemy and getting away safely with him/her/it. Generate Target or Object (roll or assign as best fits your vision), Location, Complication, Plot Type, Ally, and a main Enemy.

Transportation: The agents have been assigned someone or something to transport from one location to another. Generate a Target or Object (roll or assign as best fits your vision), two Locations (start and finish), Plot Type, Complication, Ally, and a main Enemy.

Target

- 1 Ex-Oblivion agent
- 2 High level enemy agent
- 3 Political figure
- 4 Scientist
- 5 Military figure
- 6 Corporate leader
- 7 Corrupted ally (roll on Ally table)
- 8 Creature

Who/what is to be located, captured, killed, etc.

The target should always be a Wild Card!

Ex-Oblivion agent: May be a traitor or a retired agent. Generate a Veteran or Heroic agent.

High level enemy agent: Generate a Veteran or Heroic agent. Usually has 1d6 agents or mercenaries working for him.

Political figure: He is an involved politico in either regional or national politics. A very powerful individual who may have knowledge or secrets of great importance, he is usually protected by police/mercenaries/military forces.

Scientist: This is commonly the mad scientist type who has created something that should not have been created or messed with the very fabric of reality. He may be protected by mercenaries/agents/creatures of his creation.

Military Figure: Someone of rank and position who has knowledge or secrets of great importance. He may call on military forces for aid in most situations and is usually protected by 1d6 soldiers.

Corporate Leader: This is a wealthy and powerful individual who is either the Chief Executive Officer or an important Vice President in a large, multi-national corporation. He is usually protected by 1d4 private mercenaries (security).

Corrupted: This person has been changed by magic, demonic entity, alien technology, or simply by his/her own greed and is now evil, with extra abilities or powers.

Creature: This could be an alien, an entity, a spirit, ghost, or some other laboratory experiment gone wrong, or even a dimensional being trapped or brought here to suit some scheme or other. The Director can choose or create such a being as it best fits his vision.

Object

- | | |
|---|------------------------------------|
| 1 | Small piece of high technology |
| 2 | Alien device |
| 3 | Magical artifact or talisman |
| 4 | Superior or magical weapon |
| 5 | Data disk |
| 6 | Hard drive |
| 7 | Enhancement material (drugs/cyber) |
| 8 | Dangerous container |

Something to be located, captured, recovered, or destroyed.

Small piece of high technology: A top secret piece of cutting edge technology.

Alien device: This small item is alien technology and futuristic in design and function.

Magical artifact or talisman: This item bestows a random power upon its wielder or wearer.

Superior or magical weapon: Whatever weapon the Director chooses gains either a +1 Fighting or a +1 damage bonus, or it may activate a random power.

Data disk: This flash drive/CD/DVD contains important, top-secret data that must be controlled, protected, or obtained.

Hard drive: Taken from a computer, this drive contains top secret information on the inner workings of an agency and must be controlled, protected, obtained, or destroyed.

Enhancement material: May be a new drug or cybernetics, but the results are the same, the item increases one Trait by a die type.

Dangerous container: A small lead (or other material) lined container. Whatever is held within may be radioactive, poisonous, or even some evil being that may manifest if the container is opened.

Location

- 1 Agency/Organization Headquarters
- 2 Castle/Mansion/Apartment
- 3 Temple/Church/Mosque
- 4 Urban Center
- 5 Wilderness
- 6 Exotic (up to other dimensional)
- 7 Important Building/Landmark
- 8 Yacht/Airplane/Train
- 9 Library/Research center
- 10 Corporate Office

Where the mission is to take place, begin, or end.

Don't forget to generate Proximity too!

Agency/Organization Headquarters: A base of operations for an enemy or allied agency or organization.

Castle/Mansion/ Apartment: Ranging from grandiose to crumbling decrepitude, the castle/mansion/apartment often holds dark secrets.

Temple/Church/Mosque: Whether a crumbling stone circle in the woods, a mega church in the center of a metropolitan area, or a tiny wooden church in the middle of nowhere, these places often hold secrets of power that may aid or abet great evils.

Urban Center: A stadium, an opera house, or even a local park or campus, evil lurks in the most commonplace environments.

Wilderness: Woods, forests, cave systems, and mountain ranges are all encompassed here.

Exotic: Unusual locales, ranging from active volcanoes, tiny islands, deserts, high mountains, Antarctica, the North Pole, or even a foray into another dimension or world will test the limits of any agent.

Important Building/Landmark: Any place from Stonehenge to Times Square to Big Ben, or even to the Coliseum of Rome, these places are all instantly recognizable and well known.

Yacht/Airplane/Train: This places new concerns on the mission: how to get aboard, carry out the mission, and get off again.

Library/Research center: Repositories of knowledge, be they public libraries, private collections, collegiate, or the SETI program, these places have many buried secrets waiting to be uncovered.

Corporate Office: An office building with its own private security. It could be a high rise building in a metropolitan area, or a huge complex in a more rural one.

Proximity

1-2	Local
3-5	Regional
6-10	Global

How much travel is involved for the agents?

Local: Within an hour or two of travel by boat or car.

Regional: Within the agents' hemisphere of operations and no more than a few hours travel by air.

Global: The sky's the limit! Select an interesting spot or roll on the following table:

- 1 North America (Canada, U.S., Mexico)
- 2 Central America or the Caribbean
- 3 South America
- 4 Western Europe
- 5 Southern Europe
- 6 Eastern Europe
- 7 Middle East
- 8 North Africa
- 9 Africa
- 10 Asia (China, eastern Russia, Mongolia, N./S. Korea, Japan)
- 11 Southern Asia (India, Pakistan, Sri Lanka)
- 12 Australia/Pacific Islands

Plot Type

1	Adventure
2	Ascension
3	Descension
4	Discovery
5	Escape
6	Forbidden Love
7	Love
8	Maturation
9	Metamorphosis
10	Mystery
11	Pursuit
12	Quest
13	Rescue
14	Revenge
15	Rivalry
16	Sacrifice
17	Temptation
18	Transformation
19	Wretched Excess
20	Roll twice and combine

The plot type interweaves into the basic mission and gives it added depth and clarity.

Plot Types

These may affect the mission generated in unexpected ways, and the Director should add complications and locations as needed.

Adventure: Loaded with action, the agents are thrust quickly into the storyline. The mission is fast and furious, with a number of complications during the course of play. While frequently shifting between many locales, an adventure can vary wildly from being quite similar to a quest in its location changes (though loaded with more physical than mental challenges), or can take place with few location changes, if any, such as beginning in a city, journeying to a remote temple after a lost artifact, and back again.

Ascension: This plot focuses on the rise to power and can be gradually interwoven amidst other tales. Does a certain item, let's say the Staff of Greystone, something the agents failed to recover in the past, allows the Cult of Campos to grow in strength even while the heroes battle their minions? Alternately, the Director can deal directly with ascension, such as when a creature is the target, and the agents must seek to prevent the rising of a demonic entity.

Descension: The spiral downward is a plot type that is easily visited by the Director. The target can be a path of destruction that is causing madness and decay, ruin and death all around it. Perhaps a seemingly well-to-do professor is corrupting his students with dark words, a 14th-century fencing foil causes its owner to perform dark deeds, or a demonic entity has captured weak minds along the coastline to serve it well. Alternately, descension can deal with a fall from grace such as when a former stalwart colleague begins a slide into madness.

Discovery: In this plot type, the agents do what they do best: they set out to uncover facts and knowledge about the target that ultimately reveal greater truths. Does the Crystal of Infinity lead them to an uneasy truce with the Infinities in London and then to the remote labs of Donald Carrington, who has been obsessively compiling notes on time travel? Does the Crystal hold the secret to making time travel possible?

Escape: Someone or something has captured the agents, and they must escape. This type of mission calls for them to be captured to gather intelligence on an enemy location, or they fall into a trap of some devious mad genius, or they may be trying to somehow rid themselves of a cursed item that keeps returning despite their best efforts to lose it.

Forbidden Love: Coupling these two words should immediately cause every Director's mind to bubble with thoughts. Does Maxwell Silver offer up his daughter to a demon as a corpse bride? Is Jane Jameson, accountant, secretly in love with a Pandoran agent? You can turn it around as well. What if a demonic creature fell in love with an agent?

Love: The target determines the type of love: is it obsession (as with an object), eros (as with a person), or does it enter some stranger territories (with a creature as the focus)? The agents enter the story and have to sort out all the details. The Director should definitely keep an eye out for a sinister aspect and a way to turn the tale into something bone-chillingly macabre. Alternately, one of the agents themselves could become the focus of another's attention (and this other could certainly use any and all means at their disposal to see their love is requited).

Maturation: Someone or something is growing up. In some stories that could be a joyous thing. Not so, dear Director, in ours. Think of what could be out there in the woods, waiting to reach full growth before ravaging the landscape. What of little Billy (who some said was touched by something awful when he was a kid, see that weird star-shaped scar on his left cheek)? Even an object sitting in a museum case may have needed time to draw in enough cosmic energy before it could fulfill its long-dead master's purpose.

Metamorphosis: This plot type is about physical change. The mind boggles when one thinks about how that can be handled in a mission context. Perhaps an art collector has purchased the target (an art object in this case) and it is turning him into something altogether alien. Can the agents save this old rival before it is too late?

Mystery: Part and parcel of the game, the mystery requires foresight and deliberation, and is a difficult plot type to run off the cuff. The Director posits some riddle to the agents and they must set forth to solve it. Who (or what) killed Atlas Jones? The target of the mission can serve in whatever function the Director desires, but is ultimately the root cause of the mystery. This scenario requires critical thinking and often regular interactions with any number of NPCs. Multiple clues should be made available to drive the story forward with a regular mix of complications that can send the agents down various trails. The key is not to send them too far afield. It is essential for the Director to bring the plot back on point should the agents deviate too wildly. The mystery often leads to deeper undercurrents and understandings of the world, and may be intermingled with a more action oriented plot type, depending upon the atmosphere the Director is ultimately trying to evoke.

Pursuit: The agents must either evade or capture the target (or a new target) as appropriate. For example, if the object of the mission is an assassination, then perhaps an associate of the target becomes important to capture to gather intelligence, or the team becomes the prey in a deadly game of cat-and-mouse.

Quest: The agents are attempting to complete the mission and should go through a number of locations, each with its own complication before reaching it (if at all). Investigation and intellectual challenges, with plenty of opportunities for roleplay are common hallmarks of the quest. The Director should challenge the agents to question their beliefs. Globe-trotting is often the watchword, with the agents traveling to many distant locales before finding themselves homeward bound once again.

Rescue: The agents must rescue the target, or a new target, from someone or something at the Director's discretion. A priceless artifact, for example could have been stolen from a museum, and the agents must get it back before it falls into the hands of a rival organization or cult.

Revenge: While someone or something is out to get payback, the target is the center of it all. If it were an invention, for example, a rival inventor could be driven over the brink and open a strange gate, sending something altogether alien to finish off the adversary.

Rivalry: An interesting plot type, a rivalry pits two or more organizations or agencies against each other. Depending upon the target and locale, the agents may find themselves on one side of the rivalry (helping to find the missing Arctic expedition before a Pandoran team does), allying themselves with one side of the rivalry (joining with the Pandorans against another, more evil group), or somewhere between the two factions (the Infinities and the L'Heurtasse are warring over some discovered artifacts amidst crumbling ruins).

Sacrifice: Don't immediately run for the big kitchen knives. Sacrifice does not have to be literal (though it certainly can be). The plot revolves around someone or some thing giving something up. This tends to be the agents, but may well be one of the supporting cast members. The agents may have a data disk they must exchange to rescue one of their allies from a cult, for example. Coupling the sacrifice with the target provides multiple ways for the Director to go. If you come up dry, then you can go for the old stand-by: big stone altar, cultists and that shiny, curved blade.

Temptation: The target holds the promise of something, be it great knowledge, power or wealth, in exchange for transgressing normal societal mores or the boundaries of good sense. This is something the agents often face in any mission, but now it is far more pronounced and the temptation is far greater, and someone may have already succumbed to it. For example, a scientist may offer the cure to some horrible disease, but in return the agents must offer some sort of blood sacrifice tying their souls to something unholy.

Transformation: The target serves to provide a finer edge to one or more agents, offering them greater insight into their own character and the world around them. A difficult one to pull off, it can be supremely gratifying to impact the agent's relationships with their world and others within it, and provides robust roleplaying challenges. How well do the agents know their contact, Ms. Lovely? Would it surprise them to know she is an upstanding church member as well as a serial killer? The impact of such a plot usually has a ripple effect on subsequent campaign play, so deliberate on how great a transformation you want to put into effect.

Wretched Excess: In this plot, someone has long ago succumbed to temptation and has become the very embodiment of sin and vice. His moral compass points strictly south, and he is mentally unstable, unbound by any societal mores. This could likely be from the pursuit of knowledge or prolonged contact with alien or demonic entities, depending upon the target. The agents will either need to stop the madman or save him. Through encounters and narrative, the Director should be certain to use the madman as a dark mirror to the agents of what they may become should they steep themselves too deeply in the black waters of lost lore.

Goal

1	Anarchy
2	Control
3	Conquest
4	Greed
5	Revenge
6	Subversion
7	Terrorism
8	Entertainment
9	Destruction
10	Redemption

Of the target, creature, or rival agency or organization.

While not absolutely necessary, providing the opposition with an objective deepens the storyline and adds resonance to the mission, especially when each side's goals radically differ.

Anarchy: Goal is to promote chaos and fear on a local, national, or international scale.

Control: Goal is gain or retain power over something, someone, or even a group.

Conquest: Goal is to take over a rival agency, corporation, resources, or even a nation.

Greed: A basic goal to expand personal or an organization's finances.

Revenge: Goal is to hurt or take something away from a rival based on an earlier event that was very personal in nature.

Subversion: Goal is to turn someone's loyalties, to gain their trust, or to use another to obtain a prize.

Terrorism: Goal is to cause panic and strike back at those perceived as enemies in a way that is difficult to prevent, with large results of death and carnage.

Entertainment: Goal is to have fun. This person/agency gets extreme delight from "playing the game."

Destruction: It is not enough to defeat an enemy; you must destroy them and all they care about. Kill them all. Let nothing stand in your way.

Redemption: Goal is to find a way to gain redemption or forgiveness for something done in the past.

Complications

1	Creature/Entity
2	Person (roll on Allies)
3	Betrayal
4	Trap/Ambush
5	Rescue Supporting Cast
6	Chase
7	Natural Hazard
8	Shock/Revelation
9	Discovery
10	Anomaly
11	Hostile Environment
12	High Strangeness
13	Extra Main Enemy
14	Enemy Gains 1d6 Reinforcements
15	Escalation
16	Love Interest
17	It's Personal
18	Another Agency Becomes Involved
19	Haunting
20	Innocents Endangered

Something not in the mission plan that gums up the works.

Creature/Entity: Choose something or roll on the Creature generator. This thing shows up, usually at the worst possible time.

Person: Could be a friend or a foe, showing up in the wrong place, usually at the wrong time and causing problems for the agents.

Betrayal: An ally or someone the agents should be able to trust turns on them, provides information to the enemy, or steals from them, usually at a critical moment.

Trap/Ambush: The target or rival agency knows the team is coming and sets a trap or ambush for them.

Rescue Supporting Cast: An associate of the agents gets into deep trouble and requires the agents to set aside other matters to aid him.

Chase: During the course of the mission, the agents find themselves engaged in a chase. Whether they are the pursuers or the pursued depends on the mission and how the plot is playing out.

Natural Hazard: A physical obstacle presents itself to the agents, and they must surmount it to proceed further.

Shock/Revelation: The agents learn something that shakes them to their very

foundations. Some ancient prophecy that involves them, an aspect of Oblivion that does not set well, or something about their target that is not what they had believed.

Discovery: During the course of the investigation, the agents learn something important that may lead to further missions, or may have a lasting impact on the campaign.

