

SECRET AGENTS OF CROSS

TEST DRIVE



CHUMBLER RUTTMAN PATTERSON

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TO PROTECT THE
FLOCK?

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**“Without
politics, without
compromise,
and without fear,
CROSS will stand
and protect all
God-fearing people
from evil.”**

-Anton Marolf, CROSS Archdeacon of Strategic
Operations

WHAT IS CROSS?

CROSS is a clandestine spy agency also known as the Catholic Response Organization to Strategize and Strike. CROSS was created by rogue Cardinal James McDonnell to take the Pope's prayers and convert them into actions. He and his command staff create missions to protect the flock from evil using cutting-edge technology coupled with saintly magic honed over 2000 years of history.

WHY SAVAGE WORLDS?

The CROSS organization was originally created as part of a Champions game years ago. When I decided to create a setting around it, I wanted to capture my vision of an organization that only includes agents that are the best of the best. They are the only people suited for the types of adversaries that they will face. I wanted the players to feel like they were playing competent characters from the start. When I discovered Savage Worlds, I thought that the exploding dice mechanic of Savage Worlds along with the bennies system modeled that feeling. After a few sessions at Garycon, I knew this was the system for *Secret Agents of CROSS*.

Please note, you will need a copy of Savage Worlds to play *Secret Agents of CROSS*. You can find out more about Savage Worlds here: <https://www.peginc.com/store/savage-worlds-deluxe-explorers-edition>

You can also use the Savage Worlds Test Drive v6 located here: <https://www.peginc.com/freebies/SWcore/TD06.pdf>

The world of *Secret Agents of CROSS* as born into a world with thousands of years of religious persecution that shaped the modern world. Supernatural has existed in the world since the beginning of time and continues to exploit the world from their extra-dimensional realms and secret lairs. Technology in the world is similar to our own, but slightly more advanced. CROSS engineers have developed cutting-edge weapons and espionage gear as well as power armor and cybernetics.

WHAT'S IN THE TEST DRIVE?

This Test Drive document includes the complete rules to create characters for *Secret Agents of CROSS* as well as ten example characters. Additionally, rules for cybernetics are included, as well as example gear. Finally, one short mission is included which should be playable in about 4 hours. To play you need a set of dice which includes a d4, a pair of d6s, d8, d10 and a d12., a deck of playing cards with Jokers, 30 coins or some sort of marker, a copy of Savage Worlds (See the links above) and this document. If you have all of these things, then you are ready to test drive *Secret Agents of CROSS*.

WHAT'S IN THE COMPLETE BOOK?

The Test Drive is just a simple version of the complete book of *Secret Agents of CROSS*. You can find out more here:

<http://www.blessedmachine.com>

For both gamemasters and players, the complete book includes:

- A brief history of Biblical events that affect the modern world of CROSS.
- A detailed history of the creation of CROSS and the entire command staff.
- 10 Roles for players to choose from to promote CROSS's setting feel. Optional rules to expand, create, or change Roles.
- New Edges and Hindrances to help capture the setting feel of Catholic secret agents.
- Over 40 unique weapons created by the engineers of CROSS.
- A primer on how to be a secret agent of CROSS including the Holy Vows of CROSS, Catholic and Spy jargon, and a prayer generator for performing Miracles.
- A *Secret Agents of CROSS* character sheet.

For gamemasters only, the complete book provides:

- Suggestions for how to handle the nature of supernatural things and how they are affected by normal and supernatural powers.
- Suggestions for the use of CROSS in various genres including Fantasy, Horror, and Superhero settings.
- Suggestions on how to provide the best gaming experience for each role.
- Double-secret-GM's-eyes-only section of secrets not revealed in the other chapters.
- Over 30 powerful relics and artifacts to place into missions.
- Over 30 adversaries to interact with your agents. Some good, some bad, some hard to tell.
- 3 complete missions for your agents to begin defending the flock.
- A detailed mission generator.

MAKING CROSS AGENTS

This section details the process for creating CROSS agents for your campaign. Besides this book, you will also need a copy of *Savage Worlds*. Read on to build your agent from start to finish.

RACE

Human is the most common race for CROSS characters. Humans start play with one free Edge. Apply this free Edge when purchasing Edges from Savage Worlds.

CROSS also seeks human hybrids that have angelic DNA. These rare people are trained to manifest dormant genes or hone gifts that are already present. The additional races are detailed below.

ARDORIM

Ardorim (Are-door-im) are descendants of the Seraphim, the

highest order of angels. Seraphim are called the "burning ones" and are creatures of fire. Before the Great Flood, these angels were able to briefly take on the form of humans to mate and create the Ardorim race. Like all the others surviving races, their genes survived the Great Flood in the sons of Noah and their wives.

FIRE RESISTANCE

Fire-based environmental effects and fire attacks, either normal or arcane, suffer a -2 penalty to affect Ardorim.

INFRAVISION

Ardorim can see in the infrared spectrum, halving attack penalties (round down) for bad lighting.

WARM NATURED

Ardorim are not comfortable in cold environments. They suffer a -4 penalty to resist cold.

BUERIM

Buerim (Bee-you-er-im) are human descendants of the Cherubim, the second highest rank in the angelic hierarchy. These people take on the lion aspect of the cherubim, and like the animal, they are armed with keen senses and are agile and deadly in combat. Both male and female Buerim often have wide flat features and males are often exceedingly hairy.

AGILE

Buerim have the feline grace of their ancestors. They start with a d6 in the Agility attribute instead of a d4.

CLAWS

Buerim have retractable claws that do Str+d6 damage.

LOW LIGHT VISION

Buerim eyes amplify light. They can see in the dark and ignore attack penalties for Dim and Dark lighting.

BLOODTHIRSTY

Buerim can be cruel to their foes, often toying with them for pure amusement. They rarely take prisoners and feel little compunction about punishing captured foes. This reputation causes a -4 Charisma penalty among more "civilized" types.

LUCIPHIM

Luciphim (Lou-sah-fill-um) are descendants of Lucifer himself. His copulation with human women spawned a race of humans with serpent DNA which is still in the gene pool today.

Luciphim have minimal physical serpentine attributes, but their features are often minimalistic, and their bodies are slim.

BITE

The retractable teeth of Luciphim allow them to bite in combat

for Str damage.

POISON

Victims that suffer a Shaken result from your bite weapons must make a Vigor roll or be paralyzed for 2d6 rounds.

SERPENT'S TONGUE

Luciphim tongues can "taste" the air, giving them +2 to Notice rolls. They are always considered active guards for Stealth checks.

WARM NATURED

Though not truly cold-blooded, Luciphim are not comfortable in cold environments. They suffer a -4 penalty to resist cold environmental effects.

SHORT LEGS

Luciphim have slightly underdeveloped or short legs reducing their Pace to 5.

MORAXIM

Moraxim (More-ah-zim) are the offspring of human women and the four-headed Cherub angels that directly attended God. In the case of the Moraxim, this offspring received the DNA of the ox.

STRONG

Moraxim inherited great strength from their ancestors. They start with a d6 Strength attribute instead of a d4.

LOW LIGHT VISION

Moraxim have large widely-placed eyes and so are very good at seeing even with the smallest of light sources. They ignore attack penalties for Dim and Dark lighting.

UNATTRACTIVE

Moraxim are never considered pretty or handsome by typical human standards. They always have a -2 to Charisma.

NEPHILIM

The offspring of a mating between a mortal and an angel, Nephilim (Nef-fill-im) are held in awe by most societies because of their rare angelic beauty. Influenced by their celestial parentage, Nephilim are known for their strong code of honor and their valorous nature. Most people consider Nephilim to be the most beautiful humans. Most Nephilim do not suspect their angelic nature.

ENLIGHTENED SOUL

Of all the human-angel hybrids, Nephilim are prone to have a stronger connection to their angel half. This tendency gives them a heightened sense of enlightenment. They start with a d6 in Spirit instead of a d4.

ARCANE RESISTANCE

Nephilim retain some Divine resistance to Magic, per the Arcane Resistance Edge.

BEAUTIFUL

Nephilim are always considered pretty or handsome by typical human standards. They always have a +2 bonus to Charisma.

DIVINE RESISTANCE

These half-angels inherit some of their celestial parent's resistant nature. They gain +1 Toughness.

VOW OF ALLEGIANCE

Whether aware of it overtly or not, Nephilim are loyal to either demons or angels. Some feel aligned with the fallen angels that spawned their kind and assist the goals of demons, while others feel aligned with the goals of angels and are continually trying to prove their value to God.

OUTSIDER

Nephilim aren't true outsiders (as per the Hindrance of the same name), but neither are they ever quite comfortable around normal humans. Also, humans can be jealous of their beauty adding to their alienation.

OVERCONFIDENT

Not known for humility, Nephilim see themselves as better than other humans, as per the Overconfident Hindrance.

NO GUARDIAN ANGEL

Since Nephilim identify closer to their angel heritage, they are less inclined to receive Divine help meant for humanity and therefore receive one less benny per session.

REPHAIM

Rephaim (Ref-eye-im) are the offspring of human women and Angels, the lowest rank of the Angelic hierarchy. The angelic DNA manifests in Rephaim by making them larger and tougher than average humans.

STRONG

Rephaim have some of the strength of their angelic ancestry. They start with a d8 Strength attribute instead of a d4.

REACH

Rephaim's large frame grants them +1 Reach.

LARGE

Attackers add +1 to their attack rolls attacking Rephaim due to their oversized stature.

CLUMSY

Agility requires two points per step to raise during character generation. (-2 pts)

ZIZIM

Zizim are the offspring of human women and the four-headed Cherub angels that directly attended God. In the case of the Zizim, these offspring received the DNA of the eagle. They tend to be very slight of build due to their hollow bones.

FLIGHT

Zizim can fly at their basic Pace and even "run" while flying. It costs 2" of Pace to gain 1" of height. (+2 pts)

EAGLE'S EYES

Like Eagles, Zizim are renowned for their excellent eyesight. They have two centers of focus in each eye which allows them to see forward and to the side at the same time, giving them +2 to Notice rolls. They are always considered active guards for Stealth checks.

BITE

Zizim can attack with retractable claws causing Str+d6 damage.

HOLLOW-BONED

Zizim have -1 Toughness.

ATTRIBUTES

Your agent begins with a d4 in each of his five Attributes: Agility, Smarts, Spirit, Strength, and Vigor. You have 5 points to distribute among them as you choose. Raising an attribute by a die type costs 1 point, and you may not raise an attribute above d12.

