WHITE LIES

A ROLEPLAYING GAME ABOUT DOING BAD THINGS FOR GOOD REASONS

BY BILL LOGAN

WHITE LIES

ESPIONAGE ROLEPLAYING

BASED ON

Swords & Wizardry Whitebox
Originally Written by Matt J. Finch

WRITTEN AND ILLUSTRATED BY

BILL LOGAN

Special thanks to James "The Name Giver" Spahn!

DwD STUDIOS

WH TE
L ES

INTRODUCTION

There is a war going on every day, a war of ideologies. Its soldiers don't march in lines or report to a large pentagonal building. It is a shadow war where information and bullets hold equal weight, and enemies don't always wear uniforms. This game is about clandestine Special Forces parachuting behind enemy lines to carry out missions that no government will claim ever happened. It is about special agents receiving their missions from men and women whose identities won't turn up on any database. It is about mercenaries and spies. It is about secrets, seduction, stealth, deception, assassination, bribery, infiltration, action, and adventure. But here's the rub; you don't see the war happening. The dark and dangerous things that men and women do to protect you go unsung, the truth concealed by the government and media with little white lies to keep you sane.

Welcome to WHITE LIES, a modern role-playing game of espionage and paramilitary operations. This game takes advantage of an existing and well-loved set of role-playing game rules called Swords & Wizardry WhiteBox, a light and simple set of mechanics designed to be fast and loose, like the cinematic espionage genre this game attempts to embrace. This is a toolbox to design your own thrilling tales of modern adventure! For those of you who enjoy the Covert Ops espionage RPG by DwD Studios, WHITE LIES is totally different. The mechanics do not resemble that game in any way, though the theme and concept remain similar. Like Covert Ops, you'll not find sections in this book explaining how to play role-playing games in general. You won't find exhaustive lists of things that must be looked up during a game to slow down the fun. What you'll find is a familiar old-school set of rules designed to give a framework to the storytelling and nothing more.

If you've never played a role-playing game before and want to give this game a try, we at DwD Studios strongly suggest you visit your local brick and mortar game store and join a game to learn the basics; role-playing is a social game and in our opinion is best learned in a social environment rather than from a book.

STARTING THE GAME

The first step in playing the game is to create an agent. This is a simple matter of rolling some dice to determine your agent's Strength and other basic attributes, picking a Character Class, using your in-game money to buy some equipment, and then playing. If you're the Admin, you've got a bit more preparation to do – that's covered later in a section made just for you.

RULE NUMBER ONE

The most important rule is that the Admin always has the right to modify the rules. In fact, it's encouraged! There are gaps in the rules, holes that we did not fill on purpose because much of the fun of "old school" gaming is being able to make rules up as you need them.

Sometimes this means just saying something as simple as "Okay, grab some dice, roll them, and tell me the total" to more complex home-brewed charts for the smallest of details. Along the way we'll be making suggestions, explanations, and giving ideas (house rules) within text boxes; feel free to use them or discard them as you like.

This is YOUR game, after all.

THE DICE

WHITE LIES uses several different kinds of dice, and we abbreviate them according to how many sides they have. So, the four-sided die is called a d4, and if we're telling you to roll 3 of them, we say to roll 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20.

There is no die with 100 sides, so to roll a d100 you must roll two ten-sided dice, treating the first roll as the tens digit and the second roll as the ones digit of your result. So if you were to roll a 7 and then a 3 that would mean you rolled a 73. Exception: a roll of 0 and 0 means a result of 100, not 0.

ATTRIBUTES

The basic attributes are numbers that represent the Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma of the agent. Each attribute will be measured with a score (from 3 to 18, with an average person falling in the range of 9-12). Additionally, each attribute will have an attribute bonus which is derived from that score. More on this in a moment.

STRENGTH represents physical power and ability to lift and damage things through raw physical force. You can add your Strength bonus to attack and damage rolls when fighting unarmed or using melee weapons.

INTELLIGENCE represents I.Q., reasoning, and the ability to solve puzzles, understand technology, or comprehend difficult concepts. It is a measure of how clever an agent is. An agent speaks his native language (such as English) plus one additional language for each point of Intelligence over 10. Any agent with an Intelligence score of 13 or higher may earn a 5% bonus to all Experience Point awards.

WISDOM determines an agent's insight, perception, and good judgment, all very key components to gathering intel.

CONSTITUTION represents the health and endurance of your agent. You can add your Constitution bonus to each Hit Die you roll.

DEXTERITY is a combination of coordination, quickness, and agility. It helps someone aim a pistol, pick a lock, or acrobatically maneuver through the laser detection array around a valuable item. You can add your Dexterity bonus to attack rolls with aimed weapons such as pistols or thrown knives. Dexterity also helps your agent's Initiative rolls and Armor Class.

CHARISMA represents personality, wit, leadership, and charm. A highly Charismatic agent has a better chance to talk his way out of trouble, interrogate witnesses, and seduce enemy agents. Any agent with a Charisma score of 13 or higher may get a 5% bonus to Experience Points.