Anomaly: Something is not right and doesn't fit with the mission. Mysterious lights over Charleston harbor? Moving stones near the Big Thicket?

Hostile Environment: Extreme heat or cold, deep water, alien landscape, jungles, or a white man stuck in the middle of an ethnic ghetto with people who see him as the enemy.

High Strangeness: Weird supernatural, paranormal phenomena occur during the investigation. Lights stop working, shadows move, or poltergeist activity, something happens that is scary and may or may not have anything to do with the mission.

Extra Main Enemy: This is another enemy who becomes involved in the mission, perhaps to protect the target, or to assassinate him. This enemy may not be related to the other enemy, and may have his own purposes and goals.

Enemy Gains 1d6 Reinforcements: The enemy gains extra mooks or agents to fight for him and carry out his dirty work.

Escalation: The enemy strikes back against the agents in a tit-for-tat scenario, becoming a dangerous opponent.

Love Interest: An NPC, ally, target, or even an enemy becomes enamored of one of the agents.

It's Personal: An old flame, family member, friend, or enemy from the past becomes embroiled in the mission.

Another Agency Becomes Involved: Another agency or organization becomes involved in the mission, perhaps to protect the target, or to assassinate him. This agency may not be related to the other enemy, and may have their own purposes and goals.

Haunting: Some spirit makes its presence known and begins haunting either the target, the agents, or the enemy. This could be a good thing, or a bad thing.

Innocents Endangered: Innocent people, possibly children, are put in danger during the mission. Can the agents carry out their mission and protect innocent lives?

Allies/Supporting Cast

1-2	Oblivion Agent
3-4	Antiquarian
5-8	Archaeologist
9-11	Artist
12-14	Athlete
15-18	Author
19-22	Clergy
23-25	Criminal
26-28	Dilettante
29-31	Doctor of Medicine
32-34	Drifter
35-37	Engineer
38-41	Entertainer
42-44	Farmer
45-48	Journalist
49-52	Lawyer
53-55	Military Officer
56-59	Missionary
60-62	Parapsychologist
63-65	Pilot
66-68	Police Detective
69-71	Policeman
72-75	Private Investigator
76-78	Professor/Scientist
79-82	Psychotherapist
83-86	Retired Agent
87-90	Soldier
91-94	Craftsman
95-98	Child *
99-100	Corrupted **

One or more supporting cast members generally pop up in the course of a mission to aid the agents. Roll on this table to determine who precisely it may be.

*Add Young Hindrance to the type and roll again, ignoring further results of Child.

** Add Corrupted to type and roll again. A second result of Corrupted indicates the supporting cast member is instead Tainted. Roll a third time, ignoring further results of Corrupted.

Corrupted means the ally is actually an agent of evil.

Tainted means the ally has been changed by contact with some great evil entity or agency, and the Director should use the human base type when rolling him/her up on the Creature Generator table.

Enemy

1-2	Agent
3-4	Agent (Legendary)
5	Tainted Human (roll Ally)
6	Mastermind (roll Ally)
7	Mystic (roll Ally)
8	Entity/Creature/Alien

Don't forget: the enemy should *always* be a Wild Card!

Agent: Sent by an enemy agency or organization to prevent the agents from succeeding in their mission.

Tainted Human: Roll on ally table, then create a creature around this base type.

Mastermind: Roll on the ally table, but give him a Smarts die of d10 or better. He has his own goals and purposes, and usually has 1d10 mooks working for him. He is definitely not what he seems.

Mystic: Roll on the ally table, but give the NPC mystic abilities and 1-3 powers.

Entity/Creature/Alien: Choose one, or create one using the Creature Generator below.

Agency/Organization

1-5	Existing Agency/Organization
6	New Organization



Existing Agency/Organization

01-20	Pandora
21-23	Eye of Ishu
24-26	The Muti
27-29	Spirit Masters
30-32	Lizard House
33-35	Wind and Night
36-38	Tong
39-41	Children of Inti
42-44	Salsipuedes
45-46	Chapsin
47-48	PLA, MSS, and the 2nd Intelligence Department
49-50	Two Mirrors
51-53	Five Buddhas
54-56	Lotus Circle
57-59	Key and the Cup
60-62	Midnight Society
63-65	Fenris
66-68	Hand of Rasputin
69-71	Vihar
72-74	Agrona
75-77	Astrum Arentum
78	Illuminati
79-82	Infinites
83-85	L'Heurtasse
86-88	Thule Society
89-91	Le Morte
92-95	Dragon Fly Society
96	Bilderberg Group
97	Central Intelligence Agency
98	al'Qaeda
99	Mossad
100	SVR

New Agency Name Generator

Roll three times, selecting a word from each column.

1	The	Shadow	Operation
2	National	Entrepreneurs	Brotherhood
3	Capitalist	Iron	Medium
4	Communist	Red	Executives
5	Liberation	Tide	Ministry
6	Allied	Action	Directive
7	International	Defense	Division
8	Covert	Infiltration	Organization
9	Joint	Protection	Taskforce
10	United	Operations	Group
11	Executive	Research	Cabal
12	Global	Surveillance	Agency
13	World	Strike	Initiative
14	Homeland	Counter-Terrorist	Bureau
15	Motherland	Investigation	Force
16	Fatherland	Black	Council
17	Mystic	Terrorist	Foundation
18	(National Name)	Security	Consortium
19	Axis	Affairs	Council
20	Inter	Defense	Institute

New Organization/Agency Factors

Roll six times to determine the values for

Alien, Conspiracy, Horror, Occult, Technology, and Influence.

1	None
2-5	Low
6-7	Moderate
8	High

Agency/Organization Purpose

1	Anarchy
2	Advising
3	Apprehension
4	Assassination
5	Collection
6	Combat
7	Control
8	Defend
9	Domination
10	Freedom
11	Investigation
12	Mercenary
13	Peace
14	Profit
15	Research
16	Security
17	Technology
18	Terrorism
19	Training
20	Roll again and Combine Purpose

Anarchy: The main purpose is simply to spread chaos and fear, to fight all governments and to rebel against society's moral values.

Advising: The goal is to gain power by being the group behind the power. This agency attempts to gain access and the confidence of those in positions of power.

Apprehension: The goal is to take custody of enemies, criminals, or traitors. Could be pseudo-law enforcement.

Assassination: The purpose is to serve as an assassination group to take out politicians, military officers, other agents, corporate executive officers, aliens, monsters, or just about anyone or anything else.

Collection: Knowledge is power. This group's goals include gathering information, whether it's international intrigues, corporate conspiracies, or arcane writings. It could also be gathering items of power, or even gathering a collection of monstrous creatures.

Combat: The goal of this agency is to stand against aggression from terrorists, rogue agencies, anarchists, or petty warlords.

Control: The purpose is to gain control of a population, a nation, a region, or even the world.

Defend: The purpose of this group is to protect their people, region, or the world from some perceived threat, whether it's a petty warlord with a nuke, or an alien invasion from Ceti Alpha Five.

Domination: The purpose is to gain total control of a population, a region, the world, mystic powers, demonic creatures, or the aliens amongst us. Everything and everyone should serve the agency.

Freedom: The goal is to gain freedom for the agency's followers, a group of people, a nation, or even a region. These could be freedom fighters, or simply a group wanting to rescue an ally from prison.

Investigation: The purpose of this agency is to investigate individuals, governments, or events. These could be paranormal or supernatural, or more mundane. This agency could be of a law-enforcement or national security type.

Mercenary: This agency hires itself out to the highest bidder and is willing to go anywhere and do anything if the money is right.

Peace: This group wants to bring about peace in their nation, region, or even the world, and they are willing to do anything to bring it about.

Profit: The purpose is simple greed and gaining power and influence.

Research: The purpose of this agency is to research new technologies, sciences, or the mystic arts.

Security: This organization provides security for powerful individuals, politicians, corporate executives, important mystics, cabals, or even nations.

Technology: This agency's goals include gathering as much high-technology or alien technology as possible. Those with the bigger, better guns usually win.

Terrorism: The purpose is to spread fear and to attack the group's enemies where they are not prepared to combat it. This group can be small or large, and their enemies can be national, regional, international, other agencies, or even a group more mystic in nature.

Training: The purpose of this agency is to provide specialized training for spies, military officers, or other agencies.

CREATURE GENERATOR

The tables following serve several purposes: they embrace the spirit of the horror-espionage genre, they keep the players off balance, and they provide inspiration for the Director. These may be humans who are tainted and changed by their agency, creatures of the night, aliens, or some demonic entity come to the earth to destroy or to serve its summoner.

Have fun with it and give your players something new to battle. While these generators provide a mechanical framework, it's still up to you to round them out and determine how they integrate into your campaign world. Grab your dice and get ready to create!

Remember you can always opt to select an entry rather than roll, or reroll as often as you like until you get something which strikes your fancy.

Basic Type

1-3	Tainted Human
4-6	Creature/Alien/Extra dimensional being/Entity

Tainted: Humans corrupted by mystic powers or the agency they serve. A d6 roll determines sex (1-3 Male, 4-6 Female) and a roll on the Allies/Supporting Cast table indicates their baseline statistics, abilities, and skills.

Tainted Humans

Roll to determine the approximate power of the tainted one.

d10	Rank
1	Extra
2-3	Novice
4-5	Seasoned
6-7	Veteran
8-9	Heroic
10	Legendary

After determining Rank, consult the following table to see what you need to add to the appropriate baseline template.

Rank	Hindrances	Edges	Minor Taint	Major Taint
Extra	1	1	1	-
Novice	2	2	2	-
Seasoned	2	3	2	-
Veteran	2	3	2	1
Heroic	2	4	3	1
Legendary	2	5	3	2

Extra: These individuals generally did not seek out evil, but had it thrust upon them by bad fortune.

Novice: These folks either have a dark past or actively engage in regular espionage activity. Tradecraft d4

Seasoned: At this level, the character regularly pursues great acts of evil in the service of his masters. Tradecraft d6

Veteran: The agency or paranormal master has become central to this person's life, and he lives to advance his master's agenda. Tradecraft d8

Heroic: Greatly altered by dark forces, these individuals are granted superior gifts by their masters, and offer unwavering loyalty in return. Tradecraft d10

Legendary: These individuals are often aspects of the gods they worship, modified agents of their agency or worse, and may be unrecognizable as having ever been human. Tradecraft d12

Hindrances Table

Next, roll a percentile die and consult the chart below to determine the villain's Hindrances. If you roll the same Hindrance for your agent more than once, simply disregard the second result and roll again. Build upon the rolled Hindrances to develop a distinctive character for your villain.

Hindrances

01-03	All Thumbs
04-07	Anemic
08-11	Arrogant
12-15	Bad Eyes (Minor)
16-17	Bad Eyes (Major)
18-20	Bad Luck
21-23	Big Mouth
24-25	Clueless
26-27	Code of Honor
28-30	Curious
31-33	Death Wish
34-36	Delusional (Minor)
37-38	Delusional (Major)
39-41	Elderly
42-44	Greedy (Minor)
45-47	Greedy (Major)
48-50	Hard of Hearing (Minor)
51	Hard of Hearing (Major)
52-54	Lame
55-57	Loyal
58-60	Mean
61-63	Obese
64-66	One Arm
67-69	One Eye

70-72	One Leg
73-75	Outsider
76-78	Overconfident
79-81	Small
82-84	Stubborn
85-87	Ugly
88-90	Vengeful (Minor)
91-92	Vengeful (Major)
93-95	Wanted (Minor)
96-97	Wanted (Major)
98	Obligations (Major)
99	Roll again and add one more Hindrance
100	Gain an extra Edge instead (roll on the table below)



Edges Table

Roll a percentile die and consult the chart below. Disregard and reroll duplicate Edges. Should a result require certain Edges or skills to be at a given level, then the necessary prerequisites should be added to the character immediately.

Edges

01	Alertness
02	Ambidextrous
03	Attractive
04	Very Attractive
05	Berserk
06	Brawny
07	Deadly
08	Fast Healer
09	Hindsight
10	Luck
11	Great Luck
12	Noble
13	Quick
14	Rich
15	Filthy Rich
16	Block
17	Improved Block
18	Combat Reflexes
19	Disarm Mastery
20	Dodge
21	Improved Dodge
22	Fast Strike
23	First Strike
24	Improved First Strike
25	Fleet-Footed
26	Florentine
27	Frenzy
28	Improved Frenzy
29	Giant Killer
30	Grab and Hold

- 31 Grizzled
- 32 Hard to Kill
- 33 Harder to Kill
- 34 Level Headed
- 35 Improved Level Headed
- 36 Marksman
- 37 Nerves of Steel
- 38 Improved Nerves of Steel
- 39 No Mercy
- 40 Quick Draw
- 41 Ranged Pin
- 42 Rock and Roll!
- 43 Silent Kill
- 44 Steady Hands
- 45 Superior Defense
- 46 Sweep
- 47 Improved Sweep
- 48 Takedown
- 49 Trademark Weapon: Fighting
- 50 Trademark Weapon: Shooting
- 51 Improved Trademark Weapon: Fighting
- 52 Improved Trademark Weapon: Shooting
- 53 Two-Fisted
- 54 Unarmed Combat (Basic)
- 55 Unarmed Combat (Advanced)
- 56 Wheelman
- 57 Command
- 58 Fervor
- 59 Hold the Line!
- 60 Inspire
- 61 Natural Leader
- 62 Ace
- 63 Acrobat
- 64 Engineer

65	Forger
66	Linguist
67	Network
68	Investigator
69	Jack of all Trades
70	Scholar
71	Thief
72	Charismatic
73	Connections (Director determines)
74	Strong Willed
75	Beast Bond
76	Beast Master
77	Danger Sense
78	Healer
79	Dead Shot
80	Mighty Blow
81	Carnivore
82	Demolisher
83	Ghost
84	Typewriter
85	Wraith
86	Blessed
87	Channeler
88	Combat Wizard
89	Dreamer
90	Cleaner
91	Copycat
92	Hacker
93	Maven
94	Spectre
95	Sponge
96-00	Roll again and gain another Edge.

Minor Taints Table

01-04	Increase Strength +1 die type
05-08	Increase Agility +1 die type
09-12	Increase Smarts +1 die type
13-16	Increase Spirit +1 die type
17-20	Increase Vigor +1 die type
21-24	Increase Pace +2, Running d8
25-28	Blessed Parry. Increase Parry +1
29-32	Blessed Toughness +1. Increase Toughness +1
33-36	Silver-tongued. Increase Charisma +1.
37-40	Pheromones. Charisma +2 with opposite sex
41-44	Quick
45-48	Followers (as Legendary Edge, but does not gain Rank)
49-52	Hardy
53-56	Infravision
57-58	Immunity Fire
59-60	Immunity Cold
61-62	Immunity Electricity
63-66	Low Light Vision
67-71	Razor Claws (retractable. Str+d4 each)
72-74	Jumping (may jump Pace x2)
75-78	Tradecraft +1 die
79-83	Cloak of the Shadow (+2 die Stealth)
84-88	Free Edge (roll on Edge table)
89-90	Immunity: Poison
91-92	Immunity: Disease
93-96	Uncanny Senses (+2 die Notice)
97-99	Roll a second Minor Taint.
100	Roll a Major Taint

Major Taints Table

01-04	Maximize Strength d12 or +1
05-08	Maximize Agility d12 or +1
09-12	Maximize Smarts d12 or +1
13-16	Maximize Spirit d12 or +1
17-20	Maximize Vigor d12 or +1
21-24	Increase Pace +4, Running d10
25-28	Blessed Parry. Increase Parry +2
29-32	Natural Armor (Hide or Scales) +2
33-36	Gift of Tongues. Charisma +2
37-40	Pheromones. Charisma +4 with opposite sex
41-44	Earth Meld (as the Burrowing Monstrous Ability in <i>Savage Worlds</i> core rulebook)
45-48	Ethereal at will once per day for 1d12 rounds
49-52	Fearless
53-56	Infection through bite. If wounded, Vigor –1, disease effects below:
	01-25 Vigor reduced to d4
	26-50 Permanent Level of Fatigue
	51-75 Visions of Hell. Reduce Spirit to d4
	76-00 Stunted. Reduce Smarts to d4
57-58	Invulnerability
	Weakness to:
	01-20 Holy Water
	21-40 Holy Relic (Blessed Weapon)
	41-60 Magic
	61-80 Fire
	81-100 Sunlight
59-60	Paralyzing Touch. As per <i>Savage Worlds</i> core rulebook.
61-62	Poisonous touch or bite
	01-25 Reduce Vigor to d4
	26-50 Permanent Level of Fatigue
	51-75 Visions of Hell. Reduce Spirit to d4
	76-00 Stunted. Reduce Smarts to d4
63-64	Slow Regeneration

65-66	Fast Regeneration
67-71	Razor Claws (retractable. Str+d8 each)
72-74	Size Increase +1
75-78	Knowledge (Divine, Mystical, or Paranormal) d12 or d12+1
79-83	Stun Attack
84-88	Wall Walker
89-90	Fiery Breath (Cone Template. Agility -2 to dodge, 2d10 damage)
91-92	Gain Prehensile, spiked tail. May Tail Lash, an extra attack, damage is Strength+d6, and provides Reach 1.
93-95	Dark Pet (select animal, add d3 Monstrous Abilities, and make Wild Card)
96	Dark Servant (select an appropriate creature or create one)
97-99	Roll an additional second Minor Taint and reroll this Major Taint.
100	Select a Major Taint and roll a second Major Taint.