SKILLS

Survival for a Secret Agent of CROSS comes down to having the right skill at the right time. These abilities include combat abilities like Shooting and Fighting, as well as knowledge or professional aptitudes like Driving, Stealth, and Investigation. These generic descriptions encompass broad fields and their various related aspects. Fighting, for example, includes everything from hand-to-hand to all forms of melee weapons.

Beginning characters start with a d4 in Shooting due to mandatory firearm training and then 15 skill points to allocate to skills. One point initially purchases a d4, and each additional point spent on that same skill increases the skill by a die type. Thus three skill points spent in Stealth buys a d8 so long as the skill is equal to or less than the linked Attribute, in this case, Agility. It is possible for a skill to exceed the Attribute, but each die type over the Attribute costs 2 points per die type, and as with Attributes, no skill may start above d12.

Example: Persuasion is linked to Spirit. A character with a d8 Spirit can buy Persuasion for one point per die type to d8. Buying a d10 costs 2 points, and a d12 costs another 2 points.

It is also highly recommended that all agents take at least a d4 in Notice, as CROSS games are very investigative by nature.

ROLES

Being in a secret agent organization, CROSS characters generally fit specific roles on a team. While it isn't necessary to fill them

all, in general, the game works best to start character generation by basing your character off of one of these roles. Below are summaries of the official Roles in *Secret Agents of CROSS* and on pp. 10-19, are fully fleshed out character examples of each archetype for you to review.

CRUSADER

Description: When Cardinal McDonnell first established CROSS, the initial agents came from the ranks of the Swiss Guard, and that set the standard for what a real defender of the faith should be. Strong and capable of going toe to toe with the toughest opponents, a Crusader is a formidable opponent to anyone that would harm a member of God's flock.

Examples: Hitter, Brick, Tank

Required Attributes: Strength d10, Vigor d6

Typical Skills: Fighting and Shooting

Typical Edges: Brawny, Sweep

Default Saint: Saint Louis IX of France

Default Miracles: Armor of God (Armor, Self only), Conviction (Slow), Fortitude (Boost/Lower Trait, Boost Only, Strength or Vigor only, Self only), Hallow (Smite, Melee only), Intercession (Healing, Takes equivalent damage healed), King's Favor (Warrior's Gift)

EXORCIST

Description: Demons and otherworldly creatures are everywhere seeding doubt, anger, resentment, and betrayal throughout humanity. One class of CROSS agents concentrates on these Infernal monsters—Exorcists. These Catholic priests are specially trained in rituals and scripture to banish these evil being from Earth.

Required Attributes: Spirit d8, Vigor d6

Typical Skills: Faith, Healing, Knowledge (Occult)

Typical Edges: Arcane Background (Miracles), Healer

Default Saint: Saint Michael the Archangel

Default Miracles: Consecrate Me (Armor, Self Only), Dessicate (Drain Power Points, Supernatural only), Dispel (Dispel, Supernatural only), Exorcism (Banish), Expose Supernatural (Detect/Conceal Arcana, Detect only), Fear of the Lord (Fear, Fear of the Lord's wrath), Hallow (Smite), Sanctifying Circle (Barrier, Only versus supernatural), Smite (Bolt, Only versus supernatural), Bind (Entangle, Versus Supernatural)

HEALER

Description: These agents are attuned to God's Grace — God's love and concern for humanity. They channel God's power to ease the suffering and physical damage to their patients.

Examples: Medic, Buffer, Supporter

Required Attributes: Spirit d10

Typical Skills: Faith and Healing

Typical Edges: Arcane Background (Miracles), Healer

Default Saint: Saint Brigid of Ireland

Default Miracles: Angel's Wings (Fly), Benediction (Boost/Lower Trait, Boost only, Others only, Three targets minimum), Bless (Boost/Lower Trait, Others only), Christm

(Smite), Deliverance (Deflection), Efficacious Grace (Warrior's Gift), Extreme Unction (Greater Healing), Renewal (Succor), Summon Divine (Summon Ally, Saints (use Jesuit), angels or duplicate), Unction (Healing)

HOLY GHOST

Description: The modern world is a connected world and not unlike an iceberg, with only a small portion of the total exists in the open. A Holy Ghost excels at accessing the parts of the Internet that the majority of users could never find. Ghosts excel at infiltrating this virtual world to find data needed for their missions.

Examples: Techie, Hacker, Ghost in the Machine

Required Attributes: Smarts d10, Spirit d6

Typical Skills: Knowledge (Computers), Investigation, Notice

Typical Edges: Hacker or Arcane Background (Miracles), Connections

Default Saint: Saint Isidore of Seville

Default Miracles: Illuminate (Boost/Lower Trait, Boost Smarts only), Speak in Tongues (Speak Language, Read & write only)

INQUISITOR

Description: The world is full of secrets, and lies and it is an Inquisitor's job to sift through both to find the truth. Enemies of civilization are everywhere and multiplying faster than those that would stop them can contain. Sorting through data in whatever form, be it an 8th Century scroll to a corporate computer network Inquisitors find the information necessary for the team to plan and execute missions around the world.

Examples: Detective, Investigator

Required Attributes: Smarts d8, Spirit d6

Typical Skills: Investigation, Notice, Streetwise, Knowledge: Forensics

Typical Edges: Connections, Investigator

Default Saint: Saint Peter of Verona

Default Miracles: Confession (Mind Reading), Fear of the Lord (Fear, Fear of the Lord's wrath), Illuminate (Boost/Lower Trait, Smarts only), Speak in Tongues (Speak Language)

JUDAS AGENT

Description: When one's job is to oppose evil, someone has to look that evil in the eye and lie to it with a smile. Placating the curious, talking their way into someplace they shouldn't be are all standard skills of the Judas Agent. Every organization has someone that "knows a guy" and on a CROSS team, this is the agent that has those connections.

Examples: Grifter, Face, Con-man

Required Attributes: Smarts, Spirit

Typical Skills: Intimidation, Persuasion, Stealth

Typical Edges: Attractive, Strong Willed, Connections

Default Saint: Saint Genesius

Default Miracles: Believe (Puppet, The target will have a revelation that God wants them to believe in or realize something), Divine Disguise (Disguise), Speak in Tongues

(Speak Language, Speak only)

MYSTIC

Description: While the Exorcist performs Miracles that channel Christ's powers through ritual and scripture, the Mystic is innately attuned to God's Grace and can effortlessly perform Miracles.

Examples: Chosen One, Enigma

Required Attributes: Spirit d10

Typical Skills: Faith

Typical Edges: Arcane Background (Miracles)

Default Saint: God's Grace

Default Miracles: Communion with God (Divination, Divine Christians only), Gifts of the Holy Spirit (Boost/Lower Trait, Boost Notice (Understanding), Persuasion (Council), Streetwise (Wisdom), Smarts (Knowledge), Spirit (Piety), Vigor (fortitude), Lower Spirit (Fear)), Speak in Tongues (Speak Language, Speak only), Transfigure (Blind)

PALATINE

Description: Working side by side with Crusaders, the Palatine's origins also stem from the Swiss Guard, but are more focused on marksmanship than close quarter fighting. Regardless of their focus, these warriors are essential members of a CROSS team and provide additional muscle when a mission gets physical.

Examples: Marksman, Sniper, Firearms Specialist

Required Attributes: Agility d10, Strength d6

Typical Skills: Fighting, Notice, Shooting

Typical Edges: Alertness

Default Saint: Saint Sebastian

Default Miracles: Godsend (Warrior's Gift), Perfect Angel Eyes (Farsight)

SILENT KNIGHT

Description: Getting into and out of places you are not supposed to be is your trademark. Even though CROSS agents seek the truth, sometimes, holding back the darkness requires stepping into the shadows to do so. A Silent Knight thrives in these shadows and the challenge of confronting an opponent on their own turf.

Examples: 59tributes: Agility d8, Smarts d6

Typical Skills: Climbing, Lockpicking, and Stealth

Typical Edges: Thief

Default Saint: Saint Dismas

Default Miracles: Darkness (Light/Obscure, Obscure only), Godspeed (Speed), Haste (Quickness), Invisibility, Spirit Travel (Teleport), Subtlety of the Body (Intangibility), Votive (Light/Obscure, Light only), Walk on Walls (Wall Walker)

WRATH

Description: Like the Mystic, these agents are attuned directly to God, but in their case, they are attuned to God's response to human sin and disobedience. Wrath often respond with anger and violence in the presence of perceived wrong and injustice.

Examples: Erinys (fury), Berserker, Dark Form

Required Attributes: Spirit d10

Typical Skills: Faith

Typical Edges: Arcane Background (Miracles)

Default Saint: God's Wrath

Default Miracles: Curse (Boost/Lower Trait, Lower trait), Earthquake (Pummel), Flaming Rebuke (Burst), Flood (Pummel), Plague (Blast), Repent (Puppet, Target feels compelled to repent), Tornado (Havoc)

NEW ROLES

With GM's permission, it is allowed to create new Character Roles. When doing this, consider building the entire Character Roles which should include the option to select Arcane Background (Miracles) and a related patron saint.

NATIONALITY

CROSS employs agents from nations all around the world. In general, nationality is mainly player preference and a way to help them create their background. However, there are a few nationalities that get a slight bonus.

ITALIAN

Italians that have lived most of their lives in Italy have been exposed to Catholicism at its strongest. These agents will start the game with Knowledge (Catholicism).

SWISS

Ex-members of the Swiss Army and the Swiss Guard made up the original group of CROSS agents. Soldiers that come into CROSS with experience in one or both of those organizations receive one additional skill point to spend on Fighting or Shooting.

LANGUAGES

Your agents know the number of languages equal to half his Smarts die. The first language he understands is his native language. You need not establish the other languages you speak at the beginning of the campaign, but can add them to the character sheet as the need for them comes up. Any permanent increase in your Smarts die also gains you additional languages slots to fill during play.

DERIVED STATISTICS

Derive secondary statistics for your hero as in *Savage Worlds*.

HINDRANCES

If you choose to take Hindrances, you can use the points from them to gain the benefits below. You may take one Major Hindrance (worth 2 points) and up to two Minor Hindrances (worth 1 point each).

Note: To offer more agent variety, with GM's permission, you can take a second Major Hindrance for 1 Hindrance point. An agent can never receive more than 4 Hindrance points.

For 2 Hindrance points, you can either raise an attribute one die type or choose one Edge. For 1 Hindrance point, you can gain another skill point, or add an additional \$500 for selecting Gear.

No die type can exceed d12 by taking Hindrances.

PROHIBITED HINDRANCES

DOUBTING THOMAS

This Hindrance is not available for CROSS agents.