ATTRIBUTE BONUS

Each attribute has the potential to modify what you can do. Refer to the attribute bonus table in the agent creation section (page 8). The bonus is used for various things related to the attribute in question, such as action checks, Saving Throws, to-hit rolls, damage rolls, and anything else the Admin believes it should apply to.

ACTION CHECKS

Many times the Admin will just tell you if the action you want your agent to perform is successful. Not every action requires a roll of the dice. When success is not a simple enough matter, the Admin may require you to make an action check.

Action checks are just a roll of a d6. Normally, if you roll 4 or higher (often referred to as "4+") you succeed, though the Admin might modify this based on the situation, even above "6+" for truly epic difficulties. Add the attribute bonus appropriate to the action you're attempting. Other modifiers may apply as well based on your agent's gear or Character Class.

This is just one possible way to manage action checks; it might be handled in a different way by your Admin.

ACTION CONTESTS

If you need to know who does something better, such as whether or not one agent can detect another agent using stealth, or when one agent tries to disarm a bomb set by an enemy agent… both generate an action check total but neither uses a difficulty number of 4. Instead, whoever generates the highest total succeeds. In case of a tie, the Admin decides how to resolve it. Maybe it means they continue to struggle another round? Maybe the person with the highest total bonuses wins? Like many things, this is up to the Admin.

SUPPLEMENTAL TRAINING

Some Admins will allow players to specify an area of supplemental training for their agents. When performing action checks related to an Area of Training, the player gets to roll two six-sided dice and use the highest one as his roll. For more about this, see page 109.

COOPERATION

Two or more agents can work together on something, but describing how to handle this and every possibility players might try is beyond the scope of this lite fast-moving product. Individual Admins will arbitrate such things their own way. Players should be encouraged to show creativity to gain increased chances of success.

SAVING THROWS

When your agent is hit by something particularly nasty or when some situation is about to befall him, the Admin will often allow a Saving Throw. Each agent has a Saving Throw number on his character sheet, derived from his level and his Character Class. To make a Saving Throw, just roll a d20 and add any modifiers the Admin permits (normally an attribute bonus or some other modifiers from your Character Class or equipment). If you roll equal to or higher than your Saving Throw number, you've avoided (or reduced) the threat.

Sometimes the rules will specify you need to make a Saving Throw (such as when hit by a stun gun or Taser), but other times it's up to the Admin whether or not a Saving Throw is permitted and what the results are of passing or failing it.

THE ADMIN IS YOUR FRIEND

A lot of text in this book makes reference to the Admin deciding what you can and can't do, deciding how to handle situations, deciding when to allow you to make Saving Throws, etc.

Fret not – the Admin is not out to get you, even if he does portray and control the people who are indeed out to get you. This is not a competition. It's not you versus him. He's just trying to make a fun and memorable role-playing experience for you!

AGENT CREATION

1: ATTRIBUTES

Roll 3d6 six times and record them in order: Strength, Intelligence, Wisdom, Constitution, Dexterity, and then Charisma. Some Admins have house rules governing attribute generation which might differ.

ATTRIBUTE	BONUS
3-4	-2
5-7	-1
8-13	+0
14-16	+1
17-18	+2

2: CHARACTER CLASS

Select whatever Character Class you want to play, as long as you have a score of 9 or higher in its prime attribute.

3: OUTFITTING

You begin with a **Semi-Automatic Pistol** with a **Spare Ammo** upgrade, an **Operative kit, one other equipment kit** of choice, and **3d6 x $100**. Buy gear now or wait until your first mission. See chapter 4 for a list of all equipment.

SUPPLEMENTAL TRAINING

If your Admin allows it, agents may also receive one Area of Training from the supplemental training list. See page 109 for more information.

4: FINAL TOUCHES

Lastly, name your agent and perform the following steps:

HIT POINTS: Roll 1d6 and add your Constitution bonus. Eliminators add +1.

ARMOR CLASS: If using the standard AC system, AC is 9 minus your Dexterity bonus, modified by armor. If using the ascending AC system, AC is 10 plus your Dexterity bonus, modified by armor.

XP BONUS: If your Admin is using this optional rule: +5% for each of the following that are 13 or higher: Intelligence, Charisma, and the prime attribute of your Character Class.

LANGUAGES: Your agent is fluent in English and 1 additional language for each point of Intelligence above 10 (see page 38 for some ideas).

MOVEMENT: If you're carrying 75 lbs of gear or less, your movement rate is 12. Otherwise see page 36 for movement rate after totaling the weight your agent is carrying.

COMBAT DETAILS: Base Hit Bonus is +0. Note the Hit Bonus for each weapon, equal to your Strength bonus (unarmed or melee weapons) or Dexterity bonus (ranged weapons). Note the damage, ammo, and range values, too. Unarmed damage is 1d6-2. Add your Strength bonus to unarmed and melee weapon damage.