Creatures and Aliens

The main difference between these two is more one of attitude and agendas than any particular difference in physiology. Both cover a broad spectrum of possibilities only limited by the Director's twisted imagination. A basic template is provided below.

Basic Attributes

These statistics represent a basic creature.

Attributes: Agility d6; Smarts d6; Spirit d6; Strength d6; Vigor d6

Skills: Fighting d6, Intimidation d6, Investigation d6, Knowledge (Paranormal) d6, Notice d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Monstrous Abilities: (Determine two randomly)

Monstrous Edges: (Determine two randomly)

Dark Gifts: (Determine one from Minor Taint Table)

Basic Form

This table provides the Director with a general idea of what the creature/alien looks like. All creatures begin Size 0 (human equivalent) and bipedal. If you are looking to have the agents encounter a specific member of the new race, roll 1d6, on a 5-6 it is a Wild Card. Roll d10 to determine the creature's basic anatomical form.

d10

Form

- 1 **Insectoid:** (roll 1d6, 1-4 normal, 5-6 winged and can fly (Pace x3, Climb is equal to Pace). Natural Armor +2, Claws/Bite Str +d4, Burrow $\frac{1}{2}$ Pace, Agility +1 die, Vigor +1 die.
- 2 **Mammalian:** (Roll 1d6, 1-5 normal, 6 is winged and can fly (Pace x2, Climb is equal to Pace). Claws/Bite Str +d6
- 3 **Aquatic:** d6 Swimming, Vigor +1 die
- 4 **Dinosaurian:** Size +2, Strength +1 die, Natural Armor +2, Claws Str +d4, Bite Str +d6.
- 5 **Reptile:** Bite Str +d8. Weakness: Cold. Vigor +1 die
- 6 **Silicon Based:** Armor +4, Pace is halved, can burrow through rock. Vigor +2 die.
- 7 **Living Darkness:** Stealth d6+2. Shadow Walk (Pace x3 from Shadow to Shadow) All damage in Shadow is halved. Weakness: Direct Light (Suffers one level of Fatigue per round of exposure).
- 8 **Arachnid:** Gain six arms and two extra attacks per round at no penalty. Wall Walker. Bite Str+d4+Poison (Vigor -1, or suffer additional 2d4 damage)
- 9 **Bizarro:** (Roll 2 more times and combine the results.)
- 10 Roll again, but creature gains Masked Monstrous Edge.

Agendas

When cutting a race from whole cloth, you may want to check out the **Mission Generator** (p. 137), especially the section on Plot Type. A roll or two on that table may give you the race's general philosophy and/or ideology. For example, if you roll Forbidden Love, perhaps the aliens like humanity for some reason and want to aid rather than destroy it.

Monstrous Abilities Table

If the same result is rolled, reroll. Always take the greater roll if a second roll is a greater result than the first one. For example, Size -1 and Size -2 , simply take the -2 . They are not cumulative. Should rolls arise that inspire you to modify the creature's basic appearance, do so.

01-03	Aquatic
04-06	Armor +2
07-09	Burrowing
10	Ethereal
11	Fear -1
12	Fear -2
13	Fearless
14	Gargantuan
15	Undead
16-17	Hardy
18-20	Infection
01-25	Vigor reduced -1 die
26-50	Agility reduced -1 die
51-75	Spirit reduced -1 die
76-00	Smarts reduced -1 die
21-23	Infravision
24-25	Immunity: Fire
26-27	Immunity: Cold
28-29	Immunity: Disease
30-31	Immunity: Poison
32-33	Immunity: Electricity
34-36	Low Light Vision
37-38	Paralysis (as per <i>Savage Worlds</i> core rulebook)
39-40	Poison
01-25	+1d6 damage
26-50	+2d4 damage
51-75	+2d6 damage
76-00	+2d8 damage
41-43	Slow Regeneration

44-45	Fast Regeneration
46	Reduced Size -1
47	Reduced Size -2
48-49	Increased Size +1
50	Increased Size +2
51	Increased Size +3
52	Small (Size -2) Reduce Strength -1 die
53	Large (Size +4) Increase Strength +1 die
54	Large (Size +5) Increase Strength +2 die
55	Large (Size +6) Increase Strength +3 die
56	Huge (Size +7) Increase Strength +4 die
57-58	Increase Strength +1 die
59-60	Increase Strength +2 die
61-63	Increase Toughness +1
64-65	Increase Parry +1
66-68	Wall Walker
69-70	Flight (Pace x2, Climb is Pace) Gains wings
71-73	Horns (Str +d6) (Gore attack if charging at least 6". +4 damage.)
74-75	Go for the Throat
76-78	Fleet-Footed
79-81	Prehensile, spiked tail. May Tail Lash: extra attack, Str+d6, Reach 1.
82-83	Stretchy. Can squeeze through spaces ¼ of Size at ½ Pace.
84-86	Improved Frenzy.
87-89	Pounce. Leap 1d6", gain +4 to attack and damage, but Parry reduced -2.
90-91	Webbing. Shooting roll for a Small Burst Template up to Str x2 distance. Web has Toughness 7, all caught suffer -4 to all physical actions
92-94	Extra limbs/tentacles (d6).*
95-96	Spit Attack. Str x2 distance. 2d6 damage. Various trappings.
97	Roll again, add an extra Monstrous Ability.
98	Roll again, and add an extra Edge from Monstrous Edges below.
99	Roll again, and add a Minor Taint from Table above.
100	Roll again, and add a Major Taint from Table above.

* **Extra limbs/tentacles:** These appendages allow a creature to take an additional physical action per tentacle each round at no off-hand penalty. It may also use a tentacle to take a sustained action, such as grappling someone.

Monstrous Edges

Roll a percentile die and consult the chart below. If an Edge is rolled twice, simply reroll the second result. Should a result require certain Edges or skills to be at a given level, then the necessary prerequisites should be added to the creature immediately.

1	Masked *
2-4	Alertness
5-6	Ambidextrous
7-8	Berserk
9-10	Brawny
11-13	Fast Healer
14-15	Quick
16-18	Block
19-20	Improved Block
21-22	Combat Reflexes
23-24	Dodge
25-26	Improved Dodge
27-28	First Strike
29-30	Improved First Strike
31-32	Fleet-Footed
33-34	Florentine
35-36	Frenzy
37-38	Improved Frenzy
39-40	Hard to Kill
41-42	Harder to Kill
43-44	Level Headed
45-46	Improved Level Headed
47-48	Marksman (Add Shooting d6, or increase by 1 die type)
49-50	Nerves of Steel
51-52	Improved Nerves of Steel
53-54	Steady Hands
55-56	Sweep
57-58	Improved Sweep

59-60	Trademark Weapon: Fighting (Fighting d10, or increase +1 die type, Alien Blade, Str +d6)
61-62	Trademark Weapon: Shooting (Shooting d10, or increase +1 die, Alien Shooting weapon, 2d6, 6/12/48)
63-64	Improved Trademark Weapon: Fighting (Alien Blade, Str+d8)
65-66	Improved Trademark Weapon: Shooting (2d8, 12/24/72)
67-68	Two-Fisted
69-70	Command
71-72	Fervor
73-74	Hold the Line!
75-76	Inspire
77-78	Natural Leader
79-80	Ace
81-82	Acrobat
83-84	Investigator
85-86	Jack-of-All-Trades
87-88	McGyver
89-90	Scholar
91-92	Thief
93-94	Charismatic
95-96	Strong Willed
97-99	Danger Sense
100	Healer

* **Masked:** This creature is able to conceal its true self and blend into the world around them.

NEW MONSTROUS ABILITIES

Extra Limbs /Tentacles

These appendages allow a creature to take an additional physical action per tentacle or extra limb each round, with no off-hand or multi-action penalty. It may also use the appendage to take a sustained action, such as grappling someone.

Masked

The creature is capable of masking its true appearance through the use of illusion. It may maintain this guise only while awake; when sleeping, the mask is gone.

A creature with the Fear ability does not cause fear unless it is seen unmasked.

SAMPLE ENEMY GENERATION

Christina is the Director for a campaign of *Agents of Oblivion*, and she wants to create a new bad guy for the agents to wrestle with. First she rolls to find the Creature Type and gets a result of Tainted Human. She continues to generate the bad guy and further rolls indicate he is a male of Veteran Rank, and a roll on the **Allies/Supporting Cast** table results in the Archaeologist character for use as a base template.

She decides to name him Boris Karnikov, a Russian. Boris gains 2 Hindrances, 3 Edges, 2 Minor Taints, and 1 Major Taint. First she generates the Loyal and Arrogant Hindrances. For Edges, she generates Unarmed Combat (Advanced), Deadly, and Fast Strike. Boris is shaping up to be a deadly adversary!

His two Minor Taints are Followers and Pheromones, and his Major Taint is Natural Armor +2 (she determines his skin is very tough, like leather, a modern Marlboro Man). She opts to generate an Agency/Organization for Boris, and determines he works for the United Infiltration Consortium whose main purpose is to gather Information.

Here is Boris Karnikov:

Boris Karnikov: Veteran Agent of the UIC

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d10, Knowledge (Antiques) d8, Knowledge (History) d8, Notice d6, Survival d6, Tradecraft d8, Tech Ops d4

Charisma: 0 (+2 Opposite Sex); **Pace:** 6; **Parry:** 7; **Toughness:** 7 (2)

Hindrances: Arrogant, Loyal, Stubborn

Edges: Deadly, Fast Strike, Scholar (Antiques and History), Unarmed Combat (Advanced)

Minor Taints: Followers, Pheromones

Major Taints: Natural Armor +2

Gear & Equipment: Pith helmet, entrenching tool, notebook, camera, 5 Novice agents under his direct command

Finishing Touches: Christina notes that Boris, as the big enemy, is a Wild Card. Next, she calculates he has six Resource Points (4 + 1 per Rank above Novice) and decides she'll spend those later on, after fleshing out the adventure.

Christina wants to learn a bit more about this new agency and generates the following about the UIC (United Infiltration Consortium):

Alien Factor: Low

Conspiracy Factor: Moderate

Magic Factor: Low

Horror Factor: Moderate

Technology Factor: Moderate

Influence: High

Now to make sense of this. The UIC has little to do with aliens or alien technology, but the Moderate rating on Conspiracy and High Influence Factor shows they have their hands in many pots and are in possession of substantial top secret information that could affect world politics. The Low Magic Factor indicates they rarely use mystics or combat wizards, but the Moderate Horror Factor shows they are not against using creatures or other entities to help them with their missions. Their purpose is to gain information, so Christina decides this group infiltrates high security areas to gather top secret information to sell on the open market, or perhaps performs missions for those willing to pay them. Nicely done. Time to play!

SAMPLE MISSION GENERATION

Christina needs to generate a mission for her team of agents, but she decides the UIC and Boris are going to be the villains (so she will not roll that part of the mission). She generates a Search and Rescue Mission. The enemy agency involved is UIC (as she already chose this one), the location is a Research Center in her agents' home region, so she places it in the countryside of the state of New Jersey. She decides since UIC is about gathering information, the Target is an object, and she generates a dangerous container. She decides the lead-lined jar kept in a special briefcase is actually Dark Energy stolen from the labs at M.I.T. Nice.

The Plot Type is Pursuit. She decides once the team has secured the container, they will be actively pursued by agents of the UIC, whose goal in all this is Revenge. Christina decides Boris and the UIC plan to use the Dark Energy as a weapon against the Infinities, one of their greatest enemies. Boris plans to destroy London, making it look like a terrorist attack by al'Qaeda. She also determines the UIC recently stole this sample from a secret lab at M.I.T. where Dark Matter and the Dark Energy in the universe were being studied.

The Complication turns out to be another agency, Pandora. Pandora also wants the sample and has sent a team to retrieve it. As an Ally, Christine generates a Criminal. Perfect. Oblivion has contracted with a Professional Thief to help the agents gain entry into the Research facility and steal the item. The main enemy is Boris of course.

This should be a fun adventure!

THE SPY SAMPLER

The setting of *Agents of Oblivion* is broad enough to encompass a wide variety of campaign types and play styles — just think of all the spy flicks, horror movies, and sci-fi out there. With limitless possibilities, we back up the frameworks presented earlier with story arcs designed for each to get you going.

Operation Big Kahuna

Best suited for **The Company Line**, this story arc emphasizes superspy action and espionage with a splash of horror, enough to keep things interesting. Think *Splinter Cell* meets *Dr. No* by way of *Doctor Who*.

A New Cold War

Ideal for **Spy vs. Spy**, this story arc is designed for groups wanting to deal with the nitty, gritty stuff. The stakes are high with the potential for global destruction. With lots of emphasis on tradecraft, international intrigue, and conflict, this is very much in the style of *A Clear and Present Danger* with a splash of spytech. Traditionalists can turn off the loadouts and mystical elements and get down to it.

Teeth of the Coyote

Designed with **Homeland Security** in mind, this plays out like *The Shield* with the agents working on tracking down and eliminating a drug cartel where nothing's as it seems, a real blend of action and investigation. Halve the Resource Points available, eliminate spytech, disallow **Arcane Training**, use the gritty damage rules (as found in *Realms of Cthulhu* or *Savage Worlds Deluxe*) and get ready to crack skulls.

The End is Nigh

As the name indicates, this story arc showcases **Apocalypse Now**. The end times are upon us and it's up to the agents to stop them. A blend of high action and horror in the vein of *Blade* meets *Mission Impossible* dialed to eleven.

The Triangle Initiative

How could we not pay tribute to *The X-Files* and *Dark Skies*? **Watch the Skies** offers the agents an opportunity to deal with a global conspiracy to install aliens as our secret puppet masters.

Eyes of Atlantis

When myths are real and Atlantis is mentioned, the Nazis cannot help but raise their ugly heads. In true pulp fashion, **The Waking Nightmare** tasks the agents with thwarting their nefarious plan. Think *Indiana Jones* meets *Burn Notice* by way of *Charmed*.

The Devil You Know

This story arc is most suitable for **The Waking Dream** and illustrates the stylistic differences between it and *The Waking Nightmare*. There is a greater emphasis on conspiracy rather than direct overt threats, though there is action aplenty.