NEW HINDRANCES

The following are new Hindrances introduced for *Secret Agents of CROSS*.

LIGHT-SENSITIVITY (MAJOR)

If an agent takes the Myostatin Blocker Edge, he has to take this Hindrance. The agent will need to cover up in direct sunlight or be at -1 to all checks.

STERILE (MINOR)

This agent is permanently sterile and cannot have children.

STIGMATA (MINOR/MAJOR)

This agent develops body marks, sores, or sensations of pain in locations corresponding to the crucifixion wounds of Jesus Christ, such as the hands, wrists, and feet. Additionally, as a Major hindrance, the agent will bleed whenever using her Spirit die.

TROUBLE MAGNET (MINOR/MAJOR)

Things are never easy for this agent. At least once per session, the GM should generate a complication that impedes his success. The intensity of the trouble depends on whether the agent has taken the Minor or Major version of this hindrance.

OBLIGATION (MINOR/MAJOR)

Members of CROSS have a lot of demands on their time. Some agents may have a duty to the priesthood, the Vatican, or military and civilian organizations that require time. Whatever it is the character is bound to complete any obligations put on them. Minor Obligations are occasionally inconvenient. Major Obligations are crucial, time-consuming, and may put your agent in harm's way.

PIOUS (MAJOR)

Pious characters are devoutly religious, and their beliefs can quickly come into play during missions. Pious characters must show a dutiful spirit of reverence for God or an earnest wish to fulfill religious obligations. They may even express a hypocritical concern with virtue and religious devotion.

EDGES

Remember, as a human character, you get one free starting Edge. The Roles already have the most likely Edges listed, but in some cases, the character background may trigger a need for a particular Edge that will lead to unique and more interesting agents, so a perusal of the **Edges** section of *Savage Worlds*.

NEW EDGES

Below are the details for the new Edges for the *Secret Agents of CROSS* setting.

BACKGROUND EDGE

ARMORY ACCESS

Requirements: Novice

Each time you take this Edge, your agent can requisition up to \$5,000 worth of gear from the CROSS Armory.

CYBERNETICS ACCESS

Requirements: Novice, Spirit d6+, Vigor d6+,

Your agent can install cybernetics by buying the Cybernetics Access Edge. Each time the agent takes this Edge, he can select up to \$5000 of cybernetics components. You can buy this Edge multiple times. However, every two times you buy this, you will need to lower your agent's Spirit by one die step. This models the strain of becoming less natural and more machine. See the chart below for details on cybernetic options. Note that the **X** column denotes how many times the component can be taken.

CYBERNETICS	X	COST
<i>Absolute Range Sense</i> : You can calculate the exact distance to a person or object.	1	\$2000
<i>Adrenalin Booster</i> : Adds +2 to his Spirit roll when attempting to recover from being Shaken.	1	\$2500
<i>Anti-Glare Lens</i> : When rolling Agility roll to avoid being blinded by a bright light, you do not take the -2 penalty.	1	\$2500
<i>Aqualung</i> : Breathe underwater	1	\$2500
<i>Arm Blaster</i> : 2d6 Bolt	1	\$5000
<i>Armored Organs</i> : +2 armor bonus.	1	\$2500
<i>Brain Chip (Impersonation)</i> : +2 bonus to Persuasion when using impersonated voice. Chip must analyze 30-second clip of target's speech.	1	\$2500
<i>Brain Chip (Mental Static)</i> : +1 die step to Smarts vs. Mind Reading and Puppet.	1	\$2500
<i>Collateral Targeting Governor</i> : Eliminates the Innocent Bystander rule when firing into melee.	1	\$2500
<i>Computer-assisted Dodge</i> : Adds Dodge or Increased Dodge Edge or additional -1 to be hit with ranged attacks	1	\$5000
<i>Cyber Arm Taser</i> : Stun	1	\$5000
<i>Cyber Arm</i> : Grapple/push +2 and you can take an extra arm-related action	1	\$2500
<i>Cybernetic Legs</i> : +2 Pace and Running die one step.	2	\$5000
<i>Cybernetic limbs</i> : Load Limit 10x Strength, Melee damage increases by +2	2	\$5000
<i>Cybernetic Nervous System</i> : +1 die step improved Agility.	2	\$2500
<i>Danger Sense</i> : Gain Danger Sense Edge	1	\$5000
<i>Darkvision</i> : Negates all darkness penalties.	1	\$2500
<i>Echolocation</i> : You can pinpoint hidden targets by sound, negating all non-auditory detection penalties within Vigor range.	1	\$5000
<i>Farsense</i> : One of your senses operates at a great distance: 10x normal range for vision or hearing, and up to your Vigor for touch or taste.	1	\$2500
<i>Gambling Monitor Overlay</i> : +2 to Gambling.	1	\$1000
<i>HD Recorder</i> : You can record several hours of sound and video using directional video and audio sensors.	1	\$2000
<i>Heat Shielding</i> : Heat Resistant skin covering	1	\$1000
<i>Infravision</i> : Halve all darkness penalties, and +2 to Tracking creatures that passed by within the past 5 minutes.	1	\$2500
<i>Inhalation Filtration System</i> : Ignore toxic gases.	1	\$5000
<i>Light Bender</i> : +2 bonus to Stealth when moving at half Pace.	1	\$2500
<i>Light-Sensitivity Nullifier</i> : This medicine dispensing implant can nullify the Light-Sensitivity Hindrance caused by taking the Myostatin Blocker Edge. This cybernetic part needs replenishing every 12 hours, or light-sensitivity is no longer nullified.	1	\$5000
<i>Low-Light Vision</i> : You negate penalties for dim and dark lighting.	1	\$5000
<i>Metabolic Amplifier</i> : +2 to Vigor vs. poison and disease.	1	\$2500
<i>Metallic Claws</i> : Str+d6	1	\$5000
<i>Radio</i> : You can "hear" radio waves and tune in to different frequencies, intercepting nearby communications with a Notice check.	1	\$2500
<i>Reflex Booster</i> : +1 Parry	1	\$5000
<i>Retractable Razor Blades</i> : Str+d6	1	\$5000
<i>Scent</i> : You can recognize creatures and objects by scent, +2 to Notice and Tracking within range equal to your Vigor.	1	\$5000
<i>Skill Chip</i> : Add or increase a skill a die type up. Limited to two increases per skill.	8	\$5000
<i>Sub-Dermal Plating</i> : +1 to Toughness.	4	\$1000
<i>Suction-cup Fingers</i> : Climb automatically at a speed equal to your Climbing skill	1	\$2500
<i>Targeting Computer</i> : +2 to Shooting.	1	\$5000
<i>Tremorsense</i> : You negate all vision based penalties, such as darkness, concealment, and invisibility, if both you and the target are in contact with the same solid surface.	1	\$2500
<i>Ultra Hearing</i> : You can hear high and low pitched sounds beyond normal human range, granting +2 to Notice when using hearing.	1	\$2500
<i>Uplink</i> : Wifi, Cellular, and Satellite uplink to the Internet, provides access anywhere in the world as long as one of these services is available.	1	\$1000
<i>Nanite Repair module</i> : Automatically heal one wound per day and add +2 to rolls to resist Bleeding Out.	1	\$5000
<i>Vision Anomaly Detector</i> : +2 to Investigation checks that rely upon sight.	1	\$2500
<i>Vision Enhancement</i> : +2 to Notice checks that rely upon sight.	1	\$2500
<i>Weapon Software</i> : Damage +2 with a single type of weapon	2	\$5000

PROFESSIONAL EDGE

HACKER

Requirements: Novice, Smarts d8+, Knowledge (Computers) d8+, Investigation d8+

Hackers are individuals trained in the art of breaking into protected computer systems. Hackers add +2 to their Knowledge (Computer) skill rolls when trying to infiltrate coded computer networks and systems and +2 to Investigation rolls when using computers as part of the investigation.

COMBAT EDGES

IRON SHROUD ATTUNEMENT

Requirements: Novice, Fighting or Shooting of d8+

The agent is trained in the use of Iron Shroud armor. CROSS has engineering five versions of the armor, and an agent can buy this Edge up to five times to get access to each version. See the Chapter 5: Gear to find out more about the Iron Shroud armor and an extensive list of modifications.

MARTYR

Requirements: Novice, Pious Hindrance

Agents of Christ do some of their best work when under the stress of persecution and violence. For each wound the agent takes his Wild Die will raise one die step.

MYOSTATIN BLOCKER

Requirements: Novice, Light-Sensitivity Hindrance, Sterile Hindrance

Dr. Grenier's myostatin blocker formula raises the agent's athleticism to Olympic athletic levels. Agents can take +1 die step on either Strength or Agility and either Dodge or First Strike Combat Edges. He must also take both the Light-Sensitivity hindrance sterility hindrance.

RIGHTEOUS HAND

Requirements: Seasoned, Arcane Background (Miracles), Champion

This holy warrior can channel his faith into a blow with his weapon of choice. With a successful Arcane Background (Miracle) roll, the agent can add +2 damage to his damage and +4 with a raise.

GEAR

Each agent is allowed \$500 worth of gear they can pick up at the safe house armory closest to their mission. They can select an additional \$500 for each Hindrance point spent on Gear.

Note: All agents can take a SIG Pro for free from the cache.

Gear can be swapped at the safe house armory whenever the

agents want. Assume that consumable gear like grenades or tracking confetti will need to be justified on mission debriefing reports to gain all of your credits back for future missions.

1COR10:21 "CUP OF CHRIST"



The "Cup of Christ" grenade opens its doors upon impact to deliver a bath of holy water of holy water on its targets. Generally, this device can be refilled and used again.

Quote: You cannot drink the cup of the Lord and the cup of demons as well; you cannot have a share at the Lord's table and the demons' table as well. (1 Corinthians 10:21, NJB)

RANGE: 5/10/20

DAMAGE: 2d8

BURST: MBT

COST: \$100

WEIGHT: 2

NOTES: Only versus infernal beings, Infernal weakness (Holy Water) is already factored into the damage of this attack. On a roll of 3-4 on d4, this device can be refitted for use.

1KIN22:30 "MIRACLE SHROUD"

The "Miracle Shroud" is a tight fitting full body suit. An AI using complex conformal algorithms controls LED emitter which can project any clothing and facial features. The shroud can even project identity cards in the wearer's hand although he cannot hand anything without revealing the illusion.