CHARACTER CLASS

There are five Character Classes in this game, as depicted on the following pages. Your Admin may also have invented other Character Classes or may be allowing Character Classes from other compatible roleplaying games or supplements.

READING CHARACTER CLASS TABLES

Character Classes specify bonuses for Saving Throws, weapon and armor training, skill training, and provide a unique special ability. Additionally, each has a table describing the following:

LEVEL: Refers to the level of experience for a Character Class. Everything on a row relates to an agent of that level.

XP: This is the number of Experience Points needed to advance through the various levels of experience.

BHB: This is the Base Hit Bonus added to all attack rolls, and is explained in more detail in the combat section, page 40.

HD: This is the number of six-sided Hit Dice to roll when achieving a new level. Agents re-roll their Hit Points each level. If an agent rolls less than what he already had for the previous level, his Hit Points remain where they were. Some Admins may handle this differently.

ST: This is the Saving Throw number for the agent to try to avoid something terrible happening to him.

CONFISCATOR

Typically recruited from the ranks of thieves, burglars, and acrobats, a Confiscator is good at sneaking into a location, bypassing security systems, and acquiring things that normally do not belong to him. This is not to say he is only capable of such larceny; he may be sneaking in to find evidence, take photographs of people or things, or maybe to plant evidence to be found by others.

LEVEL	XP	HD	BHB	ST
1st	0	1	+0	15
2nd	1,500	2	+0	14
3rd	3,000	3	+1	13
4th	6,000	3+1	+1	12
5th	12,000	4	+2	11
6th	24,000	5	+3	10
7th	48,000	6	+3	9
8th	96,000	6+1	+4	8
9th	192,000	7	+4	7
10th	384,000	8	+5	6

PRIME ATTRIBUTE: Dexterity. A Confiscator must have a minimum Dexterity score of 9.

SAVING THROWS: Confiscators are quick and alert and receive a +2 bonus on Saving Throws versus explosions or security systems.

COMBAT TRAINING: Confiscators are trained in the use of all one-handed melee and thrown weapons (including grenades, though they tend to rely on flash-bang and smoke), revolvers, semi-automatic pistols, Tasers, bows, and crossbows. They may wear light armor.

SKILL TRAINING: Confiscators receive a bonus of +1 when attempting action checks related to stealth, sleight of hand, acrobatics, or security systems. This improves to +2 at 4th level, and +3 at 8th level.

BACKSTAB: If a Confiscator attacks an opponent from a hidden location (such as while hiding in shadows nearby) he receives +2 to-hit and adds his level to damage.

ELIMINATOR

Often recruited from the ranks of soldiers, mercenaries, hit men, enforcers, and martial artists, an Eliminator is good at killing people and breaking things. He often serves the violent role in most teams of agents. This is not to say he must necessarily be simple muscle; he may be a highly trained demolitionists or sniper able to support a team of spies in violent but skillful ways. An Eliminator can serve as a hammer or scalpel.

PRIME ATTRIBUTE: Strength. An Eliminator must have a minimum Strength score of 9.

SAVING THROWS: Eliminators are rugged and receive a +2 bonus to Saving Throws versus stun or poison.

COMBAT TRAINING: Eliminators are trained in the use of all weapons and have no restriction on the types of armor they may wear.

SKILL TRAINING: Eliminators receive a bonus of +1 when attempting action checks related to demolitions or strategy & tactics.

LEVEL	XP	HD	BHB	ST
1st	0	1+1	+0	14
2nd	2,000	2	+1	13
3rd	4,000	3	+2	12
4th	8,000	4	+2	11
5th	16,000	5	+3	10
6th	32,000	6	+4	9
7th	64,000	7	+4	8
8th	128,000	8	+5	7
9th	256,000	9	+6	6
10th	512,000	10	+6	6

This improves to +2 at 4th level, and +3 at 8th level.

COMBAT MACHINE: An Eliminator may make extra attacks per round, beyond what any agent can do. Against foes of 1HD or fewer, he gets a number of extra attacks equal to his level. Against more dangerous foes he gets only one extra attack per round. At 4th level this is increased to two extra attacks and at 7th level it becomes three extra attacks. Against mixed groups, use the hit die of the most dangerous foe the Eliminator can currently attack. These extra attacks can be with any type of attack, armed or unarmed.

INFILTRATOR

Often recruited from the ranks of grifters, con men, actors, and deep cover agents of other organizations, an Infiltrator is good at getting people to trust him, believing things he tells them, and getting secrets and information through the art of coercion, deception, and seduction. Masters of disguise and manipulation, they hide in plain sight and make you destroy yourself.

PRIME ATTRIBUTE: Charisma. An Infiltrator must have a minimum Charisma score of 9.

SAVING THROWS: Infiltrators are confident, in control, and emboldened while portraying a false role. They receive a +1 bonus to all Saving Throws while maintaining the ruse of a role.