OPERATION BIG KAHUNA

Our agents are afforded the opportunity of experiencing an Oblivion campaign with the volume set to eleven. Dangers — mystical, alien and mundane — abound, and various organizations in the world either work in concert with said dangers, or pose threats of their own. Our heroes rise from budding field agents to become the last line of defense between the unearthly danger that has arisen and humanity.

Templeton Frost, a volcanologist, has fallen in with a bad egg in the form of Gustav “Kahuna” Hurtz, a billionaire real estate mogul and astronomer. Hurtz hired Frost to aid him in plotting out some coordinates he couldn’t make sense of when he made three-dimensional renderings of petroglyphs. Frost introduced some seismological wave-forms into the mix, and what resulted were star coordinates. When he wanted to go public, Hurtz told him it was premature and introduced him to Hula, one of his companions. Hurtz further theorized that proper stimulation of seismic activity — in other words, earthquakes — could create resonance fields that would activate tesseract, portals between the worlds. Excited about the possibilities, Frost crunched the numbers, thus discovering the recent increase in volcanic and seismic activity has been caused by Global Energy Solution’s attempt to create hydroelectric solutions. Hurtz is a board member of this company, which is owned by Pandora International, a shell company for Pandora.

By monitoring Frost’s communiqués, Hurtz knew he was about to blow the whistle, but the man is too valuable, and has been removed to a GES facility in Australia, where Hurtz hopes the conditions are right to open the skies. Hurtz is an egomaniac whose ultimate quest is for immortality, be it literal or by going down in history as the man who surpassed conventional star travel. Pandora is backing him because he provides plausible deniability, and if his experiments prove successful, they hold a fortune in their hands. Catastrophes and civilian deaths are nothing compared to the future that awaits mankind. The heroes must find and free Frost, and stop Kahuna, but ultimately they must put an end to GES altogether before the world is torn apart, by going into their central ultra-secure servers in Singapore and releasing a virus to eliminate all the data.

Starting Region: Hawaii

Central Locations: Hawaii, Australia, Singapore

Suggested Enemies: Thugs, Pandoran Agents,

Important NPCs: Kahuna, Silk, Hula

Goal: Rescue Frost/Save the World

Campaign Archetype: The Company Line

1. The characters are flown to Hawaii to meet with Templeton Frost, who makes his home on the island of Kauai. Their mission is to procure his latest research on some underwater volcanic activity he deemed too sensitive to transmit electronically. When they arrive, he is nowhere to be found. They do, however, encounter some low-level Pandora agents ransacking his place. These rivals try to escape, fight if they must, and commit suicide via cyanide capsules in their masks if capture is inevitable. At this point, one of the agents receives a sultry-voiced call on his secure line informing him the party has won a luau extravaganza getaway from Big Island Retreats, and a chartered chopper waits to take them to their destination.

2. Big Island Retreats is a swanky, upscale resort located on the Kohala Coast of the Big Island. Its looks are deceptive. Close inspection reveals a squat, fortress-like appearance to the entire structure. As the agents disembark, a lovely blonde woman of mixed French-Hawaiian ancestry approaches them and introduces herself as Annabelle LeMonde. She is better known as Hula to the guests and locals, as she grew up on the islands and teaches the aerobic hula classes. While not an agent herself, she was intimate with Templeton, and had been texted two sets of numbers earlier that day. She shows them her phone, revealing that the first set is the agent's number, but she has no idea what the second set might be. These are determined to be a simple substitution cipher revealing two sets of coordinates. The first set pinpoints the dead center of the Puako Petroglyph Archaeological Preserve on the Big Island where they presently are — if examined, the Puako Petroglyph depicts what looks like a spiraling sun or an iris opening. The second set of coordinates is the precise location of Imiloa Astronomy Center of Hawaii. Hula is shocked. The museum curator, Gustav “Kahuna” Hurtz, owns Big Island Retreats and is her boss. He flew in early this morning to greet some guests of his and is tonight's host.

3. Events leading up to the luau are quiet. The agents may explore the preserve, but Big Island Retreats insists on providing guides for the party's safety. (These men are thugs working for Hurtz.) Kahuna is unavailable until the festivities are about to begin. There is large pig roasting in a fire pit, with Tiki torches and lovely girls in hula skirts all about. Kahuna, a slick-headed, robustly healthy and tan German in his late fifties appears to get the festivities underway. Poi is passed around, and the normal families and visitors partake. A group dressed in black — the Pandora contingent — do not consume any of the poi, save for their leader, a striking woman with deep red hair and green eyes.

Hula makes her entrance as the drums begin and performs a mesmerizing dance accompanied by her troupe. Kahuna speaks with the characters, giving them the opportunity to learn about his interactions with Templeton — or they can break into his office and rummage through his papers and laptop. If the agents get rough with Kahuna, his many men will intervene, as will Silk, the red-haired woman, who is one of Pandora's top assassins, long enough for him to get away.

His computer has minor security on it, but once hacked it is easy enough to discover his plane, Kahuna I, has a non-stop flight plan to Darwin, Australia, and is owned by Global Energy Solutions.

4. Getting to Australia should take nothing more than simply contacting the Agency and catching a flight off the island. However, a storm has blown up, and the party is grounded for twelve hours. The flight time is ten hours, so the agents arrive nearly a full day behind Kahuna. Their contact — one Rupert Morningstar — has been killed, and a cell phone in his pocket begins to ring when the characters find him. *“Too bad you had to follow.”* There is an explosion, but the agents realize the detonator had to be close. They are able to locate a Pandoran disguised in a GES jumpsuit who still has his pass card in his pocket and keys to a company car — a nice, tricked-out DeLorean. The party is pursued by a company van in the city (the backup plan) which is replaced by a chopper once they make it out onto the open road. (The DeLorean has a GPS tracking device in it and the “assassin” was expendable.) Five hours later, they arrive on the outer grounds of GES ready to take down Hurtz.

5. A full assault will be a nightmare — the characters don’t have the firepower — and the GES facility is on full alert, so surrender may be the best option. If captured, they are taken before Hurtz, who has Frost tied up nearby. He gloats for a moment, *“You are about to witness history, gentlemen!”* The ground shakes, and the petroglyph becomes a fully realized three-dimensional shape that shatters open. A cold wind blows in, and the sky crackles as two strange, horrible electrical creatures emerge, devastating Hurtz and his men.

The agents must free themselves, save Frost, destroy the invaders, and turn off the machine. Turning off the machine weakens the creatures, but they still must be destroyed before they wreak more havoc.

If the characters try to fight their way in, the experiment goes off without them bearing witness, and a horrible explosion tears apart the outer wall. They can then work their way through the wreckage, but in either case, the agents must still save Frost and end the threat.

6. Frost knows his material was decrypted in a matter of minutes, and the data was uploaded to the central server in Singapore that Hurtz bragged was impenetrable. The only way to bring the system down is to go to the central hub and plant a necrovirus to destroy all traces of the system. The characters can use their own skill sets, call upon their contacts, or rely upon an unlikely ally, L’Heurtasse. If they dally too long, tremors begin and a nearby phone in the rubble rings. It’s L’Heurtasse.

“We know the troubles that have happened—I mean, are happening. We are willing to pitch in. We have the code you need, but first you must do a little something for us. As for time? You are working with us, so you have plenty of that, mes amis, but I would still suggest not tarrying, for you will not always be with us. Bon Chance! Meet us in Singapore at a little bar called Half Past Late — it caters to you tourists, and we will talk more. Reinforcements are arriving there.”

As he hangs up, the characters must fight their way out of a group of fresh Pandoran agents. Nearby, there is a Harrier and several jeeps. Procuring either should be easy enough for our heroes, as the vehicles are lightly guarded — most everyone is combing the place.

7. Half Past Late is an overly bright, noisy bar in downtown Singapore. A waiter brings a red cell phone over to the characters when they arrive. It rings as it is handed to them. *“Good to see you are right on time. We have a simple task for you. You do this thing. You get the code you need and get to be heroes. If not, then another time perhaps? Good. Know this. We want you to succeed. We like this world too, but it’s not the only one, eh? You’ll see. The experiments of Kabuna have opened up a tesseract nearby, and we are not equipped to close it. Thinkers, not fighters, are we. Oui? Close this up, and we will have the code waiting for you. I’m sending you the coordinates now.”*

The phone’s GPS system activates to show a back alley just a few streets away. When the agents get there, they see a strange shimmer in the air and smell the decay of dead flesh. They discover several bodies in a dumpster — it appears as though their bones melted and burned their flesh from the inside out. The party must kill a horrible creature of the Director’s choosing that is camped in the shadows nearby. After this is done, the tesseract closes, the phone rings, and the location of the code — under the dumpster — is revealed.

8. Getting into GES can be as difficult or as easy as the Director wants it to be. If the characters want to go in guns blazing, they can, but they had better have a lot of firepower, as GES is well defended. The best bet is to scale the building and get in through a side window, or try to quietly infiltrate their way through the offices until they reach the server floor. Activating the code requires minimal computer skills — it is on a flash drive and simply needs to be inserted into any of the main terminals in the central server room, after which the building’s power goes out. The flash drive shimmers an earthly greenish-black and seems to howl as it cascades out along the lines. The Black Widow code of L’Heurtasse is no rumor after all. The secrets of the petroglyphs are again lost to man, and the agents can rest easy...at least until their next mission.

A NEW GOLD WAR

In this campaign, the agents learn the Chinese are actively using espionage to steal U.S. military secrets and ultimately plan an invasion of Taiwan. This is due in part to a rising tide of Chinese Nationalism and a Chinese General who is playing a duplicitous game of diplomacy and warfare. While the story arc assumes the agents are successful at each mission, this may not be the case, so the Director may have to modify future missions to keep the team on track.

Starting Region: Eastern United States (United Nations, the Gabrielle Project of Burton-Ross in New Jersey)

Central Locations: United Nations Building in New York, the Burton-Ross Industrial Center outside of New Jersey, Tokyo, South China Sea, North Korea, Hong Kong, and Taiwan.

Suggested Enemies: The PLA: 2nd Department and MSS agents (use Seasoned/Veteran agents), North Korean police, a Pro-Democracy North Korean Terrorist group, and American mercenary soldiers.

Important NPCs: PLA Assassins, Lin Zhu Zhang, La Wu Tsia, Ivan, Mia Zhou Feng, General Mak

Goal: Prevent possible World War III if China attacks Taiwan.

Campaign Archetype: Spy vs Spy

1. The agents are given a protection mission. A Chinese agent, Lin Zhu Zhang of the 2nd Department of the PLA, is defecting. The agents must make contact with him at the Statue of Liberty and safely escort him to a safe house in New Jersey. Unfortunately, the PLA has learned of his defection and has sent two highly-trained assassins to kill him before he can reveal any state secrets.

2. Agent Zhang's debriefing discloses several important pieces of data. First, the PLA has targeted Linda Burton, a member of the Board of Directors for the Burton-Ross Corporation of New Jersey, for extreme surveillance. Second, they plan to steal tech data on the Second Stage Stealth program being developed by Burton-Ross, using Linda as their way in. Third, someone close to Linda is acting as an agent for China. The team's new mission is to get close to Linda, gain her trust, and expose the Chinese agent before he can steal the data. This ends in a showdown in the factory with not one, but several Chinese agents.

3. Oblivion learns the Chinese agents are a special unit under the direct command of General Chang Zhou Feng. He is an extreme Chinese Nationalist, outspoken against the West and a supporter of taking Taiwan by force. The agency decides they need to know more about General Feng's operations. The agents are tasked with kidnapping La Wu Tsia, a Chinese diplomat and spy extraordinaire, who works in the Chinese office of the United Nations. She has two highly trained guards with her at all times, lives in a high rise penthouse with good security, and is very dangerous in Hand to Hand combat. She must be pacified and brought in for questioning.

4. Through La Wu Tsia, the agency learns General Feng is not operating with the full consent or knowledge of the Chinese government, but has his own agenda and is gathering political power through the growing Chinese Nationalism movement. His agents have been gathering weapons of mass destruction on the European black market (which is obviously unnecessary as China has their own weapons). The agents are sent to Tokyo, Japan, to meet with a Russian arms dealer, code named Ivan. They are to pose as sellers of a dirty bomb (a small, suitcase-sized nuclear bomb) and to arrange for a buyer, (hoping General Feng's men will seek to buy it). They do, and the team meets General Feng's daughter, Mia Zhou Feng. After negotiations, Mia arranges a meeting in the South China Sea. The money (up to \$10 million USD) will be transferred to an Oblivion account when the bomb is given to the contacts at sea. The contacts are American mercenaries working directly for Mia (though she is not on the yacht at the time of the transfer). The bomb is given a tracking device and an important element is missing to prevent its immediate use. The agency wants to determine why General Feng wants the bomb. The mercenaries have itchy trigger fingers, and the deal could go south very quickly.

5. The agents learn Ivan has been killed, and a black operation (cover up) has gone into effect, with data showing that Ivan sold an American-made dirty bomb to a pro-democracy terrorist organization in North Korea. Indeed, the tracking device shows the bomb was taken to North Korea. Mia attempts to contact the agents to set up another buy, obviously a trap to tie up loose ends. The team's new mission is to capture Mia and to interrogate her into revealing her father's plans.

6. After successful Interrogation by the agents, Mia reveals the bomb has been given to a pro-democracy terrorist organization in Kanggye of the Chagang province. They plan to set off the bomb in the city at midnight in two days. General Feng hopes to make it look as if the Western nations have purposely given a dirty bomb to this group in order to cause trouble with North Korea. He wishes to instigate a new North Korean conflict to keep American armed forces divided between Iraq, Afghanistan and North Korea, while he initiates a strike against Taiwan. Mia also reveals that the missing element was discovered, and the bomb is now a functional weapon of mass destruction.

The agents' new mission is to sneak into North Korea, travel to Kanggye, locate the bomb, then secure and defuse it. They must fight radical terrorists to gain control of it, as well as North Korean police once the bomb is discovered. The terrorists have the bomb in a large hotel in the downtown area.

7. The agents are sent to Hong Kong to meet with Chinese General Mak and give him intelligence on General Feng's actions. The difficulty is that General Mak is in Hong Kong on vacation with his family and has several MSS agents guarding him. How the agents arrange to make contact with him is up to them, but it won't be easy.

8. General Mak secretly contacts the agents and gives them information about an island in the South China Sea owned by General Feng. It is from here General Feng hopes to launch an invasion of Taiwan. Once begun, he is sure the Chinese government will be forced to back him, and China will be united once more. He has created a small army of attack helicopters, men and materiel for the planned invasion. The agents' mission is to infiltrate the island, set up the dirty bomb and escape. If successful, they have prevented a possible World War III scenario, saved Taiwan, and put General Feng in check as the Chinese government arrests him for his illegal appropriation of weapons.

Modifying for The Company Line

General Feng is being financed and assisted by Pandora so they can gain access to the Silver Ponds of deep China, a spiritual place of power, protected by General Feng. Pandora has agents ready to step in and prevent World War III if necessary, but wants to keep Feng alive and make him an ally to be used in their future eastern endeavors.

T W E A K S

Use these story arcs as is or throw in some missions of your own or from the **Mission Generator** (p.137) to flesh them out. Have fun with it!

All story arcs aside from (Operation Big Kahuna) provide guidance and advice on the necessary changes to use it in the base campaign style. Feel free to embrace or ignore as best suits your sensibilities.

TEETH OF THE COYOTE

Not all campaigns need to focus on the strange or mystical. Our world holds enough everyday horrors in the form of rampant criminal activity and depraved behavior to keep any group of trained agents busy just protecting their nation. In this Savage Story Arc, the agents become involved with a new player in the drug-trafficking Mexican organizations, the Coyote Cartel, and their dangerous new drug just hitting streets. Called white tar heroin, it is three times as potent as black tar heroin. The agents find themselves uniquely positioned to track down the source of the drug and stop it before it becomes the next player in the ongoing war on drugs.