Quote: The king of Israel said to Jehoshaphat, 'I shall disguise myself to go into battle, but you put on your robes.' So the king of Israel disguised himself and went into battle. (1 Kings 22:30, NJB)

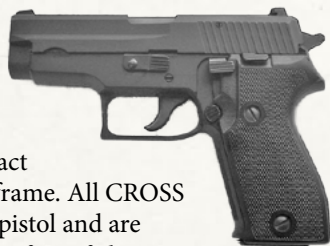


NOTES: +2 Armor, when activated, this shroud operates like the **Disguise** power (see *Savage Worlds*) with the assumption that the ability was activated with a success with only 1 size adjustment possible.

COST: \$500

SIG PRO

SIG Sauer Pro is a semi-automatic pistol developed by SIG Sauer in Exeter, NH, US. The SIG Sauer Pro is a lightweight and compact handgun with a polymer frame. All CROSS agents are trained on this pistol and are allotted one for mission use free of charge.



RANGE:	12/24/48	DAMAGE:	2d6+1
ROF:	1	COST:	\$0
WEIGHT:	3	SHOTS:	15
MIN STR:	-		
NOTES:	AP 1, Semi-automatic		

ISA57:21 "PEACEMAKER"



The "Peacemaker" rifle is a bolt-action sniper rifle based on the Remington 700. CROSS engineers customized the weapon to be lighter and more portable.

Quote: There is no peace, saith my God, to the wicked (Isaiah 47:21, KJV)

RANGE:	24/48/96	DAMAGE:	2d8+1
ROF:	3	COST:	\$500
WEIGHT:	10	SHOTS:	30
MIN STR:	d6		
NOTES:	AP 2, Auto		

LUK4:41 "DEVIL SLAYER"



The "Devil Slayer" assault rifle is similar to an AK47. However, CROSS mystics have etched Enochian runes into the barrel which has been proven to effect Infernal beings.

Quote: Devils too came out of many people, shouting,

'You are the Son of God.' But he warned them and would not allow them to speak because they knew that he was the Christ. (Luke 4:41, NJB)

RANGE:	24/48/96	DAMAGE:	2d8+1
ROF:	3	COST:	\$650
WEIGHT:	10	SHOTS:	30
MIN STR:	d6		
NOTES:	AP 2, Semi-Automatic, Can operate normally or Only Versus Infernal and not their hosts.		

PATRON SAINT

Each Character Role has a listed saint by default. This default was selected to be the saint most often identified as a patron of that particular Role. However, with GM's permission, it is possible to select a different saint. A saint can merely be for flavor. As an example, the agent could call on the saint when expressing consternation ("By the beard of Saint Dismas!"), but if the agent has taken Arcane Background (Miracles), then it is this saint that intercedes for the agent with God to grant access to the agent's miracles.

MIRACLES

If your agent has taken Arcane Background (Miracles), she has access to all miracles listed under Default Miracles in her Character Role regardless of the Power's Rank. Each miracle is listed with a descriptive name and the *Savage Worlds* power in parenthesis. See the **Powers** section of *Savage Worlds* for the details on each of these powers.

BACKGROUND AND NAME

Finally, finish the creation process by naming your agent, and coming up with the background of your character before joining CROSS, why he took on his Character Role, and how his or her Race and Nationality may impact his character.

AGENT EXAMPLES

The remainder of this chapter displays characters examples of these Character Generation rules in action. Note the use of each Character Role and utilization of the majority of the new Hindrances and Edges.

NAME	Pierre Grisard	RACE	Human
RANK	Novice	ROLE	Crusader
NATION	France	PATRON	Louis IX

AGILITY	d8	SMARTS	d4
Fighting	d10	Notice	d6
Shooting	d4		
SPIRIT	d6	STRENGTH	d6
Faith	d8	Climbing	d4
Intimidation	d6	VIGOR	d8
CHARISMA	0	PACE	6
PARRY	8(1)	TOUGHNESS	8(2)

EDGES

Arcane Background (Miracles)
 Champion: (+2 damage / Toughness vs. supernatural evil)

MIRACLES

Armor of God
 Fortitude
 Intercession
 Renewal
 Conviction
 Hallow
 King's Favor

HINDRANCES

TYPE

Death Wish (Willing to die in God's service) Minor
 Pious Major
 Poverty Minor

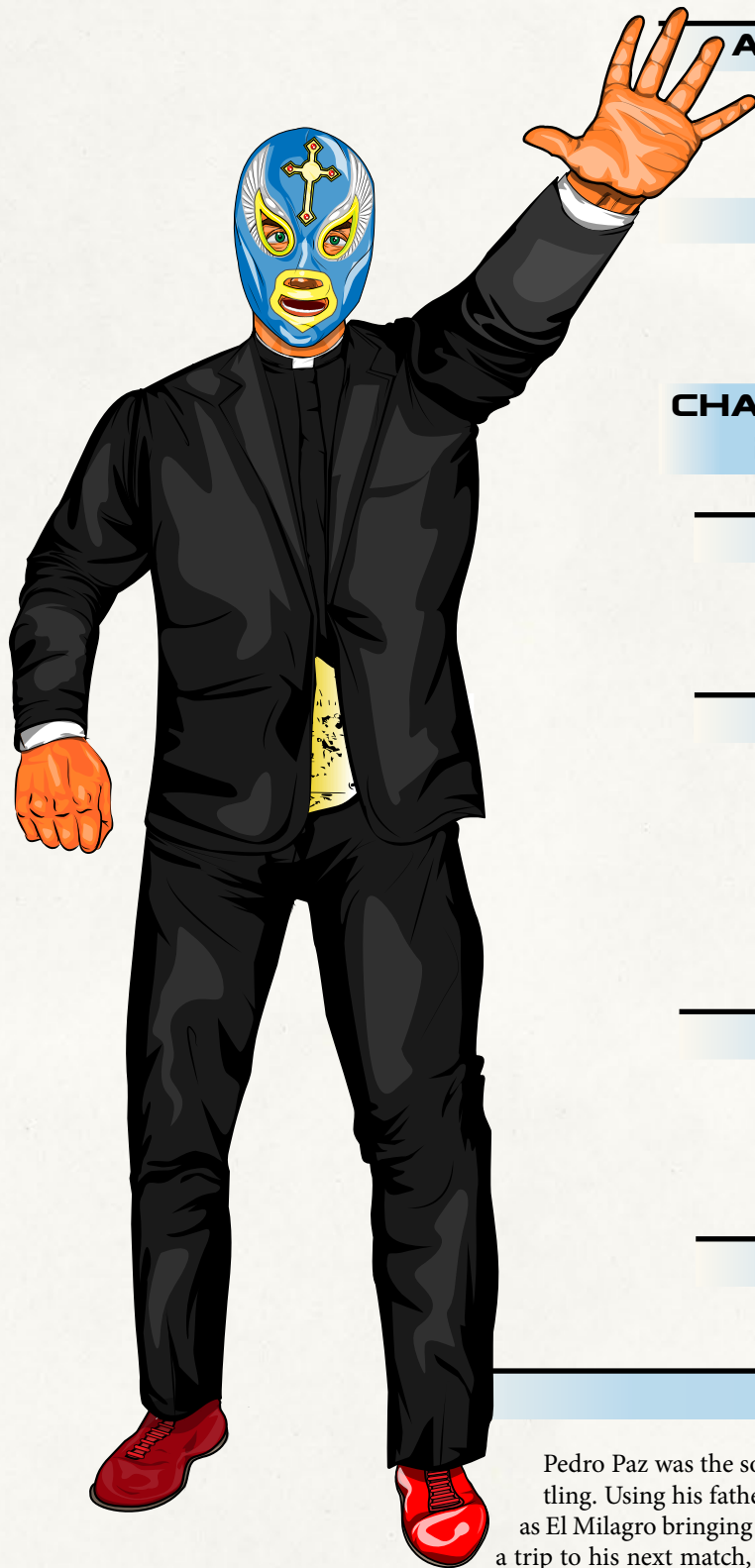
GEAR

Brass Knuckles (Str+d4 unarmed Attacker)
 Flak Jacket (+2, Covers torso)
 Long Sword (Str+d8, Includes scimitars)
 Medium Shield (+1 Parry, +2 Armor to ranged shots that hit)

DESCRIPTION

Pierre is a blood descendant of a French crusader, and his family has been part of the French military ever since. Pierre is proud of his military lineage and realizes that he is an essential link in continuing the chain through future wars.





NAME	Father Padro Paz	RACE	Human
RANK	Novice	ROLE	Healer
NATION	United States	PATRON	Brigid

AGILITY	d6	SMARTS	d6
Fighting	d6	Healing	d8
Shooting	d4	Investigation	d6
		Notice	d6
SPIRIT	d6	STRENGTH	d6
Faith	d8		
Persuasion	d6	VIGOR	d6
CHARISMA	0	PACE	6
PARRY	5	TOUGHNESS	7(2)

EDGES

Arcane Background (Miracles)
Power Points

MIRACLES

Angel's Wings	Benediction
Bless	Chism
Deliverance	Efficacious Grace
Extreme Unction	Renewal
Summon Devine	Unction