COMBAT TRAINING: Infiltrators are trained in all weapons and armor, in order to play any role or pose in any disguise convincingly.

SKILL TRAINING: Infiltrators receive a bonus of +1 when performing action checks related to impersonation, disguise, forgery, persuasion in all its varied forms, or scholarly knowledge regarding cultures, religions, etc. This improves to +2 at 4th level, and +3 at 8th level.

LEVEL	XP	HD	BHB	ST
1st	0	1	+0	16
2nd	1,500	1+1	+0	15
3rd	3,000	2	+1	14
4th	6,000	2+1	+1	13
5th	12,000	3	+2	12
6th	24,000	3+1	+2	11
7th	48,000	4	+3	10
8th	96,000	4+1	+3	9
9th	192,000	5	+4	8
10th	384,000	5+1	+4	7

COVER IDENTITIES: Infiltrators spend much of their time working on maintaining cover identities. At 1st level and at each level thereafter, the player specifies a new identity he's managed to produce. These identities should have names, brief backgrounds, and professions. The agent is assumed to have all credentials and documents necessary, as well as basic familiarity in the profession of his identities. Treat these as masterwork cover identities (see page 19).

INVESTIGATOR

Typically recruited from the ranks of journalists, detectives, hackers, or agents of other intelligence organizations, an Investigator is good at finding clues, solving problems, questioning people, discerning lies from truth, and using technology to its fullest. This is not to say he is only capable of such intellectual pursuits; an Investigator's main currency is intel, but he gives change in bullets.

PRIME ATTRIBUTE: Wisdom. An Investigator must have a minimum Wisdom score of 9.

SAVING THROWS: Investigators are cunning and tenacious and receive a +2 to Saving Throws versus interrogation or deception.

COMBAT TRAINING: Investigators are trained in knives, revolvers, semi-auto pistols, Tasers, grenades, and shotguns. They may wear light or medium armor.

LEVEL	XP	HD	BHB	ST
1st	0	1	+0	13
2nd	1,250	1+1	+0	12
3rd	2,500	2	+1	11
4th	5,000	2+1	+1	10
5th	10,000	3	+2	9
6th	20,000	3+1	+2	8
7th	40,000	4	+3	7
8th	80,000	4+1	+3	6
9th	160,000	5	+4	6
10th	320,000	5+1	+4	6

SKILL TRAINING: Investigators receive a bonus of +1 when attempting action checks related to perception, interrogation, or computers. This improves to +2 at 4th level, and +3 at 8th level.

NETWORK OF INFORMANTS: At 1st level, the player and Admin define an informant who helps the agent on matters related to his field. At each subsequent level, the player chooses an NPC from one of the missions which earned him his new level and adds that person as a new informant. In this way, the Investigator slowly builds a network of informants able to provide information and assistance, drawn from people he's helped or associated with throughout his career. The amount of information or assistance an informant is willing to provide, and whether or not he requires anything in return, depends on the Admin and the situation.

TRANSPORTER

Typically recruited from the ranks of fighter pilots, smugglers, race car drivers, and criminal wheelmen, a Transporter is good at safely delivering cargo from one place to another, whether that cargo sits in crates or parachutes into hostile territory. This is not to say he is only capable of transporting things; sometimes he's sent with the team to help secure a means of escape by acquiring enemy vehicles.
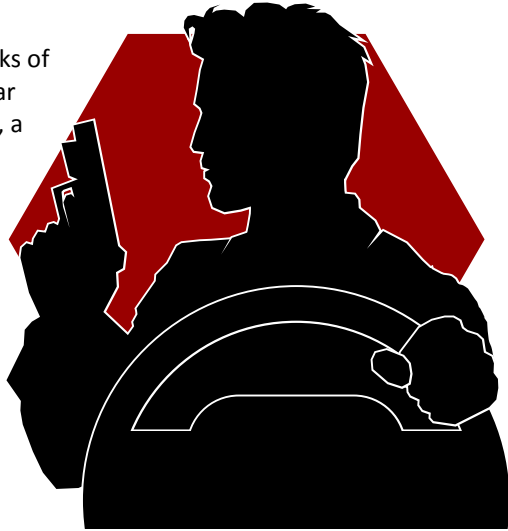
PRIME ATTRIBUTE: Dexterity. A Transporter must have a minimum Dexterity score of 9.

SAVING THROWS: Transporters are emboldened, confident, and in control when behind the wheel and receive a +1 to all Saving Throws while behind the controls of a vehicle.

LEVEL	XP	HD	BHB	ST
1st	0	1	+0	15
2nd	1,500	2	+1	14
3rd	3,000	2+1	+1	13
4th	6,000	3	+2	12
5th	12,000	4	+3	11
6th	24,000	4+1	+3	10
7th	48,000	5	+4	9
8th	96,000	6	+4	8
9th	192,000	6+1	+5	7
10th	384,000	7	+5	6

COMBAT TRAINING: Transporters are trained in knives, revolvers, semi-auto pistols, Tasers, grenades, submachine guns, and any weapon designed to be fired from or mounted to a vehicle. They may wear light armor.