Starting Region: Anywhere in the United States

Central Locations: San Diego, CA; New Orleans, LA; San Antonio, TX; U.S.-Mexico border; Cancun, Mexico; Mexico City, Mexico; Tijuana, Mexico.

Suggested Enemies: Street gang drug dealers, armed Coyote Cartel enforcers, drug smugglers, government agents

Important NPCs: Charlie West, Alfonso, Mercedes Torres Diaz, Cristobal Lobos

Goal: Stop the Coyote Cartel from transporting powerful new narcotic into the United States.

Campaign Archetype: Homeland Security

1. The agents are called upon to help deal with a delicate hostage scenario in whatever city their base of operations is located. A man hopped-up on some sort of narcotic has an automatic rifle and is holding a dozen of his coworkers hostage in a small corporate park. The agents must infiltrate the building and deal with the man, Charlie West, either through covert force or negotiations. Once defused and the hostages rescued, the agents learn Charlie was high on a new drug called “white tar heroin.”

2. Tracking down Charlie’s drug dealer requires some investigation, but the agents are eventually brought to San Diego, California. There they must bust up a drug-peddling ring in the worst part of the town, where well-armed gangs keep to themselves and don’t like questions from nosy strangers. Through direct or indirect action, the agents learn this is just another chain in the white tar heroin link, and the San Diego gang actually manufactures the drug from two separate but unique ingredients. Which ingredient the agents choose to pursue is up to them, but the trail leads them either to San Antonio, Texas, or New Orleans, Louisiana.

3. Following up the first ingredient of white tar heroin brings the agents to San Antonio, where they must dig into the city's seedy underbelly to find anyone who knows anything. Their pursuit of a contact named Alfonso leads them through the roughest neighborhoods of the city, but they eventually discover Alfonso is the primary contact for a group of "coyotes." These specialized criminals smuggle people over the U.S. border into Texas illegally, and are known to be a rough and tumble group of thugs. It turns out the ingredient, seemingly innocent on its own, is being pushed over the border by these "coyotes."

4. Tracking down the human smugglers in the Texas wilderness along the U.S.-Mexico border may require some help from the local militia or Immigration Services. The agents learn of their mark out in the wilderness who has the stuff, and can catch up with him and his "cargo" outside of a small Mexican town.

Unfortunately, the coyote is protected by enforcers from the Coyote Cartel, so it becomes a shoot-out when they refuse to give up their illicit cargo. Though they have learned much there are no further clues leading them to the mysterious Coyote Cartel (few have heard of them outside of Mexico, and there is no way to know where their power base is at this point).

5. Pursuit of the other primary ingredient of white tar heroin takes the agents to New Orleans, where they must contend with corrupt Department of Homeland Security officials who have been charged with breaking up the drug smuggling rings operating in the Crescent City. The agents must wrestle with bureaucratic DHS entanglements before engaging the actual smugglers in a high-speed boat chase in the swamps surrounding New Orleans. They learn the merchandise is coming from Cancun, on the tip of the Yucatan Peninsula in Mexico.

6. It's Cancun and it's spring break! In the seminal party city, the agents track the shipments through a few of the well-connected gangs in Cancun. From there they learn the ingredients are brought in from the jungle of the Yucatan Peninsula, where a Coyote Cartel-controlled operation manufactures the ingredient in a secret facility. The agents must shut it down by whatever means necessary, but no further clues exist as to where the Coyote Cartel is actually based — the trail goes cold at this point.

7. A few weeks later the agents are contacted by a drug enforcement official in Mexico City requesting their help, as his sources have told him of the agents' own activities with the Coyote Cartel. When they arrive in Mexico City, however, they find him dead, with only a few cryptic clues regarding the Coyote Cartel that provide no new information. They are met by a mysterious but competent woman, Mercedes Torres Diaz, who claims to not only know about the Coyote Cartel, but also that the drug enforcement official's partner is being tortured. She asks for their help, but do they trust her? Her information is good, and the agents have a chance to rescue a man and learn a good deal more about the Coyote Cartel.

8. The rescued partner reveals the Coyote Cartel is preparing a huge shipment of the new drug to come into Tijuana. They need solid evidence in order to bust the cartel wide open, and the agents are asked to infiltrate the operation in Tijuana and gain the trust of the cartel operatives there before the shipment arrives. Once it arrives they can take them down with the help of the Mexican government and the Department of Homeland Security.

9. The Coyote Cartel's drug trafficking scheme has been busted, but they're still out there. It's time to take the fight to them to ensure all loose ends are tied up. The confrontation is a knock-down, drag-out fight in a fortified Mexican villa where the leader of the Coyote Cartel, Cristobal Lobos, lives and works.

Modifying for The Company Line

White Tar was created in Pandoran labs and sales of the drug are being used to finance many Pandoran projects. The drug may also have a suggestive element to it that allows Pandora to control the minds of those addicted to it.

THE END IS NIGH

Starting Region: United States, field operations base

Central Locations: New York City, Castle in Budapest, Enormous Library, Sri Lanka

Suggested Enemies: Illuminati, rogue MI6 (British Intelligence) operatives, Pandoran Agents, Vampires, Werewolves

Important NPCs: Simon, Marcus Varro, Master Shadow

Goal: Seek out and destroy the master vampire.

Campaign Archetype: Apocalypse Now

1. The agents must track down a researcher who has gone missing. He has been studying number probabilities and the Mayan calendar as it relates to lunar cycles. His study appears ransacked, but the agents discover hidden documents containing some of his theories. They soon also learn the room is rigged with a delayed spell to summon a creature from the unknown! The researcher's notes and the power of the summoning spell lead the agency to believe things are in motion for the destruction of the world.

2. The agents must follow up a lead from the researcher's notes about a vampire legend. Supposedly, an ancient vampire, slain over 200 years ago, had found a way to bring about complete darkness that would veil the world in eternal night. His remains must be recovered from a castle in Budapest for safekeeping. However, the agents arrive too late and must fight a three-way battle with rogue agents from MI6 and Pandoran agents, all of whom are also seeking the remains. Will the agents work together with either of these organizations or continue their pursuit alone?

3. The agents are sent to purchase an antique tome written by the vampire's slayer. It details how and where the ritual must be performed in order to bring about "the age to come" that will plunge the world into complete darkness. The text not only contains the spell, but also lists several important artifacts that can be used to stop the coming darkness. Late that night in an old library, the meeting with the antiquarian is interrupted by an actual vampire. He boasts about his lord, Master Shadow, and his ultimate plan to bring darkness over Earth. The intruder tries to kill the agents and the antiquities dealer in order to take the book for his master.

4. If the vampire manages to escape, the agents are to track him down and retrieve the tome. If he is killed, clues from his person help lead them to his lair. Either way, they are given several known locations of recent murders that could have been vampire attacks. Once they find him and retrieve the tome, they are charged with recovering various artifacts of historical and Biblical importance relating to eternal life and vampirism listed in the tome. The researcher from the first adventure is also being held in the vampire's lair and will help the agents locate

the artifacts. The next four adventures involving the artifacts can be played in any order. Investigations can lead the agents to these items, they can be simple smash and grab missions or a combination of both. Psychics in the group will start having terrible nightmares of darkness during these missions.

5. The Sword of Prester John is in the private collection of an Illuminati assassin in Sri Lanka, India. The assassin may or may not be willing to sell the sword. Additionally, he may also be aware of the agents' ultimate mission and willing to help, if it furthers the power of his masters. Alternatively, he may have orders to kill them and is waiting for them to attack him. The Sword gives the ability to slay vampires (Holy Item, +4 damage vs Vampires, roll d10 instead of d6 for a raise on damage). Pandoran agents are also after the Sword and have a full strike team in place and ready to make their assault when most inconvenient for the heroes.

6. The agents must clear out a pack of werewolf bikers and recover an amulet worn by Simon, the Alpha male. The amulet has the power to resist the vampire's *mesmerism* (Improved Arcane Resistance vs. Vampires). The history of the amulet and the werewolves can be found in the tome. Additionally, one of the agents can be bitten and contract lycanthropy. This complication could provide several side adventures for the group.

7. The Van Helsing Crossbow is a legend among vampire hunters. However, the Agency believes it's still being used by a Vatican-sponsored hit squad. The agents must track down and obtain this item. Of course, the squad, led by veteran Vatican "cleaner" Marcus Varro, doesn't want to part with it and may be in the middle of a "hit" when the agents stumble upon them. The Crossbow gives the ability to slay vampires (Holy Item, +4 damage vs. Vampires, roll d10 instead of d6 for a raise on damage).

8. The Polidori Grimoire was written in the early 1800s as a guide to slaying vampires. It includes several incantations to immobilize and restrain the undead. It also contains the locations of the most powerful magical places on Earth. The vampires must use one of these locations to power their ritual and are most likely using it as their lair. The Grimoire's location is a closely guarded secret of British Intelligence. The agents must beg, borrow, or steal the book in order to learn where the final battle will take place.

9. The agents launch a full-on assault of the master vampire's lair, complete with a strike team and all the resources of the Agency. The darkness ritual is almost finished, and the agents must save the innocents and kill the monsters before the final sacrifice is made! Pandoran agents, the vampires, and perhaps even some of the werewolves that escaped earlier will all fight to the death to bring the eternal night!

THE TRIANGLE INITIATIVE

A terrible threat looms over humanity, and the agents find themselves uniquely positioned to learn about its movements and counter its machinations — before it's too late. In this Savage Story Arc, the agents become part of a sinister plot between a race of alien parasites called the Haathar and The Triangle, a secretive group of men and women comprised of the rogue intelligence agency, Blue Shadow; Manniker Arms, a world-spanning military contractor; and members of the United States government! Together they plan to position the Haathar as the secret masters of Earth, with The Triangle controlling the strings, but all is not as it seems.

Starting Region: Eastern United States (Washington, D.C.)

Central Locations: Washington, D.C., Florida, secret base near Rainbow Lake in Canada, San Juan, Texas, Maine

Suggested Enemies: Haathar Sandmen, agents of Blue Shadow (use Seasoned/Veteran agents), Manniker Arms security forces, U.S. military personnel, Haathar aliens

Important NPCs: Haathar Sandmen, Haathar Aliens

Goal: Prevent the parasitic alien Haathar from secretly controlling the world.

Campaign Archetype: Watch the Skies

1. The agents are asked to provide security for a hastily assembled first meeting with alien entities known as the Haathar — an otherwise unknown species that contacted Oblivion seeking a conference to discuss their co-habitation of Earth. The Haathar appear in human form, and explain they can alter their basic form to appear more friendly. Before the meeting can truly begin, however, the Haathar delegates are attacked by secret agents of Blue Shadow, and the aliens strangely dissolve into sand.

2. After the botched first contact meeting, the agents are sent to investigate the origin of the assassins, but there is very little evidence to go on. After some legwork, the agents track the Blue Shadow assassins to a warehouse in Washington, DC. There, the agents are attacked by military grade drones bearing the logo and design of Manniker Arms, a prominent military/technology contractor.

3. The Haathar re-establish contact with Oblivion and blame them for the security breach, but the truth is more complex. In reality, the Haathar are split into two groups: those seeking peaceful cohabitation (they sought out Oblivion), and others seeking to dominate life in a secret world power group (they are working with The Triangle). The Haathar give Oblivion another chance. They are to escort one of the delegates from the Oblivion safe house to the rendezvous point in Washington, D.C. The agents are assigned the job, during which they are chased by Blue Shadow in the city streets, but the meeting is a bust when the Haathar delegate uses a bomb to blow up the meeting!

4. Oblivion sends the agents to investigate the military contractor, Manniker Arms, and its connection to Blue Shadow and the Haathar. Manniker has a large office based out of Gainesville, Florida, into which the agents must infiltrate and eliminate security opposition. The agents learn about the contractor's ties to an organization called The Triangle, of which Blue Shadow is also a part — though there is no indication as to a third party.

5. Suspicious of the aliens now, Oblivion sends the agents to a recently discovered secret Haathar base they suspect houses some of their technologies. The base is in Manitoba, Canada, on the outskirts of Rainbow Lake. Upon arrival, the agents discover something has destroyed the base and escaped. They are then hunted by the ethereal creature that serves as the Haathar's experimental war beast. From the wreckage of the base, the agents learn more about the Haathar, including the existence of the two opposing factions and their plans to secretly control Earth with the aid of The Triangle.

6. A breakthrough in the investigation sends the agents to San Juan, Puerto Rico, where Blue Shadow is rumored to have an operations base. The agents work contacts in San Juan, thereby learning Blue Shadow is actually housed in a secret underwater habitat called Deep Blue off the Puerto Rican coast. Infiltration requires careful work, but once inside the agents learn the Haathar are actually controlling the agency! It is here the agents get a first look at the aliens in their natural form — loathsome creatures resembling beetles the size of dogs.

7. Oblivion must put pressure on Manniker Arms to learn more about the threat and how to counter it, and so the agents are tasked with capturing CEO Karen Manniker at an exposition in Dallas, Texas. They must plan carefully in order to interrogate her regarding The Triangle and the Haathar. She does not yield easily, but when confronted with the fact the aliens have taken Blue Shadow, she reveals they've been working with members of the U.S. government to form the Triangle into a human-led power working with the Haathar. The agents must then eliminate Karen Manniker's alien handlers, who discover her missing.

8. When confronting the U.S. politician in Washington, D.C. the agents are surprised to find him a Haathar Sandman! The implication is the politician was transformed somehow, and investigation reveals he recently took a personal trip to Maine, after which he returned "changed." Instructed to check out the site on the far northern coast of Maine, the agents uncover a Haathar facility creating a special bio-technological virus to turn humans into sandman slaves! The facility must be destroyed.

9. Oblivion is able to develop a method of reversing the sandman virus with the help of the friendly Haathar, but the others still must be stopped, as information gained from Maine indicates there is another facility in Antarctica. The agents are tasked with destroying it covertly, and they are able to home in on the Haathar's secret manufacturing facility in the cold wastes — which is also their mothership! Armed with bombs and some advanced gear courtesy of their Haathar allies, the agents must get inside, plant the charges and escape before falling to the opposing alien forces and their twisted experiments.

Modifying for The Company Line

Blue Shadow is actually a division of Pandora with all its assets and tendencies.

EYES OF ATLANTIS

The myth of Atlantis is known throughout the world. Scientists have studied it, folklorists have followed the patterns, and occult groups from every corner of the globe have at various points claimed to have found it. But few have come as close to actually reaching the fabled lost continent as the Thule Society at the height of Nazi Germany. High-ranking Thule Society members with great influence in Hitler's regime commanded teams of archaeologists across the world in search of the remnants of Atlantis and the pure-blooded Aryan strain they believed was the key to world domination. And in the Arctic Circle, buried under layers of ice, an enterprising young Thule Society occultist named Wilhelm Krieg believed he found the key to it all. But then the Allies broke the German line, and the power of Nazi Germany was broken. Krieg escaped persecution by fleeing, along with many members of the Thule Society, to South America. There he labored to uncover the truth buried under the Arctic ice, and in the process unlocked many Atlantean secrets — including the rites necessary to extend his own life.

Now, Krieg has rebuilt the Thule Society in the depths of South America and believes he has found the key to the frozen island in the Arctic Circle. That key is an experimental laser drilling apparatus developed by the top engineers of Schwarzeneis Limited, a German-based company specializing in off-shore drilling, and when combined with Krieg's occultist powers will be the last piece in a puzzle stretching back eighty years. Krieg and his Thule Society compatriots have managed to lure away the top engineer from Schwarzeneis to their own cause and right now are working on melting the ice that locks the island that could hold the secret to Atlantis itself.