HINDRANCES

TYPE

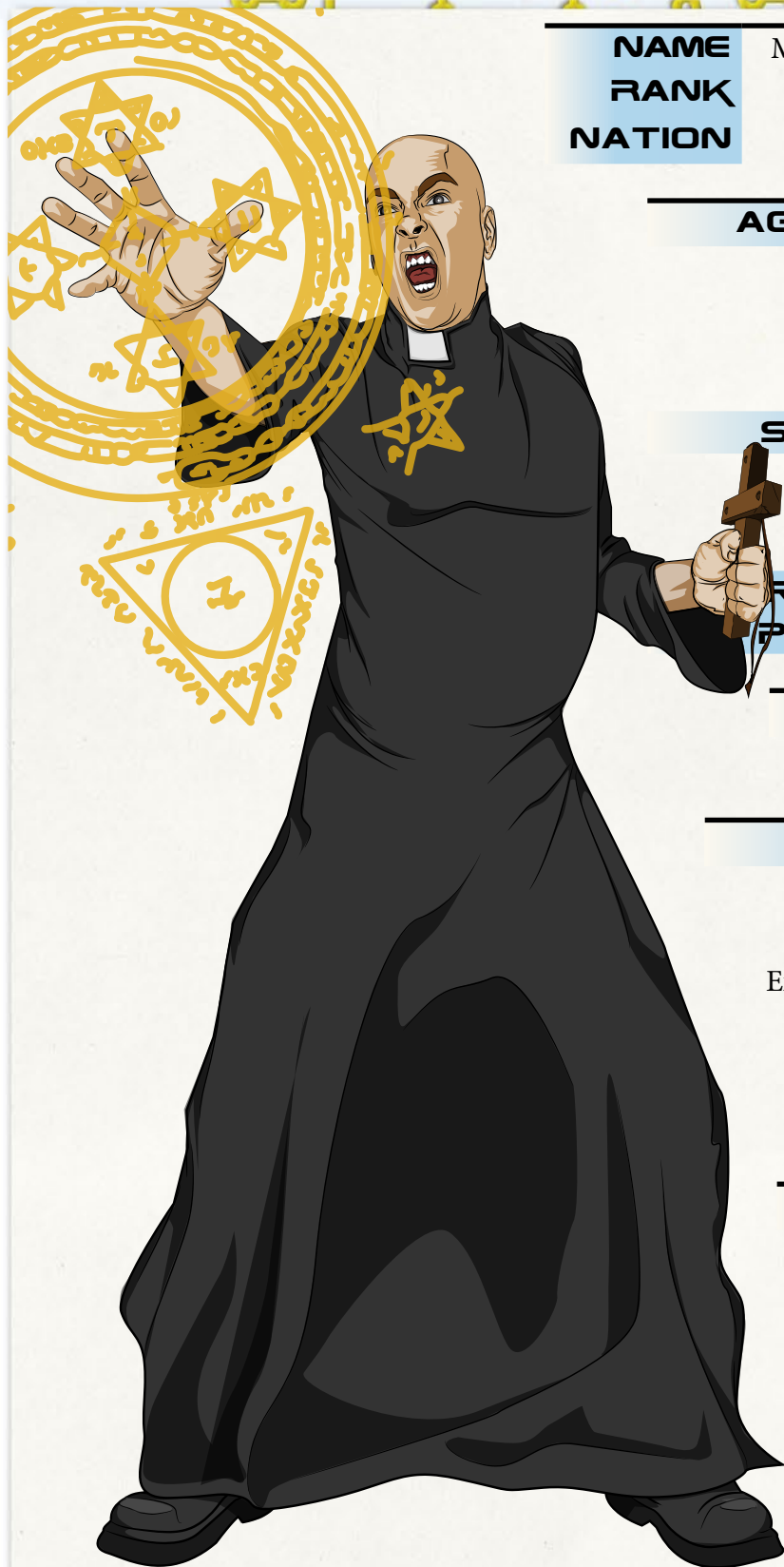
Overconfident	Major
Pacifist	Minor
Wanted (Tax Evasion)	Minor

GEAR

Flak Jacket (+2, Covers torso)

DESCRIPTION

Pedro Paz was the son of a minister and had a passion for Professional Wrestling. Using his father's calling as his gimmick, he wrestled all over the world as El Milagro bringing salvation to his opponents with his fists. However, during a trip to his next match, his plane went down. The only conscious passenger, Pedro attempted to help the survivors. To his amazement, as he laid his hands on the injured, he healed them. In fact, angelic duplicates of himself followed his lead. All the passengers survived the crash, and Pedro became his gimmick for real.



NAME	Malachi Machado	RACE	Human
RANK	Novice	ROLE	Exorcist
NATION	Italy	PATRON	Michael

AGILITY	d8	SMARTS	d8
Fighting	d8	Knowledge (Catholicism)	d6
Shooting	d10	Notice	d8
		Streetwise	d6
		Taunt	d8

SPRIT	d8	STRENGTH	d4
Faith	d8	Climbing	d4
		VIGOR	d4

CRISMA	-2	PACE	6
PARRY	6	TOUGHNESS	6(2)

EDGES

Arcane Background (Miracles)

MIRACLES

Consecrate Me	Desiccate
Dispel	Exorcism
Expose Supernatural	Fear of the Lord
Hallow	Night of Blindness
Santifying Circle	Smite
Trap	

HINDRANCES

TYPE

Mean	Minor
Quirk (Sarcastic)	Minor
Pious	Major

GEAR

Dagger (Str+d4)
Flak Jacket (+2, Covers torso)
Loaded cross (Str+d4)

DESCRIPTION

As a kid, Machado watched all his brothers join the international gang, MS-13, and end up dead. Malachi discovered demonic possession was at the center of MS-13's success. Machado went into the priesthood to one day smite the evil that controls it.

NAME	Jonathan Palladino	RACE	Human
RANK	Novice	ROLE	Inquisitor
NATION	Italy (birth)/United States		

AGILITY	d6	SMARTS	d8
Fighting	d8	Knowledge (Catholicism)	d4
Lockpicking	d6	Investigation	d8
Shooting	d8	Knowledge (Forensics)	d4
Stealth	d6	Notice	d6
		Streetwise	d6
SPIRIT	d6	STRENGTH	d6
Intimidation	d6		
Persuasion	d4		
		VIGOR	d4
CHARISMA	-1	PACE	6
PARRY	6	TOUGHNESS	6(2)

EDGES
Connections

HINDRANCES	TYPE
Anemic	Minor
Bad Luck	Major
Habit (Chronic Cough)	Minor

GEAR
Lockpicks
Glock (9mm)
Flak Jacket (+2, Covers torso)

DESCRIPTION

Palladino is an Italian-American private detective that works almost exclusively for CROSS. In exchange for his skills, CROSS keeps his aplastic anemia in check.





NAME	Juan dela Cruz	RACE	Human
RANK	Novice	ROLE	Judas Agent
NATION	Philippines		

AGILITY	d6	SMARTS	d6
Fighting	d6	Notice	d6
Stealth	d6	Streetwise	d6
Shooting	d4		
Throwing	d6		
SPIRIT	d8	STRENGTH	d4
Intimidation	d8		
Persuasion	d8		
		VIGOR	d6
CHARISMA	+4	PACE	6
PARRY	5	TOUGHNESS	7(2)

EDGES

Attractive
Charismatic

HINDRANCES

TYPE

Curious	Major
Overconfident	Major
Wanted	Minor

GEAR

Dagger (Str+d4)
Face Printer
Miracle Shroud

DESCRIPTION

Juan dela Cruz is a Filipino actor with credits in both Filipino and Mexican soap operas. Between takes as a Mexican priest, he was violently attacked by a crazed young girl. While being treated for deep scratches to his face and throat, the father of his Parish visited him. Juan confided in him that the girl spoke of other violent atrocities she committed. The father realized that these events connected hundreds of years on unsolved violence in the community and strongly suggested a demon possession. Juan was forever hooked by this mystery and became more involved in the church and eventually offered his services to CROSS as a Judas Agent.



NAME	Rosemary Rodriguez	RACE	Human
RANK	Novice	ROLE	Mystic
NATION	Mexico	PATRON	God's Grace

AGILITY	d8	SMARTS	d4
Fighting	d8	Healing	d4
Stealth	d6	Notice	d6
Shooting	d4		
SPIRIT	d10	STRENGTH	d4
Faith	d10		
		VIGOR	d4
CHARISMA	0	PACE	6
PARRY	6	TOUGHNESS	6(2)

EDGES

Arcane Background (Miracles)
Power Points (x2)

MIRACLES

Communion with God Gifts of the Holy Spirit
Speak in Tongues Transfigure

HINDRANCES

Delusional	Minor
Pious	Major
Stigmata	Major

GEAR

Dagger (Str+d4)
Kevlar Dress (+2, Covers torso only, negates 4 AP)

DESCRIPTION

Ever since she could speak, Rosemary has told her family of the voices she heard in her head. Embarrassed, Rosemary's family hid her away from society. However, at the age of sixteen, she developed stigmata, and she was taken to the hospital. Priests from the local Catholic church came to her bedside and prayed for her recovery. She was amazed to find that the priests believed her stories. Soon after, she became a nun and found contentment serving the Church. Eventually, the voices told her to join CROSS and provide her messages to McDonnell and the Archdeacons.

NAME	Sidney Price	RACE	Human
RANK	Novice	ROLE	Palatine

AGILITY	d10	SMARTS	d6
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Fighting	d6	Notice	d8
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Shooting	d10	Streetwise	d4
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Stealth	d8	Tracking	d6
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SPIRIT	d4	STRENGTH	d6
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Climbing	d8
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CHARISMA	0	VIGOR	d6
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PACE	6
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PARRY	5
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TOUGHNESS	7(2)
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EDGES

Cybernetics Access (x2)

HINDRANCES TYPE

Cautious	Minor
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Stubborn	Minor
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Wanted (Afghan Gov't)	Major
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GEAR

ISA 7:21 "Peacemaker"

Glock (9mm)

Kevlar Vest (+2, Covers torso only,
negates 4 AP)

CYBERNETICS

Skill Chip (x2)

Vision Enhancement

DESCRIPTION

Price is the nephew and accomplice of highway Spree killer Art Beloit. Price's charges were dismissed in a plea deal, and eventually, he became a U.S. Marine. Today, Price makes it his life's work to kill solely for God.



NAME	Beth Hardison	RACE	Buerim
RANK	Novice	ROLE	Silent Knight
NATION	United States		

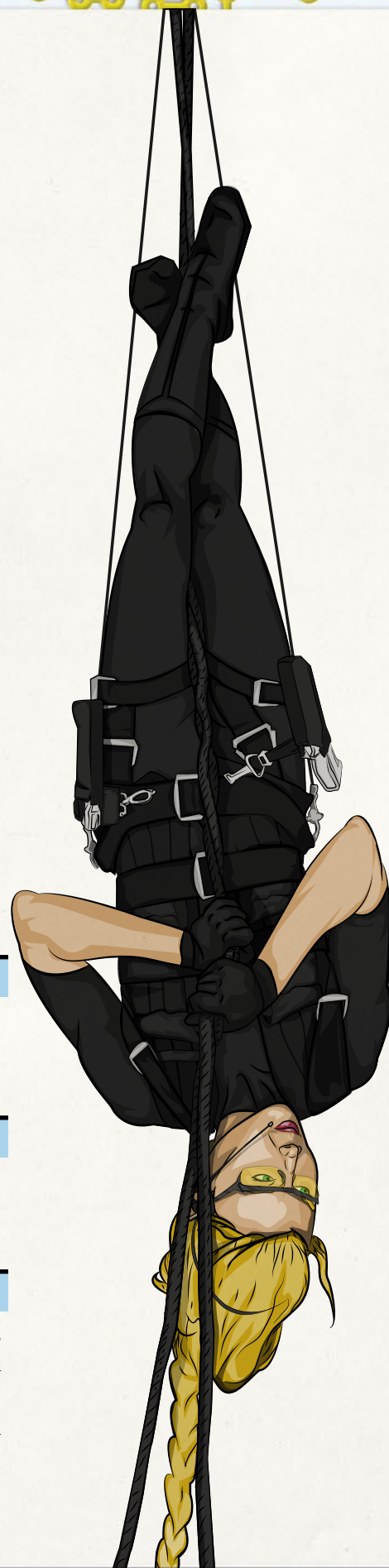
AGILITY	d8	SMARTS	d8
Fighting	d6	Investigation	d6
Lockpicking	d8	Knowledge (Computers)	d4
Stealth	d8	Notice	d4
Shooting	d4		
Throwing	d6		
SPIRIT	d8	STRENGTH	d6
Persuasion	d4	Climbing	d6
		VIGOR	d4
CHARISMA	-4	PACE	6
PARRY	5	TOUGHNESS	6(2)

HINDRANCES	TYPE
Big Mouth	Minor
Bloodthirsty (Race)	Major
Curious	Major
Overconfident (Race)	Major
Stubborn	Minor

SPECIAL ABILITIES
Claws (Str+d6)
Low Light Vision (Ignores penalties for Dim and Dark lighting)

GEAR
Lockpicks
Knives (Str+d4) (x6)
Vow of Silence Armor (+2, Covers torso, Dampens sound)

DESCRIPTION
In and out of juvenile detentions centers in Los Angeles, Antonio Gunn crossed paths with Beth while on a mission and offered her a life in CROSS versus another stay in prison. Today, CROSS helps her hone the abilities she receives from her angel DNA and the anger it gives her as well.