SKILL TRAINING: Transporters receive a bonus of +1 in any action check related to driving a ground or water vehicle, piloting an aircraft, or performing technician duties. This improves to +2 at 4th level, and +3 at 8th level.

GEAR HEAD: Begin play with any one vehicle worth $50,000 or less, rebuilt personally. At 2nd and each subsequent level, add any one Vehicle Upgrade of choice (see page 17) at no cost. Requires time spent in a garage or tech lab.

EQUIPMENT

EXPENSE ACCOUNT

While on a mission, agents can pay for meals, hotels, and transportation without having to pay out of pocket. This is because they have an expense account. All other purchases should be managed from their personal funds. Additionally, players who want to hide activity from their agency might use personal funds. Agents are considered to have a traveler's lifestyle.

When an agent reaches 6th level, his expense account broadens. He can stay in luxury hotels, rent expensive sports cars, afford designer clothes, book private charter flights, etc. He is considered to have an extravagant lifestyle.

MISSION PAYMENT

When a mission is over and the agents have reported back for debriefing, they will be awarded a Mission Payment appropriate to the activity which took place on their mission. The Mission Payment is calculated when your Admin also sums up your XP award.

MISSION OUTFITTING

Agents should normally be permitted some time to outfit for a mission. This allows them to spend their money on things which will help them be successful. On their first mission they probably won't have much money, but money will come as they accomplish missions and acquire equipment. Clever players will find ways to accumulate money fast. Take out a group of arms dealers during a deal and walk away with a few crates of guns and a briefcase full of cash.

WEAPONS

FIREARMS	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Revolver	1d6+1	1	50	6	2	500
Semi-Auto Pistol	1d6	2	75	10	3	600
Submachine Gun [B]	1d6+1	2	60	20	4	900
Semi-Auto Rifle	1d6+2	2	150	10	5	800
Shotgun	1d6+3	1	30	5	6	500
Automatic Rifle [B]	1d6+2	2	150	30	7	2,000
Sniper Rifle	2d6	1	500	15	10	3,000
Flamethrower [F]	1d6/turn	1	30	10	13	400
Rocket Launcher [E]	4d6	1/2	200	1	15	500

EXPLOSIVES	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Fragmentation [E]	3d6	1	25	--	1	50
Flash-bang [E]	Stun	1	25	--	1	25
Smoke	Smoke	1	25	--	1	25
Incendiary [E+F]	2d6	1	25	--	1	40
Plastic Explosives [E]	1d6/charge	1	--	10	1	200

OTHER WEAPONS	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Bow	1d6	2	60	20	10	250
Axe	1d6+1	1	4	--	6	50
Brass Knuckles [T]	1d6	1	--	--	1	10
Club [T]	1d6	1	--	--	3	10
Crossbow	1d6+1	1/2	80	20	15	400
Knife	1d6-1	1	4	--	1	50
Nightstick	1d6	1	--	--	3	25
Pepper Spray [T]	Stun	1	--	3	1	20
Spear	1d6	1	10	--	5	75
Staff	1d6	1	--	--	5	30
Stun Gun [T]	Stun	1	--	10	1	35
Sword	1d6+1	1	--	--	3	150
Taser	Stun	1	3	3	2	300

WEAPON NOTES

[B] Can fire a 5-bullet bursts as one attack,+2 to-hit, x2 damage.

[E] Explosive damage affects all in a 5' square and 1d6 less to adjacent 5' squares too, and so on until there are no more damage dice left. Half damage with Saving Throw.

[F] Catches targets on fire (unless a Saving Throw is made) for 1d6 damage per turn until put out.

[T] These weapons can be used by any class; no training needed.

ARMOR

ARMOR	AC	WEIGHT	COST
Light Armor	-2[+2]	5	100
Medium Armor	-4[+4]	15	500
Heavy Armor	-6[+6]	50	2,500

WEAPON UPGRADES *See page 23*

WEAPON UPGRADE	WEIGHT	COST
Bayonet	1	50
Calibrated Sights	--	250
Ceramic Polymer	--	Cost
Concealed Spring Holster	1	250
Extended Magazine	1	100
Flashlight	1	50
Gyrojet	1	Cost
Heavier Caliber	1	Cost
Improved Sights	--	300
Laser Targeting	--	500
Recognition Grip	--	500
Self-Destruct	--	200
Silencer/Suppressor	1	250
Spare Ammo	1	50
Toxic Darts	--	Cost
Under-Barrel Launcher	2	600