Starting Region: North Atlantic Sea

Central Locations: Arctic Sea, Germany, South America

Suggested Enemies: Schwarzeneis guards, Thule Society occultists, Aryan supermen

Important NPCs: Wilhelm Krieg, Rak Vor Lor of Atlantis

Goal: Stop the rise of Atlantis and the Aryan supermen locked in ice

Campaign Archetype: The Waking Nightmare

1. The agents are tasked with extracting a skilled engineer from an off-shore oil drilling operation in the North Atlantic Sea. The facility is owned and run by Schwarzeneis Limited. They must use a secret mini-sub to board the facility discretely, deal with the hostile guards, and extract the engineer. Once safe, he explains that the real genius working on the laser drill is Victor Braun.

2. Victor Braun has a home in Berlin, and the agents are sent there to investigate. Unfortunately, Krieg set several magical traps to deter the curious, which the agents trigger unless they are very careful and magic savvy. The traps unleash elemental spirits tasked with destroying intruders. After dealing with them, the agents learn from the scattered notes that Victor Braun was in communication with a person known as “K” out of Rio de Janeiro in South America.

3. Following up on “K” in Rio turns up nothing, but the agents have drawn the attention of Thule Society occultists. The party is ambushed in a dirty alley in the wrong part of Rio de Janeiro by a group of thugs led by a Thule Society channeler. During the battle, the channeler flees and leads the agents to the catacombs of a cathedral. There they must deal with undead guardians of the Thule Society base, after which they uncover evidence linking Victor Braun to Wilhelm Krieg (the mysterious “K” in the letters). The clues point to a jungle facility, where Krieg performed inhuman experiments.

4. Trekking through the jungles of South America, the agents must deal with wild animals, menacing vegetation, and swarms of insects. The trail eventually leads to Krieg’s base deep in the jungle. In the eighty years he has been here, Krieg has performed numerous experiments in rejuvenation and life extension. Unfortunately, he has put his failed experiments on alert as guards. In addition to a few Thule Society channelers, the agents must deal with twisted, violent versions of normal animals, such as monkeys and gorillas, along with Krieg’s prize — a 10-foot tall Aryan “superman” derived from Atlantean stock. This hairless being has slate gray skin and is a powerhouse of genetic engineering and strength. The agents learn the full extent of Krieg’s goals here in South America, as well as the exact location of his island under the ice in the Arctic Circle.

5. The agents must travel again via secret mini-sub to the Arctic Circle where Schwarzeneis Limited has a secret off-shore drilling facility manned by Thule Society channelers. As they arrive and infiltrate the facility, however, the laser drill enhanced with magic penetrates the last of the ice. A massive geyser of steam fills the entire area, as winged aquatic bat-like monsters emerge from the hole in the ice. The agents must deal with the steam, the creatures, and the guards as they fight to get to Krieg and Braun, only to discover the pair have already exited the facility in a sub of their own and have begun their descent.

6. Piloting their mini-sub, the agents must navigate the craggy ice shelf deep below the surface to follow Krieg and Braun. Strangely enough, they emerge into an alien land, untouched by the ravages of time. This is the island Krieg has sought for over eighty years, protected by a bubble of force energy. Unknown flora dominates the lush landscape, which is tropical in temperature. Krieg and Braun have a head start on the agents, and the going is slow through the rough terrain.

7. While travelling, the agents are captured by a primitive tribe of large, blue-eyed, blond Aryan men and women. They speak in a strange accent, yet somehow the agents can understand them, and vice-versa. They are taken to the Aryan village and must pass several trials in order to prove they are not enemies. Once so proven, the village elder explains they are a colony of slaves under the yoke of Rak Vor Lor, an Atlantean warlord who lives in a palace made of crystal in the center of the biosphere. The warlord's forces, well-armed Atlantean warriors, arrive to raid the village, and the agents are asked to help repel them.

8. The agents are led to a secret passage the Aryans built long ago that leads to the crystal palace of Rak Vor Lor. Along the way, the agents must deal with lurking shadow monsters and a special guard — a massive tentacled creature coated in a viscous slime, the protector of the underground entrance to the palace. They find Victor Braun in a pit, discarded by Rak Vor Lor, and Krieg. Braun informs the agents of the master plan to raise Atlantis itself and conquer the globe with an army of supermen!

9. The final showdown in the crystal palace of Rak Vor Lor involves the Atlantean warlord, Wilhelm Krieg, and a force of primed supermen ready for action. Do the agents sacrifice themselves to destroy the palace and collapse the biosphere bubble here below the Arctic Circle, thus preventing the rise of a dread kingdom bent on blood-soaked conquest? Or do they manage to escape to the surface as the tiny world crumbles around them?

Modifying for The Company Line

Krieg has served Pandora for years as a scientist, but has gone rogue and is currently being hunted by an assassination squad whose movements parallel and bedevil the Oblivion agents. The team could be enemies, or become temporary allies based on role playing and the Director's whim.

THE DEVIL YOU KNOW

Terrible things dwell in the fevered imaginings of mankind, and not all of them have always been imaginary. Once, long ago, a powerful entity known to its enemies and worshippers as Moloch, was a living, breathing creature, or at least so much as “demons” can live and breathe. It ruled from a castle in what is now western Russia and enjoyed the taste of flesh and blood, especially that of the innocent. Moloch’s followers were dubbed witches and warlocks, and they stole away children from villages in the depths of night. Eventually, the demon was killed when its gluttony robbed an entire hamlet of all of its children. With the aid of a kindly priest, the villagers stormed the castle, killed Moloch’s coven of worshippers, and nailed it to a cross. They then buried the cross in a consecrated cemetery and moved away.

But that did not kill the demon. Moloch has been patiently biding his time, and has managed to wriggle his way into the dreams of especially sensitive channelers of magic. Specifically, he has taken root in a high-level operative within the Occult Branch of Oblivion, and now this puppet works to resurrect her dread master.

Starting Region: Eastern United States (New England area)

Central Locations: New England, Eastern Europe, London

Suggested Enemies: Cultists, demons, spirits, witches

Important NPCs: Madame Black, Count Gregor Vladivich

Goal: Stop the resurrection of the demon Moloch by forces outside and within Oblivion.

Campaign Archetype: The Waking Dream

1. A search in the New England area for a kidnapped child draws the agents in when it is revealed to them (not the public) that some sort of magical force is at work. Oblivion dreamers in the Occult Branch have divined the child is being held in a small Massachusetts town, but have no direct information. The agents must search the town. The local people do not trust any strangers, and several are Moloch-worshipping cultists. Many children have gone missing in the past ten years, but no one in law enforcement is searching for them. Even the child’s parents do not seem overly upset at the disappearance. The agents discover the child is being held by a witch in the woods, and rescue him before the sacrifice, but there’s still something odd about the town. The sacrifice was to be in the name of Moloch.

2. The agents are sent to a library in Eastern Europe to fetch a rare book, *Librim Moloch Diest*. The tome contains information on Moloch’s history, though it is written in an ancient and coded script. They arrive at the library and contend with a group of shadow demons sent to stop them. The demons were secretly summoned by members of the Oblivion Occult Branch. The book should be recovered by the agents, and if not, a follow-up scenario may be required to retrieve it. The book should be turned into Oblivion for study.

3. The Oblivion operatives decipher parts of the book indicating Moloch is a powerful demon from another dimension who feeds off the blood and flesh of the innocent, children specifically. The agents are sent to investigate a rash of child abductions in the London area, and track the fiends down to a warehouse on the Thames. After dealing with the crazed cultists who were planning on sacrificing the children in Moloch's name, the agents learn they were funded by a wealthy industrialist out of Romania named Count Gregor Vladivich.

4. The agents are sent to a party held by Count Vladivich in his rural mountain estate under false identities. There, they snoop around the grounds looking for any connection between the count and Moloch. The agents overhear Vladivich speaking with a person he calls "Madame Black," but the tables turn quickly when it is revealed Vladivich knew the agents were working for Oblivion the entire time. They must escape from an estate suddenly filled with spirits of the damned and undead monstrosities summoned by the count.

5. Count Vladivich retreats to a safe house in Shanghai, and the agents must track him down and put an end to his debased actions. The agents should use their wits, intelligence gathering, and contacts to hunt him down, including all available Oblivion resources. Eventually they discover the Count and a mystical gang of Chinese Tongs, and must defeat the force who has summoned several demons related to the sins of mankind to do their bidding. Count Vladivich is defeated by the agents, but they are left with the impression that Moloch's menace is not yet over.

6. The agents are approached by a shadowy figure identifying himself as Mr. Box. He is actually a Pandoran, and reveals this to the agents along with the information that someone in Oblivion is pulling their strings. Mr. Box tells them of an oracle in Budapest who can help them — he's informing them because he believes the threat of Moloch greater than Oblivion. Seeking the oracle in Budapest, the agents learn there is indeed a shadowy person controlling their destinies. But do they believe her? She tells them of a soul-sucking creature feeding on the life forces of the homeless and begs them to stop it. In exchange, she offers them all the information they seek.

7. The oracle in Budapest instructs the agents to find the *Librim Moloch Diest* they retrieved from the library, telling them it is the key to everything. The agents must navigate bureaucratic red tape within Oblivion, only to learn the book was stolen en route to a secret location in Texas. Alerted of its import to their case, Oblivion dispatches the agents to a small, sleepy, college town where the occult division has pinpointed its unique energy signatures. Upon arriving, the characters find the book and bodies of amateur cultists and indications something has been unleashed. The agents must track down and destroy the freed, demonic entity before rendezvousing with the oracle.

8. With the book in hand, the oracle in Budapest performs a ritual designed to reveal the location of Moloch's physical form, as the time draws near for its supposed resurrection. Unfortunately, an occult hit squad sent by Madame Black breaks in and tries to kill the oracle. Chaos is unleashed as magic energies collide in the oracle's home, creating a vortex through which Moloch speaks to the agents. He laughs at their attempts to stop him, but the spell works — Moloch's physical form is identified as being in the New England area of the United States.

9. With the knowledge Moloch has moved to New England, the agents plan his assassination, expecting the unexpected. They arrive at the same town in which they began their investigation and confront Madame Black — the head of the local Oblivion cell! She and her loyal squad of channelers and agents are preparing the site for Moloch's resurrection. It's a final fight to determine who wins and who loses, with the fate of the world in the balance.



U S A N D T H E M

The world of Oblivion is filled with a mixture of allies and adversaries for the agents to deal with, ranging from a simple scholar to creatures of myth and legend and aliens from other planets and dimensions. Following you will find a broad selection — as always modify to best suit your campaign.

SUPPORTING CAST

While the agents should generally be capable of handling most missions, they may from time to time require expertise and aid outside the normal protocols. The following characters are provided to help the Director facilitate the story and help out his party without being heavy-handed. Such characters may also be further fleshed out and used as contacts, support, allies or enemies. Use the underlying skill sets as a base from which to grow the character as needed for the game.

Customizing the Cast

Typically speaking, the race and gender of a supporting cast member have little direct impact on the course of events, but that does not mean some degree of import shouldn't be lent to them, especially when it comes to furthering your narrative. Little details, even if they are slight, can make even the most minor characters memorable. Certainly, your group may encounter antiquarians from time to time, but they'll remember Sir Thomas Devoe, who always wears a white suit, walks with a slight limp, fidgets, and hums religious hymns differently than they will Agent Emerald, the mysterious vixen from the Far East, who enjoys flirtatious scenes with enemy agents and is a deadly unarmed combat opponent. Whenever an opportunity arises, paint with just an alluring hint of detail and stories untold.

Personalities

If you're looking for a simple way to add a bit more flair to NPCs, be certain to check out your copy of the *Savage Worlds* core rulebook, and look for the **Ally Personalities** table.

Defining Interests

Don't get hung up in spinning out a laundry list of defining interests for every character the agents encounter. Reserve this creativity for characters warranting special attention, such as Wild Cards, henchman and other supporting cast who have recurring roles in your games.

Languages

Sometimes languages come into play, so have encountered characters know their language of origin and of the country in which they reside (which is generally the

same). Other languages should be assigned to drive the plot forward as needed. The number of languages each character may know is listed. While agents speak many languages, many supporting cast members may know far fewer than the number listed, depending upon their occupation.

Superior Supporting Cast

The Director is free to adjust any of the supporting cast as he sees fit to better aid the agents. The key is to create a character that does not overshadow any members of the party. You can simply take any of the listed NPCs in the following section and make them either a Wild Card or henchman, thus greatly increasing both their skills by the addition of a Wild Die, and their durability in the case of promotion to Wild Card status. Depending upon the type of game you're running, you'll find henchman the adequate solution for a competent companion.

Wild Cards are designated with this symbol:



The Moniker of Henchman

Filling in the space between Wild Card and extra is the henchman. A henchman has no more wounds than an extra, but does gain the benefit of a Wild Die, just like a Wild Card.

Demoting Supporting Cast

Sometimes you may find you want an extra that is a bit more fragile, such as a spindly professor, or want to create an opportunity for the agents to cut a bloody swathe through common security personnel who get in their way. Either way, you'll find that adding the label of minion to the character accomplishes the desired effect.

The Moniker of Minion

A minion is identical to your average extra, except in combat, where they are taken out of action whenever they take damage equal to their Toughness. This is especially good when you want quick, cinematic combats.

Agent (Novice)

This is a sample Novice agent for any agency.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d4, Climbing d4, Driving d4, Fighting d6, Healing d4, Intimidation d4, Investigation d4, Notice d4, Persuasion d4, Repair d4, Shooting d6, Stealth d4, Streetwise d4, Tradecraft d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/8 (1/2)

Hindrances: Obligations (Major: Agency)

Edges: Brawny, Quick

Languages: Native + 3

Gear & Equipment: 9mm pistol, 2 clips of ammo, comlink, the suit (+1/+2)

Agent (Seasoned)

This is a sample Seasoned agent for any agency.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Boating d4, Climbing d4, Driving d6, Fighting d8, Healing d4, Intimidation d4, Investigation d4, Notice d6, Persuasion d4, Knowledge (Tradecraft) d4, Repair d4, Shooting d8, Stealth d4, Streetwise d4, Tradecraft d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8/9 (1/2)

Hindrances: Obligations (Major: Agency)

Edges: Brawny, Combat Reflexes, Quick

Languages: Native + 3

Gear & Equipment: 9mm pistol, 2 clips of ammo, comlink, the suit (+1/+2)

Agent (Veteran)

This is a sample Veteran agent for any agency.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Boating d4, Climbing d4, Driving d6, Fighting d8, Healing d4, Intimidation d4, Investigation d4, Notice d6, Persuasion d4, Repair d4, Shooting d8, Stealth d6, Streetwise d6, Tradecraft d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 8/9 (1/2)

Hindrances: Obligations (Major: Agency)

Edges: Block, Brawny, Combat Reflexes, Marksman, Quick, Unarmed Combat (Basic)

Languages: Native + 3

Gear & Equipment: 9mm pistol, 2 clips of ammo, comlink, the suit (+1/+2)

Agent (Heroic)

This is a sample Heroic agent for any agency.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Boating d4, Climbing d4, Driving d6, Fighting d10, Healing d4, Intimidation d4, Investigation d4, Notice d6, Persuasion d4, Repair d4, Shooting d8, Stealth d6, Streetwise d6, Tradecraft d10

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 8/9 (1/2)

Hindrances: Obligations (Major: Agency)

Edges: Block, Brawny, Combat Reflexes, Dodge, Fast Strike, Marksman, Quick, Unarmed Combat (Advanced)

Languages: Native + 3

Gear & Equipment: 9mm pistol, 2 clips of ammo, comlink, the suit (+1/+2),

Agent (Legendary)

This is a sample Legendary agent for any agency.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Boating d4, Climbing d4, Driving d6, Fighting d12, Healing d4, Intimidation d4, Investigation d4, Notice d6, Persuasion d4, Repair d4, Shooting d12, Stealth d8, Streetwise d6, Tradecraft d12

Charisma: 0; **Pace:** 6; **Parry:** 10; **Toughness:** 9/10 (1/2)

Hindrances: Obligations (Major: Agency)

Edges: Brawny, Combat Reflexes, Deadly, Fast Strike, Improved Block, Improved Dodge, Marksman, Quick, Silent Kill, Unarmed Combat (Advanced)

Languages: Native + 3

Gear & Equipment: 9mm pistol, 2 clips of ammo, comlink, the suit (+1/+2)

Adding Detail to Agents

Most agencies and organizations have branches analogous to the ones found within Oblivion. While not necessary, enemy agents can be easily rounded out by assigning them to any of the three main branches found in **Agent Branches** (p. 12).