NAME	Barabbas Black	RACE	Luciphim
RANK	Novice	ROLE	Wrath
NATION	Lebanon	PATRON	God's Wrath

AGILITY	d6	SMARTS	d6
Fighting	d6	Notice	d6
Shooting	d4	Taunt	d6
SPIRIT	d10	STRENGTH	d4
Faith	d10		
Intimidation	d10	VIGOR	d6
CHARISMA	-2	PACE	6
PARRY	5	TOUGHNESS	7(2)

EDGES

Arcane Background (Miracles)

MIRACLES

Curse	Earthquake
Flaming Rebuke	Flood
Plague	Repent
Tornado	

HINDRANCES

TYPE

Bloodthirsty (Race)	Major
Outsider (Race)	Major
Quirk (Distant)	Minor
Wanted (Italian Police)	Minor

GEAR

Kevlar Vest (+2, Covers torso only, negates 4 AP)

DESCRIPTION

Barabbas is more a force of nature than a person. Born human with DNA that tracks back to Lucifer himself, Barabbas has never felt human, but like many Luciphim he feels the pull of unearthly things. While some of his brethren feel connectivity to the Pit, Barabbas feels the pull of Lucifer's original home, Heaven. Every moment he spends attempting to bring God's will to earth through his actions.

NAME	<h1>Monk</h1>	RACE	Human
RANK	Novice	ROLE	Holy Ghost
NATION	Tibet		

AGILITY	d6	SMARTS	d10
Driving	d4	Investigation	d8
Fighting	d6	Knowledge (Computers)	d10
Piloting	d8	Notice	d6
Shooting	d6	Streetwise	d6
Stealth	d6		

SPIRIT	d6	STRENGTH	d4
Persuasion	d6		

CHARISMA	0	VIGOR	d4
PARRY	5	PACE	6
		TOUGHNESS	4(2)

EDGES

Connections

Hacker

HINDRANCES

Curious	Major
Delusional	Minor
Vow (Topple the corrupt)	Minor

GEAR

Starfly Drone
Flak Jacket (+2, Covers torso)

DESCRIPTION

Little is known about the real person behind the internet handle of the infamous <h1>Monk</h1>. This hacktivist has long been known to protect the weak and topple the corrupt. While many feel his actions are morally defensible, they are illegal, but no one in cyber-crime law enforcement has been able to catch him. Many believe he is sponsored by a government agency or a powerful and well-connected organization.



MISSION: NOT DEAD ENOUGH

Seattle, Washington is known for a lot of things, but grave desecration normally isn't one of them. When word reaches the CROSS agents of a rash of cemetery break-ins involving disinterred corpses, the question becomes, how bad is bad?

DO NOT DISTURB

The team gets orders to investigate a series of cemetery break-ins. So far, there have been eleven incidents, all in the Seattle area. The heroes can start at any of the locations as there is no set requirement of how to proceed. If they choose to check out the oldest sites first, they find the first two were in pet cemeteries with several animals missing. In the first three incidents at human cemeteries, a single fresh grave was dug up with the body found within 100 feet of the grave. The two most recent events were bodies that were stolen and are currently missing.

One recurring term each of the cemetery officials state is that the bodies were all newly buried or embalmed. The agents will have to succeed with a Persuasion roll at the most recent sites to learn the missing bodies were stolen prior to embalming. Other than this difference, each of the events has an extreme lack of evidence. Whoever is doing this is meticulous in their execution of the intrusions, no fingerprints, shoe prints, tire tracks or anything else even remotely traceable.

However, if the heroes talk to the gravediggers, they will find one man at the site of the fifth incident that reports that there were two sets of footprints leaving from the graveside, but that the rains that the Pacific Northwest is famous for, wiped them out before the police could cast them. It takes a Persuasion -2 roll to get the man to add that the one set of tracks looked like the dead guy made them.

A Knowledge: Occult roll will confirm the obvious supernatural link that the team is probably looking at Zombie activity of some sort. The difference in the types of break-ins indicates someone working the details of how to raise zombies and the missing two corpses implies that the person may have figured it out, which can't bode well.

UNDEAD HEIST

The problem the team faces now is how to track down this individual when they have no leads. Just as the heroes come to this frustrating conclusion, the TV, radio, cell phone alerts, and police scanner if they have one, all burst into life with a bank robbery in progress. The agents will probably ignore a mundane crime like a robbery, but when the live video starts coming in, the robbers seem to be heavily armored as police gunfire has almost no effect on the two lumbering men. Fortunately for the police, the two are abysmal shots, and no one has been wounded. Eventually, one of the robbers takes a shotgun blast to the face that blows off his mask, and with a successful Notice roll, they see the sickly gray skin before that camera goes black.

The team probably is all for racing to the scene of the crime and will arrive in time to see the robbers take sniper aimed head-

shots and finally crumple to the sidewalk to lie still. The police keep spectators back, so it will take an Agility-2 or a Notice-2 roll to get close enough or see enough to know that these are, without a doubt, the zombies before the police seal off the area.

If the team should have some form of legitimate law enforcement ID, they will be able to make a hands-off examination of the bodies. A Knowledge: Science or a Healing roll will confirm their suspicions, but the bodies do not yield any useful clues. One thing they will notice right away is that the bodies were not armored. If the team does not have any official ID, they will get nothing.

Although the official word is the bandits wore heavy armor, a Notice-2 roll will overhear two officers talking at the scene that the robbers were not armored, but that is all the team will learn about the two men. However, a Stealth roll will allow the agents to hear that during the maximum effort at the bank, there was a strong arm robbery of an antique store across town. If any character fails either roll, the police detect them and immediately more to detain them. It takes a Persuasion roll to come up with a plausible enough excuse to avoid arrest. If this roll fails, the agent gets taken into the station, where they will be released 1d4+1 hours later.

Should the heroes get the above clues and avoid arrest, they also learn that with everyone tied up at the bank, it will be hours before the police can respond to the antique store robbery. The agents can get the man to tell them what happened with a simple Persuasion roll as he is rattled and he assumes the agents are with the police department. If anyone got detained, the agents would run into the proprietor of the store as he leaves the police station after making his report. He is irate as he leaves the station as he got no attention whatsoever. A Persuasion roll, will play on the man's frustrations and get him to tell the team what happened.

In either case, the heroes learn the man is Franklyn Thorn, and he says a young man entered his store and threatened violence unless Thorn gave him three items. As Thorn is in his mid-60s and rather frail, he gave the man what he wanted to avoid injury. The items were all 19th Century, from Louisiana, and connected to voodoo rituals, specifically for death rites. It takes a second Persuasion roll to get Thorn to talk about the robber, who he describes as average height, very thin, young - maybe 20, brown hair and a thin beard. He was wearing sunglasses and a New Orleans Saints baseball cap. Thorn remembers this last part because he is a life-long Seattle Seahawks fan and thought the robber's hat was so out of place here in Seattle. The man drove off in a beat up small car. Thorn didn't get the plate, but he did notice the Saints license plate frame and a bumper sticker for South Seattle Community College. Thorn knows this because his grandson just started attending there.

SCHOOL DAYS

Assuming the heroes follow this lead to the college, obtaining information will require official ID or a Persuasion-2 roll. If successful, the dean gives the team the student's name based on Thorn's description. If the roll fails, the agents will have to ask around the campus to find someone that knows the student. Ei-

ther method yields the name, Clément De Vigny. If the dean took the agents to the Vigny's room, they enter and find all sorts of books on voodoo as well as New Orleans Saints regalia, all hastily abandoned and his roommate says they just missed him. A glance out the dorm window spots De Vigny peeling out of the parking lot. It is likely Vigny has too much of a lead to catch him, but the team does find a map of the northeast part of Seattle with a circle around Warren G Magnuson Park.

If the team had to ask around to find him, by the time they get to his dorm, De Vigny and all his books are long gone. The roommate will freely state that "Dude was cray-cray. All into mumbo-jumbo shyte. And he was a Saints fan, as well as an all around d-bag. He pulled an Enron on a bunch of stuff and jetted out of here about an hour ago like his hair was on fire."

If no one understands the roommate, a Smarts roll will realize that De Vigny shredded something before he left. Piecing together strips takes a Smarts roll and takes another hour. Once finished, the team can figure out one of the last things he tried to destroy was a map to the northeast part of Seattle with a circle around Warren G Magnuson Park.

JUST ANOTHER WALK IN THE PARK

Driving to the park, the heroes find De Vigny's car abandoned in the center of the park. The reception they receive when they arrive depends on whether or not they are hot on his heels or if he has a big lead. If hot on his heels, he hasn't had time to prep his lair as he would like, but De Vigny did have time to set up a couple of traps, and the team will have to succeed with a Notice roll to avoid them. If he had the time, there are multiple traps ready, and it will take three rolls to slip through his defenses. If the Notice roll fails, the hero must succeed with an Agility roll, or the trap does 2d4 damage.

Eventually, the team will reach a clearing and find a tool shed, but before they can enter, De Vigny steps out into the open in full voodoo regalia. He laughs as he shouts. "You are too late!" He points a fetch stick at one of the agents, who must win an Opposed roll of Vigor versus De Vigny's Spirit. If he wins, the agent immediately suffers a level of Fatigue and falls to the ground writhing in agony. If anyone tries to shoot him, they discover De Vigny has a +12 Armor spell protecting him. If someone attempts to rush him, De Vigny uses the same fetch stick attack on them as above. The upside for anyone pinned by a previous attack is when he shifts to a new target, the spasms wracking his or her body stops.