VEHICLE UPGRADES *See page 27*

VEHICLE UPGRADE	COST
Amphibious	Cost
Auto Tire Repair	5k/tire
Communications	10k
Eject Seat	3k
Gliderwings	Cost
Hardened	Cost
Heavy Armor	Twice
Identity Change	Half
Light Armor	Half
Medium Armor	Cost
Offroad Conversion	Half
Oil Slick	500
Performance Boost	Half
Remote Control	9k
Security	2k
Self-Destruct	10k
Sensor suite	12k
Smoke Screen	500
Speedster	Half
Spikestrip	500
Stealth Technology	Cost

VEHICLES *See page 27*

GROUND VEHICLE	CONTROL	COST
Dirt bike	+1	2K
Motorcycle	+2	4K
Subcompact	+1	10K
Compact car	+1	13K
Midsize car	+0	20K
Muscle car	+2	50K
Sports car	+3	100K
Luxury car	+0	50K
Jeep	+0	25K
SUV	+0	30K
Hum-vee	+0	35K
Minivan	-1	30K
Full-sized van	-1	35K
Passenger van	-2	38K
Small pickup	+0	20K
Pickup truck	-1	28K
Monster truck	-2	200K
Delivery truck	-2	40K
Semi-truck	-3	150K
Bus	-4	60K

AIR VEHICLES	CONTROL	COST
Helicopter	+0	250K
Cargo Helicopter	-1	10M
Propeller Plane	+0	200K
Corporate Jet	+1	10M
Cargo Jet	-1	20M
Fighter Jet	+2	50M

WATER VEHICLES	CONTROL	COST
Jet Ski	+1	10K
Sailboat	-1	20K
Speedboat	+0	30K
Yacht	-1	100K
Personal Submersible	-1	250K
Team Submersible	-2	2M

NOTE: All costs are in dollars ($), all weights are in pounds (lbs), and all ranges and distances are in feet (ft).

EQUIPMENT KITS

EQUIPMENT KIT	WEIGHT	COST
Burglar kit	12	750
Cleaner kit	8	800
Cold Weather kit	10	500
Cover Identity	--	1,000
Demolitions kit	8	900
Disguise kit	9	800
Forensics kit	11	800
Forgery kit	8	750
Hacker's kit	8	2,500
HALO kit	15	750
Medic kit	4	500
Operative kit	2	800
Researcher kit	8	800
Science kit	10	1,200
SCUBA kit	12	500
Surveillance kit	10	600
Survivalist kit	12	400
Technician kit	10	500

GADGETS

GADGET	RELIABILITY	COST
Existing	2+	$200 - $1.2K
Plausible Gadget	3+	$2K - $12K
Improbable Gadget	4+	$20K - $120K
Super-science Gadget	5+	$200K - $1.2M

HEAVY WEAPONS

HEAVY WEAPONS	DAMAGE	ROF	RANGE	AMMO	COST
Cannon / Artillery	4d6	1	500	5	$8K
Machine gun [B]	3d6	2	500	100	$5K
Rocket [E]	6d6	1	500	4	$8K
Missile [E]	8d6	2	500	2	$10K
Bomb [E]	10d6	1	Drop	5	$8K

All heavy weapons must normally be mounted to a vehicle or structure to be fired. The Spare Ammo upgrade can be purchased for heavy weapons but costs 50% of the weapon's listed cost. Ordinance is a significant portion of the cost of these items.
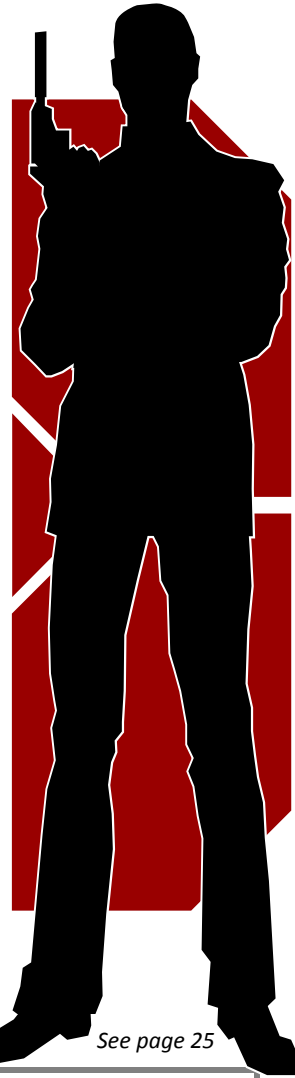
EQUIPMENT DESCRIPTIONS

On the following pages can be found additional details for the items listed in the outfitting tables.

EQUIPMENT KITS

Rather than deal in individual pieces of equipment, the following represent standardized equipment kits available to spies from their agency. In addition, any item you wish can be purchased individually. Just use the internet or common sense to find a fair price.

BURGLAR KITS contain all a professional burglar might need to pull off a small heist (backpack, 30 feet of nylon rope, rappelling gear, crowbar, climbing pads, grapples, black stealth suit with gloves and mask, glass cutters, lock picks, etc.)

CLEANER KITS contain everything needed to wipe a place clean of all potential DNA, fingerprints, and other condemning evidence. Using it requires an action check to make sure you got everything.