Agent Specialties

Some agents are specialists in specific roles on a team. Use the following table to flesh out the generated agents as deemed necessary by the Director. These should only be generated for agents of Seasoned Rank or above. We recommend doing this if the purpose is to generate a Wild Card or an important henchman.

As always, if an Edge is rolled requiring increases in attributes, Edges or skills, simply add them to the basic agent type being created. If an agent gains powers, these should be selected by the Director to best fit his game.

1	Carnivore	11	Dreamer
2	Demolisher	12	Cleaner
3-4	Ghost	13	Copycat
5-6	Typewriter	14	Hacker
7	Wraith	15	Maven
8	Blessed	16	Spectre
9	Channeler	17-18	Sponge
10	Combat Wizard	19-20	Dual: Roll twice and add

Special Gear

Time permitting, the Director should loadout his NPC agents (especially potential protagonists) as appropriate.

Antiquarian

Obsessed with the lore of lost ages, an antiquarian generally works in a bookstore, museum, pawn shop or antique mall, close to the objects of their affection.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Antiques) d10, Knowledge (History) d10, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Cautious

Edges: Linguist, Scholar (Antiques and History)

Languages: Native + 8 (includes those gained from Linguist)

Gear & Equipment: Books, reading glasses

Archaeologist

Similar to the antiquarian, an archaeologist loves the past, but prefers to get his hands dirty and investigate the past in a more active manner, through exploration and excavation.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Archaeology) d8, Knowledge (History) d8, Notice d6, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Stubborn

Edges: Scholar (Antiques and History)

Languages: Native + 4

Gear & Equipment: Camera, entrenching tool, notebook, pith helmet

Artist

Painter, sculptor or multimedia expert, the artist is a sensitive soul in a decaying world. Living in the loftier plane of ideas and dreams, they sometimes draw the attentions of the dark dreaming gods, and this can seep into their work.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Knowledge (Art) d10, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Curious

Edges: Alertness

Languages: Native + 3

Gear & Equipment: Relevant media

Athlete

Training and perfecting his body for excellence in his field, the athlete is grounded in the physical world of the here and now.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d4, Intimidation d4, Knowledge (Sports) d8, Notice d6, Throwing d6

Charisma: 0; **Pace:** 8; **Parry:** 4; **Toughness:** 6

Hindrances: Clueless

Edges: Fleet-Footed

Languages: Native + 2

Gear & Equipment: Athletic shoes, track suit, training log

Author

The world of words surrounds the author and his ideas, and research occasionally takes him into conspiracies and danger.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Investigation d8, Knowledge (Literature) d10, Knowledge (Philosophy) d10, Notice d6, Persuasion d6, Streetwise d8, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Stubborn

Edges: Investigator

Languages: Native + 4

Gear & Equipment: Books, notebook, pen & paper, satchel

Clergy

A man of faith and devout worship, a clergyman can be a priest, rabbi, or imam. He operates within the community to fight the ideas of evil, rarely encountering them himself.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Knowledge (Theology) d10, Notice d4, Persuasion d10

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Pacifist (Major), Poverty

Edges: Charismatic, Connections (Religious Order)

Languages: Native + 3

Gear & Equipment: Holy book, religious symbol

Criminal

A jack-of-all-trades, and every one of them illicit, the criminal can range from a fence to a second-story man, and hones his talents in making other people's property his own.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Lockpicking d6, Notice d6, Shooting d4, Stealth d8, Streetwise d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Overconfident

Edges: Thief

Languages: Native + 3

Gear & Equipment: Gloves, lockpicks

Dilettante

A person of wealth and means, the dilettante comes from a long line of blue bloods, is highly educated and rarely works. Instead, he explores more refined pursuits of leisure. The combination of masses of disposal income and plenty of free time gives the dilettante the opportunity to indulge his every whim. This means he can often pursue research and pastimes that most have to abandon due to the necessities of earning a living.

Attributes: Agility d6, Smarts d10, Spirit d4, Strength d4, Vigor d4

Skills: Fighting d6, Notice d4, Riding d6, Shooting d6, Swimming d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Hindrances: Curious

Edges: Filthy Rich, Jack-of-all-Trades

Languages: Native + 5

Gear & Equipment: Fine clothes, lots of cash, nice vehicle

Doctor of Medicine

A physician of some sort, the doctor is a well-grounded individual who rarely encounters any of the weirdness of the world, though he may see a strange wound from time to time that piques his professional curiosity.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Healing d10, Knowledge (Medicine) d10, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Vow (Major: Hippocratic Oath)

Edges: Healer

Languages: Native + 4

Gear & Equipment: Medical bag

Drifter

A vagrant, a hobo, a bum, a drifter is one of the countless people who wander the world, making ends meet through handouts and odd jobs.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d6, Streetwise d8, Survival d4

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Outsider, Poverty

Edges: Luck

Languages: Native + 3

Gear & Equipment: Improvised weapon, poor clothes

Engineer

Developing practical solutions for an impractical world, an engineer rarely is drawn into a mission, unless he is out in the field surveying property or is needed for a specific role. Then his insight can prove invaluable.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Engineering) d10, Knowledge (Physical Sciences) d8, Notice d6, Repair d8

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Cautious

Edges: Scholar

Languages: Native + 4

Gear & Equipment: Binoculars, surveying tools

Entertainer

Singer, actor, dancer or a combination of any various other performing arts, the entertainer thrives on attention and celebrity.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d4

Skills: Intimidate d6, Notice d4, Persuasion d8, Taunt d6

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Hindrances: Overconfident

Edges: Charismatic

Languages: Native + 3

Gear & Equipment: Change of clothes, overnight bag

Farmer

A rural resident who makes his living off the land, the farmer sometimes sees or hears strange things in the woods, the creeks, just over yonder.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6, Shooting d8, Survival d6, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Clueless

Edges: Brawny

Languages: Native + 3

Gear & Equipment: Beat-up truck, shotgun

Journalist

A reporter of the news, whether it is for print publication, radio, television or the internet, the journalist goes where the stories go.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Current Affairs) d8, Notice d6, Persuasion d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Big Mouth

Edges: Alertness

Languages: Native + 3

Gear & Equipment: Camera (or cell phone), notebook (or laptop)

Lawyer

Dancing daily in the realm of semantics, lawyers deal in the critical analysis of words and how to best leverage them to the benefit of their clients.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Intimidate d6, Knowledge (Law) d10, Notice d6, Persuasion d8, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Cautious

Edges: Strong Willed

Languages: Native + 4

Gear & Equipment: Briefcase, fine suit

Military Officer

A member of an armed force holding a position of authority, a military officer can be commissioned or non-commissioned.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Military History) d8, Knowledge (Battle) d8, Notice d6, Shooting d6, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Obligations (Major: Armed Forces Branch)

Edges: Connections (Service Branch)

Languages: Native + 4

Gear & Equipment: Pocket knife, service revolver or appropriate sidearm

Missionary

A willing servant of the faith, a missionary can be found anywhere in the world, helping communities and spreading his beliefs by example.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Knowledge (Theology) d6, Notice d4, Persuasion d4, Repair d6, Survival d6

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Heroic

Edges: Charismatic

Languages: Native + 3

Gear & Equipment: Bottled water, first aid kit, religious pamphlets

Parapsychologist

Scientific explorers of the unknown, parapsychologists apply the principles of a strong education in pursuit of hidden truths, and are alternately viewed with skepticism and respect.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Science) d8, Knowledge (Paranormal) d8, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Curious

Edges: Scholar (Science and Paranormal)

Languages: Native + 3

Gear & Equipment: Camera, notebook (or laptop), research materials

Pilot

Pilots may be used in certain missions for insertion or extraction. They are rational and well-grounded for the most part, though they may have a reputation as thrill-seekers.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Driving d6, Fighting d4, Notice d6, Piloting d8

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 6(1)

Hindrances: Overconfident

Edges: Ace

Languages: Native + 3

Gear & Equipment: Leather jacket (+1, torso only)

Police Detective

The police detective applies his years of experience on the force to piece together clues to solve crime. His brash nonchalance hides a keen analytical mind upon which little is lost.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Investigation d8, Notice d6, Persuasion d6, Shooting d6, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Obligations (Major)

Edges: Connections (Police Department), Investigator

Languages: Native + 4

Gear & Equipment: Badge, service revolver

Policeman

Responsible for enforcing the laws of the land, the policeman is usually the first responder to any crime scene and trained in dealing with difficult situations.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Persuasion d4, Shooting d6, Streetwise d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Obligations (Major)

Edges: Connections (Police Department)

Languages: Native + 4

Gear & Equipment: Badge, side arm, squad car

Private Investigator

As the name implies, a private eye is someone who works on the fringes of the law, not afraid to break a few here and there to get the job done. Their varied backgrounds define their approach to work, whether they were police detectives, military intelligence or security guards. What they lack in finesse, they make up for in tenacity.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Investigation d8, Intimidation d6, Lockpicking d6, Notice d6, Shooting d6, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Arrogant

Edges: Investigator

Languages: Native + 4

Gear & Equipment: Lockpicks, pistol (any)

Professor

A soft life of scholarly pursuits makes a professor preeminent in his field, but often out of touch with the rest of the world around him. He holds his reputation above all else and has little use for people wasting his time with trivial pursuits.

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Knowledge (Director's Choice) d10, Knowledge (Director's Choice) d10, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Clueless

Edges: Scholar (Director's Choices)

Languages: Native + 5

Gear & Equipment: Lighter, pipe, tobacco, tweed jacket, whiskey flask

Psychotherapist

A healer of the troubled mind, the psychotherapist tries to help his patients make sense of an insane world.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Intimidation d6, Knowledge (Pharmaceuticals) d8, Knowledge (Psychology) d10, Notice d6, Persuasion d8

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Cautious

Edges: Scholar (Pharmaceuticals, Psychology)

Languages: Native + 4

Gear & Equipment: Notepad, pen, pharmaceuticals

Retired Agent

This individual was once an agent too, and managed, through luck or wile, to escape the worst ravages of his varied encounters. Such exploits left him a bit worse for wear, but he is still a good source of knowledge about the foul forces and foreign agencies threatening the world. He is usually alone and isolated, even if he resides in a bustling city or sits by himself at the end of a bar.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Paranormal) d8, Notice d6, Shooting d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7(1)

Hindrances: Outsider

Edges: Brawny

Languages: Native + 3

Gear & Equipment: Leather jacket (+1 Armor, torso only), pistol (any)

Soldier

A member of any armed force, the soldier has surrendered his personal life in service to his nation, and is educated in the art of war.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Battle) d4, Notice d6, Shooting d6, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Obligations (Major: Armed Forces)

Edges: Brawny

Languages: Native + 3

Gear & Equipment: Field rations (1 week), rifle, sidearm, survival knife

Woodsman

Whether a trapper, hunter, or a more modern day survivalist, the woodsman is at home in the wilderness and equipped to deal with its dangers.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d6, Survival d8, Tracking d8

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Outsider

Edges: Woodsman

Languages: Native + 3

Gear & Equipment: First aid kit, fishing line, hooks, rifle, survival knife



THREATS: FEATURED PLAYERS IN THE STORY ARCS

THE BIG KAHUNA

Gustav “Kahuna” Hurtz

Curator of the Imiloa Astronomy Center of Hawaii and owner of Big Island Retreats, Gustav Hurtz likes to be called Kahuna — he finds the name suiting, though he’s by no means a “big” Kahuna. He’s a slick-headed, tan German in his late fifties, with ties to the upper echelons of Pandora. He’s also a brilliant scientist and willing to do anything to gloat over those he considers inferior.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Intimidation d8, Knowledge (Astronomy) d10, Knowledge (Business) d8, Notice d6, Persuasion d8, Shooting d8, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant, Overconfident

Edges: Connections (Pandora), Dodge, Jack-of-all-Trades, Noble, Scholar (Astronomy & Business)

Languages: German (Native), English, French, Italian, Russian, Spanish

Gear & Equipment: Small caliber semi-auto pistol

Annabelle “Hula” LeMonde

A lovely blonde woman of mixed French-Hawaiian descent, Annabelle LeMonde — better known as Hula to the residents of the Kohala Coast due to her teaching of aerobic hula classes — is a friendly sort. She can be a reliable ally to the agents, for though she has no formal agency training, she is naturally fit and keeps in shape. She was intimate with Templeton Frost.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d8, Driving d6, Fighting d8, Investigation d6, Notice d8, Persuasion d6, Piloting d8, Shooting d6, Stealth d6, Swimming d6, Throwing d6

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Loyal

Edges: Acrobat, Ambidextrous, Attractive, Dodge, First Strike

Languages: English (native), French, German, Italian, Spanish

Gear & Equipment: Small caliber revolver pistol

Silk

Silk is the embodiment of beauty and beast. She's a cold, ruthless killer, trained in the shadowy arts by ninja masters the world over, and her green-eyed gaze can wither roses. She is in her early thirties and has served Pandora as one of its top assassins for over a decade. She considers herself perfection personified, with flawless skin, cascading deep red hair, and a figure to die for. And she's more than happy to oblige.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Climbing d8, Driving d6, Fighting d10, Intimidation d8, Lockpicking d8, Notice d10, Shooting d10, Stealth d10, Throwing d6

Charisma: +4/0; **Pace:** 6; **Parry:** 9; **Toughness:** 8/9

Hindrances: Bloodthirsty, Obligations (Major: Pandora), Vengeful

Edges: Acrobat, Block, Combat Reflexes, Connections (Pandora), Improved Dodge, Level Headed, Thief, Very Attractive

Languages: Russian (native), Chinese, English, French, German

Gear & Equipment: Bodysuit (as "The Suit"), Katana, Medium caliber semi-auto pistol with silencer and laser sight

A NEW GOLD WAR



Mia Zhou Feng

The daughter of General Feng, and a Colonel in the Chinese PLA, she is devoted to her father and has a sadistic nature.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d10, Investigation d10, Knowledge (Military History) d8, Knowledge (Battle) d8, Notice d8, Persuasion d10, Shooting d10, Stealth d8, Survival d6

Charisma: +2/-2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Bloodthirsty

Edges: Attractive, Alertness, Connections (PLA), Dead Shot, Harder to Kill, No Mercy, Quick Draw

Languages: Chinese (native), English, German, Italian, Russian

Gear & Equipment: Knife, small caliber semi-auto pistol

Ivan, Russian Arms Dealer

Ivan is actually a woman whose real name is Nadia Alexandria. She operates a large illegal weapons and international arms conglomerate and can generally attain any weapons desired, for a price.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Investigation d10, Knowledge (Weapons) d10, Notice d10, Persuasion d8, Shooting d4, Streetwise d8

Charisma: +6; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Greedy (Major)

Edges: Charismatic, Brawny, Very Attractive

Languages: Russian (native), Chinese, English, French, German, Russian

Gear & Equipment: None, but she always has six ex-military bodyguards to protect her.