As De Vigny holds the agents at bay, he gains in confidence and taunts them. "You have no understanding of my powers. No more shall the weak-minded, and oversized fools challenge me!" De Vigny advances on the team and boasts "You have only seen my lesser powers. Now it is time to learn of my full powers! AT-TACK!"

The heroes immediately hear something moving through the woods and just as they realize something is coming, several animals charge the team with two attacking per agent. While the

heroes are distracted, he pulls out the second stick from a bag on his hip, crosses them and points at one of the agents. This powerful magic attack is an Opposed Spirit versus Spirit roll. If the agent wins, De Vigny snarls and picks another target. If he wins, the agent flies backward violently and suffers 2d8 damage.

De Vigny is clearly capable of defeating the entire team, but he is only one man and one unskilled in combat. A successful Trick or Taunt by one agent will allow another an attack against De Vigny's normal Toughness. Once defeated, the heroes can take control of the objects stolen from Thorn. As the team will probably not wish to allow such powerful objects to remain on the market, they can buy them for \$5,000 to remove them from the hands of anyone that might try to use them. In addition to Thorn's items, De Vigny has half a dozen more items the heroes can seize for safe keeping.

Stripped of his regalia, De Vigny is just a skinny and weak kid who got tired of being bullied and was ready to lash out at his tormentors. Since no one has died, no money was stolen, Thorn has either gotten his items back or was paid for them, and De Vigny's cemetery heists haven't harmed anyone living, the CROSS agents can determine what to do with him. Going by how rattled the would be voodoo priest already is, a successful Intimidate roll will scare De Vigny straight and end any further association with voodoo by him.

As for the bank robbery suspects, the agents are under no obligation to explain anything to the Seattle police department. The events at the bank can simply become an enduring mystery that will eventually become a cold case and conspiracy theory for individuals with too much time on their hands.

NPCS

ZOMBIES BANK ROBBERS

These creatures are the recently dead, and even more recently animated, and they walk again. They are not hunting for brains or meat, but are servants to the houn-gan that raised it.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6
Charisma: -; **Pace:** 4; **Parry:** 5; **Toughness:** 7
Hindrances: Bloodthirsty (Major), Outsider (minor), All Thumbs (minor)

Special Abilities

- **Bite/Claws:** Str+d4.
 - **Fearless:** Zombies are immune to Fear and Intimidation.
 - **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage (except to the head).
 - **Weakness (Head):** Shots to a zombie's head are +2 damage.
- Tags:** Earthly

Special Abilities

- **Claws:** Str.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage (except to the head).
- **Weakness (Head):** Shots to a zombie's head are +2 damage.

ZOMBIE DOGS

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d10

Pace: 8; **Parry:** 5; **Toughness:** 4 (Dachshund)/6 (Doberman)

Special Abilities

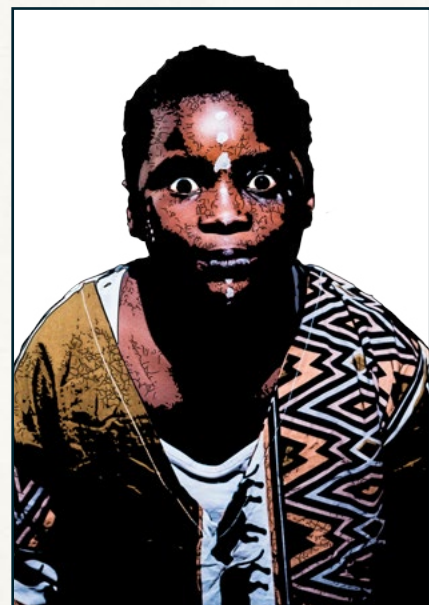
- **Bite/Claws:** Str+d4.
- **Go for the Throat:** Dogs instinctively go for an opponent's weakest locations. With a raise on its attack roll, it hits the target's most weakly armored area.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Size -1:** Some dogs are small (Dachshund)
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage (except to the head).
- **Weakness (Head):** Shots to a zombie's head are +2 damage.

Tags: Earthly



CLÉMENT DE VIGNY (HOUGAN)

Clément is a follower of the customs derided in the West as Voodoo and considers himself to be a houngan, a male Voodoo priest. Despite a stereotypical association with evil, there are just as many benevolent members of this faith as there are the darker practitioners. The darker ones, like Clément, are known to practice the art of creating zombies. These practitioners can raise the dead making zombies and also create zombies from living beings as well.



Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d4, Knowledge (Arcana) d6, Notice d6, Persuasion d6, Spellcasting d8

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Arcane Background (Magic)

Hindrances: Bloodthirsty (Major), Outsider (minor), All Thumbs (minor)

Power Points: 30

Spells: Create Zombie

Gear: Various fetches and focuses including an amulet that provides Armor (+12)

Tags: Earthly



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CATHOLIC TERMS

TERM	DESCRIPTION
ABSOLUTION	Forgiveness of sins by a priest.
ACTUAL GRACE	Temporary intervention by God to help a person avoid evil and be more righteous.
ACTUAL SIN	Evil acts, whether in thought, word, or deed, that a person commits.
ADORATION	The acknowledgment of God as God, creator, and savior, Lord, and Master of everything that exists through worship and prayer.
ANNUNCIATION	The angel Gabriel's announcement to the Virgin Mary that Jesus was conceived in Mary's womb and he was the true God.
ANOINTING OF THE SICK	A sacrament for the purpose of healing the sick.
APOCRYPHA	A collection of fourteen books some Christian denominations do accept as the written Word of God.
THE APOSTLES	The twelve primary disciples of Jesus.
APOSTOLIC SUCCESSION	The transfer of authority, power and responsibility conferred through the line of succession of bishops stretching back to Jesus's original apostles.
ARCHBISHOP	The lead bishop for an archdiocese.
ASSUMPTION	The taking of the body and soul of Mary, by God, into Heaven.
BAPTISM	A sacrament that takes away original sin.
BEAUTIFICATION	Declaration by the Church that a deceased member of the flock lived a holy life, is now in Heaven, and, the Church has verified that the person has performed one miracle after death.
BENEDICTION	Blessing of persons or objects.
BISHOP	Successor of the apostles and head of a diocese.
BLESSED SACRAMENT	The elements of the communion supper, bread, and wine, which become the body and blood of Christ. It is offered at the altar in the church.
BULL	Public decree, letter, or character issued by the Pope.
CANON	Church law laid down by the Pope.
CANONIZATION	An infallible declaration by the Pope that a beautified Christian has performed a second miracle beyond the grave and is worthy of veneration by the entire Roman Catholic church.
CAPITAL SINS	The seven causes of all sin: pride, greed, lust, wrath, gluttony, envy, sloth.
CATECHISM	A systematically arranged body of church teaching.
CHALICE	A cup, usually made of precious metals, that is used to contain the wine which is to be consecrated in the mass.
CHARISM	A blessing of extraordinary and transitory nature given directly to a person or group for the good of others.
COMMUNION	Reception of the Eucharist.
CONFESSION	Revealing all sins committed since baptism to a priest who in return absolves those sins through the power of God.
CONFESSIONAL	A seat or compartment where a priest hears a person reveal his sins.
CONFIRMATION	A ceremony where one of the faithful is sealed with the gift of the Holy Spirit which strengthens them in their Christian life.
CONGREGATION	A gathering of people for worship.
CONSECRATION	When a person or thing is made sacred by God through a priest's action.
CONTRITION	Sorrow and regret for having sinned.

TERM	DESCRIPTION
CONVENT	The location where a community of nuns live.
CRUCIFIXION	The execution of Jesus Christ upon a cross at Calvary.
DIOCESE	A group of parishes presided over by a bishop.
DULIA	Honor given to saints and angels.
EFFICACIOUS GRACE	The irresistible inward call that inevitably brings a person to Christ.
EUCCHARIST	The ceremony commemorating the Last Supper where bread and wine are turned into the Body and Blood of Christ and consumed.
EXCOMMUNICATE	The punishment of cutting off a person from receiving the services of the Catholic church.
EXTREME UNCTION	A sacrament given to a person who is ill or in danger of dying.
THE FATHER	The First person of the Trinity that makes up God along with the Son and the Holy Spirit.
FATHERS OF THE CHURCH	Early church teachers in the first five centuries of the Christian church.
FILIOQUE	A term that means "and from the Son" which enforces the position that the Holy Spirit proceeds from both the God and Christ.
FIRST COMMUNION	The initial time communion is taken by a person.
THE FLOCK	The members of the Catholic church who are not in the clergy.
THE FLOOD	A global flood perpetrated by God to destroy the world and remake it saving only Noah's family and a menagerie of animals.
FONT	A bowl used to contain water used for baptism.
GRACE	The unexpected and undeserved love and mercy given by God to man.
GUARDIAN ANGEL	An angel assigned by God to each person to guide and protect them.
HABITUAL GRACE	The perpetual quality of the soul to live and act in keeping with the Catholic faith.
HAIL MARY	A prayer addressed to Mary, mother of Christ, asking her to pray for sinners.
HERESY	Denial or doubt of the truths taught by the Catholic Church.
HOLY CHRISM	Oil used in various rites to strengthen persons or things to turn away the temptations of evil and sin.
HOLY ORDERS	A sacrament where men, bishop, deacons, and priests are given the power and grace by a bishop to perform their sacred duties.
HOLY SEE	The office of authority for the Roman Catholic Church located in Rome and led by the Pope.
HOLY SPIRIT	The third person of the Trinity that makes up God along with the Father and the Son.
HOLY WATER	Water that has been blessed by a priest used to bring a blessing to a person or thing when applied.
HOST	The bread in the communion that is changed into the Body of Christ.
HYPERDULIA	Veneration given only to Mary, mother of Jesus.
IMMACULATE CONCEPTION	The teaching that Mary was conceived without original sin.
INDULGENCE	Removal of temporal punishment in purgatory due for sins after absolution.
INFALLIBILITY	The teaching that in pronouncing dogma the Pope can never be in error.