COLD WEATHER KITS contain all a survivalist needs to endure the bitter cold of the arctic (sun goggles, skis, snowshoes, gloves, hat, hooded parka, hand heaters, wool socks, etc.)

> ### MASTERWORK EQUIPMENT KITS
>
> Any of the equipment packages can be purchased for ten times its value to buy a masterwork version which provides a +1 to any action checks to use it (or, alternatively, a -1 to anyone who makes an action check against it).
>
> For instance, a Masterwork Cover Identity costs $10,000 and will stand up to intense scrutiny even by other spy organizations. A Masterwork Burglary Kit has all the state of the art technology in it for bypassing locks and security systems.
>
> As agents advance to higher levels and accumulate vast reserves of money, this is one of the many ways they make themselves truly epic, by having all the best toys.

COVER IDENTITY includes all the documentation, references, work history, background and registrations to pose as one specific identity. It won't stand up to extreme scrutiny, but should survive a cursory validation.

DEMOLITIONS KITS come with everything a demolitions expert needs to set or diffuse explosive charges (blasting caps, coils of wire, timers, various types of sensors, wire cutters, etc.) Plastic explosives sold separately.

DISGUISE KITS include all one needs to perform acts of convincing impersonation, mimicry, and create convincing disguises (make-up, latex molds, false facial hair, wigs, etc.)

FORENSICS KITS contain all one might need for in-field forensic investigations (fingerprinting brushes, magnification lenses, plastic baggies, field microscope, tongs for picking up clues, etc.)

FORGERY KITS contain various types of electronic and mechanical replication devices, an array of pens and stencils, and all an agent needs to forge documents, access badges, or even counterfeit cash.

HACKER'S KITS contain all a hacker might need to interface with and overcome security on a computer system, transfer files, download data, even the basic electronic tools needed to connect into foreign networks through access to routers, wires, etc. Includes a powerful laptop with a lot of custom software, a true bargain for the price.

HALO KITS include all someone needs to parachute stealthily from high altitudes (portable altimeter, breathing gear for low pressure, stealth parachute, etc.)

CONCEALED EQUIPMENT KITS

Any package can be made concealed in an attaché, large jacket, outfit, etc. Anyone searching for the kit has a -1 to their action check to notice. This costs twice its normal cost, and cuts the weight in half.

An equipment pack which is both concealed and masterwork would cost twenty times normal!

WHAT ELSE IS IN EQUIPMENT KITS?

Equipment is intentionally simplified into these equipment packages. Nobody wants to finitely keep track of every piece of wire and length of duct tape on a character sheet. It's up to Admins to decide if something the agents need is covered by one or more of the equipment kits the agents are toting around.

Unless limited equipment is a theme of a specific mission, you should be liberal in those assumptions.

MEDIC KITS contain all a field medic needs to work his medical miracles (canteen, flares, surgical instruments and tools, bandages, hypodermic needles, several doses of common pharmaceuticals, defibrillator, etc.)

OPERATIVE KITS are given to all agents. They include a standard issue durable wristwatch, earpiece comlink (1 mile radius), an ID card concealing rank,

code number, and biorhythmic data on a magnetic strip, and an encrypted smart phone with a reader which validates agency ID cards.

RESEARCHER KITS contain all a journalist or scientist might need to conduct research, write whitepapers, or document travels (portable computer or tablet, digital camera, briefcase, organizer with papers, pens, calendar, and contact book, etc.)

SCIENCE KITS contain all a scientist needs to conduct scientific classifications and experiments (portable computer or tablet, various types of field lab equipment and tools, sample containers and vials, various electronic scanners to scan flora, fauna, geographic, atmospheric conditions, etc.)

SCUBA KITS contain all an agent needs to conduct deep sea missions (wetsuit, oxygen tank, gloves, utility knife, mask, flippers, depth meter, wrist-mount diving light, etc.)

SURVEILLANCE KITS include 10 electronic bugs, 5 phone taps, laser sound amplifier, range-finding binoculars, radio receiver (works with bugs and taps at 300 feet), digital camera, night vision goggles, etc.

SURVIVALIST KITS contain all an agent needs to survive short jaunts in the wild (backpack, boot knife, machete, 10 days of military-style rations, compass, collapsible tent, compact sleeping bag, GPS system, mess kit, flares, etc.)