PLA Assassins

There are two assassins sent by the PLA to kill Lin Zhu Zhang. They are very smart and prefer to kill Lin from a distance, looking for places to hide and snipe.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Boating d4, Climbing d4, Driving d6, Fighting d8, Healing d4, Intimidation d4, Investigation d4, Notice d8, Persuasion d4, Repair d4, Shooting d10, Stealth d8, Streetwise d6, Tradecraft d4

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Arrogant, Obligations (Major: PLA)

Edges: Brawny, Marksman, Quick, Trademark Weapon (QBU-88 Sniper Rifle)

Languages: Chinese (native), French, German, Russian

Gear & Equipment: QB 88 Sniper Rifle (medium caliber sniper with breakdown, silencer, and laser sights)



La Wu Tsia

La Wu Tsia is a dangerous Chinese spy serving in the Chinese consulate in New York. She is as beautiful as she is deadly and always has two novice agents protecting her. She does not carry a weapon, preferring to kill her prey in hand-to-hand combat. Her suit is a synthetic weave and provides armor.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Boating d4, Climbing d4, Driving d6, Fighting d10, Healing d4, Intimidation d6, Investigation d4, Notice d6, Persuasion d6, Repair d4, Shooting d8, Stealth d10, Streetwise d6, Tradecraft d6

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 9(2)

Hindrances: Obligations (Major: PLA), Arrogant

Edges: Attractive, Brawler, Brawny, Deadly, Quick, Smooth Talker, Typewriter, Unarmed Combat (Basic), Unarmed Combat (Advanced)

Languages: Chinese (native), English, French, German, Russian

Gear & Equipment: attaché case, the Suit



Lin Zhu Zhang

Lin is an operative of the 2nd Department of Chinese Intelligence who has come to believe in democracy and wants to defect to the United States. He has been wounded (one wound) when the agents find him at the Statue of Liberty. He was shot earlier by a PLA assassin, but managed to escape. He is a serious man, and realizes the danger he is in. He has vital intelligence secrets about PLA plots in the United States, including an operation in New Jersey to steal Second Stage Stealth technology from the Burton-Ross Corporation.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d4, Climbing d4, Driving d4, Fighting d6, Healing d4, Intimidation d4, Investigation d4, Notice d6, Persuasion d4, Repair d4, Shooting d6, Stealth d4, Streetwise d4, Tradecraft d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Arrogant, Wanted (Major: 2nd Dept. of Chinese Intelligence)

Edges: Brawny, Quick

Languages: Chinese (native), English, Interlingua, Russian

Gear & Equipment: None. He lost his gun in the previous fight with PLA assassins.

TEETH OF THE COYOTE



Alfonso

There's a lot of money to be made in smuggling men and women across the U.S.-Mexico border, and Alfonso aims to be the one making the most. Lately, a new player has come up from Mexico and wants to do a little regular smuggling as well. Alfonso doesn't care, as long as the money is right. And money, to him, is always right.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d4

Skills: Boating d6, Driving d8, Fighting d8, Gambling d6, Intimidation d10, Knowledge (San Antonio) d6, Notice d8, Persuasion d6, Shooting d6, Streetwise d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 4

Hindrances: Greedy (Major)

Edges: Connections (Coyote Cartel)

Languages: Spanish (native), English, French, Russian

Gear & Equipment: Small caliber semi-auto pistol



Mercedes Torres Diaz

Mercedes is a mystery. Is she a mole planted by the Coyote Cartel in order to lure the agents into an insidious trap? Or is she the sister or wife of a dead Mexican official who ran afoul of the wrong drug kingpin? Whichever she turns out to be, this mysterious raven-haired beauty is capable in a fight and willing to take any necessary measures.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Driving d6, Fighting d8, Intimidation d8, Investigation d8, Notice d6, Persuasion d8, Shooting d8, Survival d6

Charisma: +4; **Pace:** 8; **Parry:** 6; **Toughness:** 5

Hindrances: Quirk (Mysterious), Stubborn

Edges: Attractive, Charismatic, Connections (Coyote Cartel), Fleet-Footed, Quick Draw

Languages: Spanish (native), English, French, Greek, Italian

Gear & Equipment: Medium caliber semi-auto pistol, knife, medium caliber semi-auto rifle



Cristobal Lobos

The leader of the Coyote Cartel is an animalistic killer, with more in common with a wolf than a man. He has lean features, a toothy grin, and eyes that glitter at the sight of things he wants. And power is always on the menu.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Driving d6, Fighting d10, Intimidation d10, Notice d8, Persuasion d10, Shooting d8, Streetwise d10, Taunt d8, Tracking d8

Charisma: -2; **Pace:** 8; **Parry:** 7; **Toughness:** 5

Hindrances: Mean, Quirk (wolf-like personality)

Edges: Connections (Coyote Cartel), Fleet-Footed, Followers, Improved Dodge, Mighty Blow

Languages: Spanish (native), Chinese, English, German, Russian

Gear & Equipment: Knives, large caliber semi-auto pistol with laser sight, small caliber sub machine gun



Charlie West, Drug-Addled Lunatic

What few friends Charlie West has consider him more than a little neurotic. He's constantly nervous and indecisive, which may be why he can't hold down a job or relationship. Lately he's been turning to more and more illegal street drugs to deal with the daily problems of life, which he pays for with odd jobs.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d8

Skills: Driving d6, Fighting d4, Knowledge (Drugs) d8, Knowledge (Local History) d6, Notice d6, Shooting d4, Taunt d6

Charisma: -1; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Big Mouth, Clueless, Habit (various drugs)

Edges: Connections (drug community), Danger Sense

Languages: English (native), French, Spanish

Gear & Equipment: Medium caliber semi-auto pistol, medium caliber sub machine gun

THE END IS NIGH



Simon, Alpha Male Werewolf

A bloodthirsty creature bent on violence and bloodshed, Simon has been with his pack for many years. They travel on motorcycles wherever the wind takes them, and he never shies away from a fight. He does, however, hold a special hatred for vampires and wears a special amulet to protect him from their insidious ways.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d8, Driving d10, Fighting d12+2, Intimidation d10, Notice d12, Swimming d10, Stealth d10, Tracking d10

Charisma: 0/-4; **Pace:** 8; **Parry:** 9; **Toughness:** 7

Hindrances: Bloodthirsty

Edges: Ace, Connections (Wolf Pack), Fleet Footed, Improved Dodge, Improved Frenzy

Languages: English (native), French, German, Spanish

Gear & Equipment: Amulet (+4 resist vampire charm), teeth of fallen enemies

Special Abilities

Claws: Str+d8

Fear -2: Seeing Simon and his werewolf pack is a panic-inducing sight.

Infection: Anyone incapacitated by Simon or his werewolves has a 50% chance of becoming a werewolf himself.

Invulnerability: Non-silver weapons can only cause Simon to be Shaken — they cannot cause a wound.



Marcus Varro

Sometimes the Vatican needs a problem cleaned up, and for these jobs they have squads of cleaners who are sent to deal with the situation. Marcus Varro is a cleaner who specializes in hunting down and slaying vampires, and he has the Van Helsing Crossbow at his disposal to help in this task. Unfortunately, Marcus is also a bit unstable and has grown an unusual attachment with the relic. He doesn't part with it willingly.

Attributes: Agility d12, Smarts d6, Spirit d12, Strength d4, Vigor d6

Skills: Driving d6, Fighting d10, Intimidation d12, Investigation d8, Knowledge (Vampires) d8, Knowledge (Vatican Church) d8, Notice d6, Shooting d12, Stealth d10, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Obligations (Major: Vatican Church), Overconfident, Quirk (hates vampires)

Edges: Alertness, Connections (Vatican Church), Danger Sense, Dead Shot, Dodge, Scholar (Vampires and Vatican Church)

Languages: Italian (native), Greek, German, Spanish

Gear & Equipment: Van Helsing Crossbow, vials of holy water



Master Shadow

A creature of evil known simply as Master Shadow, he has lived for hundreds of years. He has but one goal now — to pull a veil of darkness over the world and drench the globe in eternal night. With the secret rituals outlined in several hidden texts, he draws closer to his ultimate goal. It is all within his grasp.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+3, Vigor d12

Skills: Fighting d10, Intimidation d12, Knowledge (History) d12, Knowledge (Vampires) d12, Notice d8, Shooting d8, Swimming d8, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 10

Hindrances: Mean, Quirk (obsessed with vampire legends)

Edges: Improved Dodge, Improved Frenzy, Improved Level Headed, Linguist, Scholar (History & Vampires), Smooth Talker

Languages: Russian (native), Arabic, Chinese, Dutch, French, German, Greek, Hindustani, Persian, Portuguese, Spanish

Gear & Equipment: Whatever the Director deems appropriate for an ancient vampire lord.

Special Abilities

Change Form: As an action, Master Shadow can change into a wolf or bat with a Smarts roll at -2. Changing back into humanoid form requires a Smarts roll.

Charm: Master Shadow can use the *puppet* power on women his his Smarts instead of his Channeling skill. He can only affect one target at a time.

Claws: Str+d4.

Invulnerability: Master Shadow can only be harmed through one of his weaknesses. Other attacks may only cause him to be Shaken.

Mist: Master Shadow has the ability to turn into mist, requiring an action and a Smarts roll at -2.

Undead: +2 Toughness; +2 to recover from being Shaken; called shots do not extra damage (except to the heart — see below); ignores wound penalties.

Weakness (Sunlight): Master Shadow catches fire if any part of his skin is exposed to direct sunlight. After that, he suffers 2d10 damage per round until he is dust.

Weakness (Holy Symbol): A character with a holy symbol may keep Master Shadow at bay displaying it. Master Shadow must succeed at an opposed Spirit roll in order to attack the holder.

Weakness (Holy Water): If sprinkled with holy water, Master Shadow becomes Fatigued. If immersed, he combusts as if it were direct sunlight.

Weakness (Stake Through the Heart): If Master Shadow is hit with a called shot to the heart (at -4 penalty) he must make a Vigor roll versus the damage. If successful, he takes damage normally. If he fails, he disintegrates into dust.

THE TRIANGLE INITIATIVE

Haathar Alien

The Haathar are an alien race from a far-away planet split ideologically. On one side are evil, warrior aliens come to Earth to conquer and control its resources, while the other side sees cohabitation as a workable goal. They appear as a strange beetle-like creature roughly the size of an average dog. They are extremely intelligent and communicate through telepathy, though humans pick up an annoying buzzing sound when telepathically contacted by a Haathar.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d10, Notice d8, Repair d8, Shooting d8

Pace: 6; **Parry:** 5; **Toughness:** 8 (3);

Special Abilities

Armor +3: Haathar have thick chitinous bodies.

Bite: Str+d6.

Poison: Anyone hit by the bite of a Haathar must make a Vigor check at -2 or suffer a level of Fatigue.

Size -1: Haathar are roughly the size of a medium dog.

Gear & Equipment: Haathar have developed several advanced types of technology, most notably laser guns designed to work with their insect-like hands. Use the stats for laser rifles in the *Savage Worlds* core rulebook for details.

Haathar Sandman

Toward the ultimate goal of Earth domination, the Haathar have developed a techno-virus that turns humans into mind-controlled slaves. This process converts blood into a type of fine-grained sand made up of nano-particles. The person is otherwise normal to the outside and remembers everything about his previous life. Developed as a means of infiltration by the evil-minded sect of the Haathar, these sandmen dissolve into sand upon death, so as to not leak their secrets to their enemies.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Notice d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Varies by sandman

Edges: Connections (Haathar), Hard to Kill

Gear & Equipment: Whatever makes sense for the individual in question.

EYES OF ATLANTIS



Wilhelm Krieg, Deathless Nazi Scientist

The evils of the Third Reich did not end with the death of Adolf Hitler, unfortunately. Some of the highest ranking members of the Thule Society managed to escape, and Wilhelm Krieg was just such a person. He fled to South America, where he managed to develop a superman formula using his own blood as the catalyst — the result turned him into a man for whom death by aging held no fear. His efforts to turn this discovery over to others have resulted in twisted experiments, but he believes the secrets of Atlantis hold the missing key.

Attributes: Agility d10, Smarts d10, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d10, Intimidation d8, Investigation d8, Knowledge (Atlantis) d12, Knowledge (History) d12, Notice d8, Shooting d8, Survival d8, Tracking d6

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Hindrances: Arrogant, Quirk (obsessed with Atlantis)

Edges: Alertness, Attractive, Combat Reflexes, Connections (Thule Society), Harder to Kill, Jack-of-all-Trades, Level Headed, Scholar (Atlantis & History), Tough as Nails

Languages: German (native), Atlantean, English, Spanish, Portuguese

Gear & Equipment: Medium caliber revolver, various occult trinkets, saber (Str+d6)



Rak Vor Lor, Atlantean Superman

In the days of Atlantis, Aryan supermen ruled the land with a tyrannical, iron fist, and of them Rak Vor Lor was a petty minor lord. But when the pride and arrogance of the Atlanteans began to bring down their civilization, Rak Vor Lor saw what was coming and fled north. Using ancient sorcery, he constructed a bubble to protect his island, where he lorded over slaves working the green fields on his land. He and his guards and slaves did not escape the sinking, but the bubble protected them from harm. His crown allows him to speak and understand all languages, both written and oral.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d10, Vigor d10

Skills: Climbing d10, Fighting d12, Intimidation d8, Knowledge (Atlantis) d12, Notice d8, Survival d10, Throwing d10, Tracking d10

Charisma: +2/-2; **Pace:** 8; **Parry:** 10; **Toughness:** 9

Hindrances: All Thumbs, Bloodthirsty, Vengeful

Edges: Alertness, Attractive, Brawny, Combat Reflexes, Harder to Kill, Improved Block, Jack-of-all-Trades, Level Headed, Tough as Nails, Weapon Master

Languages: Atlantean (native)

Gear & Equipment: Atlantean blade (Str+d10 damage, -1 Parry, 2 hands), Atlantean bow (12/24/48, 2d6, RoF 1), Atlantean crown

THE DEVIL YOU KNOW

Madame Black

The high priestess of Moloch's poorly organized cult, Madame Black, as she prefers to be known, has mastered many occult secrets in her many years of life. She is an older woman now, though still fit, and runs the Occult Branch of Oblivion — a position she abuses constantly for her own gain. The resurrection of Moloch is close at hand, and Madame Black's normally cool demeanor cracks more with each passing day. Soon everything will come to fruition.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d4

Skills: Channeling d12+1, Fighting d6, Intimidation d12, Investigation d12, Knowledge (Mystical) d10, Knowledge (Demons) d10, Notice d8, Knowledge (Tradecraft) d10, Shooting d6

Charisma: 0; **Pace:** 5; **Parry:** 5; **Toughness:** 4

Hindrances: Elderly, Obligations (Oblivion), Vow (resurrect Moloch)

Edges: Arcane Training (Magic), Connections (Oblivion), Jack-of-all-Trades, Improved Level Headed, Professional (Channeling), Scholar (Arcana & Demons), Soul Drain

Powers: *armor, blast III, bolt III, detect/conceal arcana, entangle, greater healing, shape change, zombie*

Languages: Romanian (native), English, Interlingua, Italian, Latin, French, Russian

Gear & Equipment: Small caliber revolver. As a trusted Oblivion operative, there is very little Madame Black cannot obtain in a reasonable amount of time.

Count Gregor Vladivich

Though not a vampire, Count Gregor Vladivich enjoys playing up that illusion, as he has always been fascinated with the stories of Vlad Tepes. Over the years he has learned many occult secrets and has become an accomplished summoner of spirits from the beyond, using them for his own personal gain. He owes much to the shadowy power of Moloch and is a fervent servant of that devil lord.

Attributes: Agility d4, Smarts d10, Spirit d10, Strength d4, Vigor d6

Skills: Boating d6, Channeling d8, Driving d6, Intimidation d8, Investigation d10, Knowledge (Mystical) d8, Notice d8, Persuasion d6, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Delusional (believes Moloch will save him), Greedy (Major), Overconfident

Edges: Arcane Training (Magic), Channeler, Connections (Cult of Moloch), Connections (European businesses)

Powers: *armor, bolt II, deflection, fear, puppet*

Languages: Romanian (native), French, German, Italian, Latin, Spanish

Gear & Equipment: Small caliber semi-auto pistol, various occult trinkets, passport to most major world countries, cell phone