TERM	DESCRIPTION
INQUISITION	The court established by the Catholic Church to suppress heresy.
INRI	Abbreviation of the Latin words meaning, Jesus of Nazareth, King of the Jews.
JESUIT	A member of the religious order of male priests in the Catholic Church that is officially known as the Society of Jesus.
LAITY	The members of the Catholic church who are not in the clergy.
THE LAST SUPPER	The final meal Jesus shared with the Apostles in Jerusalem.
LATRIA	The honor due to God alone.
LEGATE	A member of the clergy representing the Pope.
LENT	A period preceding Easter devoted to fasting, abstinence, and penitence.
LIMBO	The place where babies who die without baptism reside.
LITANY	A prayer in which a member of the clergy recites a set of sentences and the congregation responds with a set of sentences.
LITURGY	A form of public worship according to specific beliefs, customs, and traditions.
MADONNA	An additional title for the Virgin Mary.
MAGISTERIUM	The teaching authority of the Catholic Church that has the right to interpret God's words.
MASS	The consecration of the Eucharist as a central act of worship.
MISSAL	A book that contains the texts used in the Mass.
MONASTICISM	The act of removing oneself from public society, often to a remote location, for spiritual improvement and prayer.
MONK	A member of a religious order of men living under vows of poverty, chastity, and obedience.
MONSTRANCE	A viewing receptacle for a wafer of the Eucharist.
MORTAL SIN	An act of transgression against God's Law that is grave, committed with full knowledge and committed deliberately and with complete consent.
NUN	A female member of a cloistered community living under vows of poverty, chastity, and obedience.
ORDINATION	Conferring the sacrament of the holy orders on a person.
ORIGINAL SIN	The sin all people inherit from Adam due to his sin in the Garden of Eden.
PARISH	A subdivision of a diocese presided over by a priest.
PASSION	The sufferings of Jesus from the Last Supper to His Crucifixion.
PENANCE	Where a member of the Church confesses sins to a priest and receives absolution by way of performing special prayers or deeds.
PENITENCE	The act of showing sorrow and regret for sin.
PETER	One of the Apostles and first pope according to the Roman Catholic Church.
PIETY	A gift of the Holy Spirit that aids in a person's devotion to God.
POPE	A bishop that is the successor of Peter as the head of the Roman Catholic Church.
PRESUMPTION	The erroneous viewpoint that a person can attain salvation without doing God's work.
PRIEST	An ordained member of the Church that mediates between God and man and administers the sacraments to the people of the Church.
PURGATORY	A place of temporary punishment where a Christian is eventually absolved of his sins and can then enter into heaven.
RELIC	Part of a saint's body or a closely held object that is revered by the Church.
RELIGIOUS SISTERS	A female member of the Church that takes the simple vows of poverty, celibacy, and obedience, but engages in works of God within the community she lives in.

TERM	DESCRIPTION
REPARATION	Repairing the damage done to another person and his property.
RELIC	An object that is believed to be a possession or the remains of a saint.
REQUIUM	A Mass that is offered for the dead.
RITE	A religious ceremony or act.
ROSARY	A string of beads used to count the components of a prayer.
SACRAMENT	A sacred act instituted by Christ to give His grace.
SANCTIFYING GRACE	A permanent gift from God to make the soul Holy.
SAINT	A deceased person that is in heaven and has been formally canonized.
SCAPULAR	Two small cloth rectangles joined by a string and worn around the neck with the cloth hanging one in front and the other in the back.
SIGN OF THE CROSS	The act of blessing oneself by making the form of a cross with a hand sign that sequentially touches the forehead, lower chest, and both shoulders while reciting "In the name of the Father, and of the Son, and of the Holy Spirit. Amen."
SOUL	The union of a physical corporal body with a spirit.
SPIRIT	Spirit is life granted by God.
THE SON	The second person of the Trinity that makes up God along with the Father and the Holy Spirit.
SOVEREIGN PONTIFF	The pope.
STATIONS OF THE CROSS	A series of fourteen pictures depicting Jesus' journey from His condemnation by Pilate to his crucifixion and burial.
TEMPORAL PUNISHMENT	Suffering that occurs either in life or in purgatory for sins already forgiven.
TRADITION	The passing down of God's revealed word.
TRANSUB-STANTIATION	The miraculous change by which the bread and wine for communion become the body and blood of the Lord Jesus.
TRINITY	The concept that God is made up of three persons, the Father, the Son and the Holy Spirit.
VENERATE	To honor, admire, and regard with respect.
VENIAL SIN	A sin that does not deprive the sinner of sanctifying grace.
VIATICUM	Communion given to those close to death.
VICAR OF CHRIST	The Pope.
WORKS OF MERCY	Charitable work performed by members of the Church.

SPY TERMS

TERM	DESCRIPTION
AGENT	A person acquiring intelligence for an intelligence service under direction from a handler.
ASSET	An important intelligence source or agent.
BABYSITTER	Bodyguard.
BAGMAN	An agent who collects and distributes money to spies and bribes authorities.
BANG AND BURN	Sabotage operations that include demolition of a target.
BIRDWATCHER	Term used by British Intelligence for a spy.
BLACK BAG JOB	Operations that include secret entry into a location to install eavesdropping devices or steal intelligence.
BLACK OPERATIONS	Covert operations that are not attributable to the organization performing them
BLACK PROPAGANDA	A disinformation that is deniable by (and not traceable to) its source
BLACK SITE	Secret facilities that the U.S. government will deny exists.
BLOWBACK	A deception planted abroad by an intelligence agency to mislead another country that returns to the originating nation with bad consequences
BLOWN	Discovery of an agent's true identity or a clandestine activity's real purpose
BONA FIDES	Proof of a person's claimed identity
BRIDGE AGENT	An agent who acts as a courier from a case officer to an agent in a denied area
BRUSH PASS	A brief encounter where something is passed between case officer and agent
BUG	A covert eavesdropping device.
BURNED	See compromised.
CANARY TRAP	A technique to find an information leak by providing several different versions of sensitive information to a group of suspects to see which version gets leaked.
CHICKEN FEED	Menial information provided to an enemy intelligence agency by an agent to establish his bona fides.
CIPHER	A disguised way of writing a message.
CLANDESTINE OPERATION	An intelligence action designed to remain undetected.
CLEAN	Something unknown to enemy intelligence.
COBBLER	An agent that creates false passports, visas, and other IDs or documentation.
COMPROMISED	When an operation, asset, or agent is exposed and can, no longer, remain secret.
COUNTERINTELLIGENCE	The action of preventing the efforts of rival intelligence agencies.
COVER	An agent's temporary occupation or purpose in the target area on an operation.
COVERT OPERATION	An operation designed to conceal the sponsor of action.
CRYPTOLOGY	The science of writing secret messages using codes and ciphers to keep them private.
DANGLE	An agent posing as a defector to become an agent with a rival agency to retrieve information or provide disinformation.
DEAD DROP	A designated location where intelligence can be left for another party to retrieve.
DECOY	A person used to distract or confuse a target.
DEFECTOR	A person that gives up allegiance to one nation in exchange for allegiance to another.
DISCARD	An agent that is allowed to have their cover blown to protect a more valuable agent.
DOUBLE AGENT	An agent who spies on a target agency while pretending to spy for it.
DRY CLEAN	Actions agents take to evade surveillance.
ESCORT	An agent assigned to guide a defector along an escape route.
ESPIONAGE	Obtaining secret information from adversaries.
EXFILTRATION OPERATION	A clandestine rescue operation designed to guide an asset and his family out of a dangerous area.
EXPATS	A person who lives outside of their native country.
EYES ONLY	Intelligence meant to only be seen by the specified person.
FALSE FLAG OPERATION	When an event is thought to be caused by one entity but was actually orchestrated by another organization posing as the entity.
FALSE FLAG RECRUITMENT	When an agent is recruited to one agency but has actually joined a rival organization.
FLOATER	A person occasionally used for an intelligence operation.

TERM	DESCRIPTION
FLOATING BOX	When an agency surveils a target by covering him from all angles forming a box that moves as the subject moves.
FRONT	An organization set up by and controlled by another organization to keep the parent organization's name hidden.
GHOUL	Agent who collect names of the deceased by searching obituaries and cemetery records for use in covers.
GREY MAIL	A person who may expose an intelligence operation if arrested or placed on trial.
HANDLER	An agent who is responsible for handling other agents in operations.
HARD TARGET	A target that is hard to place under surveillance.
HONEY POT	A trap set to lure a capture, compromise, or kill a target by using sex as a lure.
HUNTING PACK	Surveillance team.
INFILTRATION	Secret placement of an agent in a target area.
INTELLIGENCE	Information concerning an adversary and its plans; an organization that engages in gather such information.
JOE	An agent in deep cover.
L-PILL	A poison pill used by agents to commit suicide. L stands for Lethal.
LEGEND	An agent's fake background heavily supported by documents and memorized details.
MOLE	An agent of one organization sent to a target organization to gain employment and provide intelligence back to his employers.
NAKED	An agent operating without backup or cover.
NIGHTCRAWLER	An agent that scouts entertainment establishments.
NUGGET	The bait offered to a potential defector.
NURSEMAID	An agent that accompanies delegations to foreign countries to prevent defection.
PLAYBACK	To provide fake intelligence to a target while gaining real information back to the agent.
POCKET LITTER	Items in an agent's pocket that add authenticity to his or her false identity.
PROVOCATEUR	An agent sent to incite a target to action to entrap or embarrass them.
RAVEN	A male agent utilized to seduce a target for intelligence purposes.
RING	A group or network of spies or other adversaries
ROLLED-UP	When an operation fails, and an agent is captured.
SAFE HOUSE	A place where an agent can hide himself or someone of value from an enemy.
SANITIZE	To remove all identifying features from a document, firearm, or operation, so that is difficult or impossible to trace back to the owner.
SHOE	A fake passport or visa.
SLEEPER	Agent living as an ordinary citizen in a target nation placed there to be a potential asset for activation when needed.
SOFT TARGET	A person that is not properly trained to avoid surveillance.
SPY	A person who secretly collects information about an enemy.
STEGANOGRAPHY	Methods for concealing information within other non-secret data.
SWALLOW	A female agent utilized to seduce a target for intelligence purposes.
TARGET	Person, place, or thing that is of interest to an agency.
TERMINATED	Assassinated.
THROWAWAY	An agent considered disposable.
TIMED DROP	A dead drop that will be recovered by a recipient at or after a set time.
TRADECRAFT	The methods developed by spies to conduct their espionage operations.
TRAFFIC ANALYSIS	Process for intercepting and analyzing messages in order to find intelligence from the patterns in communications.
TRIPLE AGENT	An agent who spies on a target agency while pretending to spy for it, but is, in fact, working for the target agency all along.
WALK-IN	A defector who pronounces his or her intentions by walking into an official installation and asking for political asylum.
WET JOB	An operation with the goal of assassination.
WINDOW DRESSING	Extra materials that are incorporated into a cover story or deceptive activity to help persuade the target or other eyewitnesses that what they are watching is genuine.