TECHNICIAN KITS include all agents should need to perform repairs to electronic or mechanical objects (diagnostic tools, digital oscilloscope, multi-meter, wire, tools, electrical tape, soldering iron, various socket wrenches, screwdrivers, etc.)
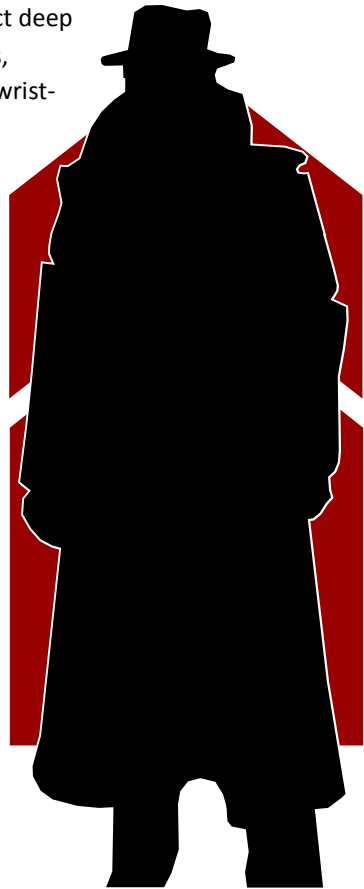
WEAPONS

This game uses abstraction to define weapons. While not completely realistic, it represents a quick style of play where specific models and calibers of weapons are less important to the overall story. Weapons vary in make and model and it would be impossible to list them all. All weapons are assumed to come with a cleaning kit, holster, and one full payload of ammunition.

DESCRIPTIONS: For the sake of brevity, this book will not go into the specifics of most of the weapon types listed in the tables. Most players know what a revolver is and how it differs from a semi-automatic pistol or a submachine gun. If you don't, ask your Admin for an understanding.

MASTERWORK WEAPONS

Weapon performance is improved by the addition of various weapon upgrades. Unlike other pieces of standard gear, weapons are not able to be purchased with a masterwork quality.

Of course, if players really want, they can add cost to their weapons and improve them cosmetically. Pearl handled pistols, golden guns, and plated swords can all add character to your agent's gear.

AMMUNITION: This game doesn't get into caliber and length of bullet, nor does it specify which bullets are interchangeable and which are not. At the start of each mission, it is assumed each agent has one payload full of bullets in any firearm he has been issued. When he runs out of bullets... well... he is out of bullets. It is up to the Admin to determine what ammo from fallen enemies is compatible with the agent's firearms.

WEAPON UPGRADES

These are purchased in addition to a base firearm and enhance or modify its functionality in some way. In general, you may not purchase the same upgrade more than once for the same weapon (except the spare ammo upgrade), but more than one may be applied to the same weapon. Note: when an upgrade's cost is listed as "COST" then it costs the same amount as the base weapon to which it is applied.

BAYONET: This is a special knife fitted to the end of a rifle barrel. It effectively turns it into a melee weapon (treat as a spear).

CALIBRATED SIGHTS: This weapon has received expert calibration and the firer has spent a lot of time practicing with the sights in the current configuration. This affords a +1 to hit at any range.

> ### UPGRADING NON-FIREARMS
>
> The weapon upgrades described here are designed to improve firearms. With the Admin's approval, you can use these as upgrades to other weapons as well. For instance, the Heavier Caliber upgrade can refer to a blade which is forged with extremely durable metals and modern techniques which could justify the added damage. The Calibrated Sights upgrade can be applied to any weapon as well, to provide a +1 quality bonus to hit due to its balance, quality, and accuracy.

CERAMIC POLYMER: The firearm is made of an alternative cutting-edge material that won't set off metal detectors or show up on x-ray devices.

CONCEALED SPRING HOLSTER: This is only used for a pistol-sized weapon. It conceals the weapon from casual searches. The weapon is ejected neatly into the wielder's hand.

EXTENDED MAGAZINE: A firearm with this upgrade has an extra 50% ammunition payload, which also applies to any spare ammo upgrades also purchased.
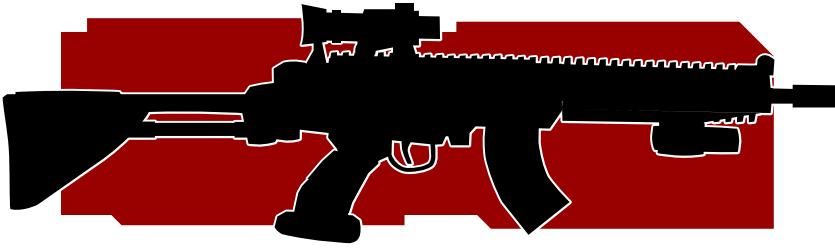
FLASHLIGHT: This weapon has an attachment (concealed or obvious) which can shed light from an array of powerful LEDs.

GYROJET: Rather than firing bullets, this weapon fires self-propelled mini rockets. The magazine is reduced to half its normal capacity. Increase damage caused by the weapon by +2 but the rockets are not highly accurate (-1 to hit). Purchase with an extended magazine and calibrated sights to offset these inherent penalties.

HEAVIER CALIBER: The weapon is bored for a larger specialty bullet and unique ammunition must be purchased and used. This increases the damage caused by the bullet by +1.

IMPROVED SIGHTS: These electronic sights are far more accurate, improving the firer's chances of hitting foes at long range. Increase effective range 50%.

LASER TARGETING SYSTEM: Places a red laser dot on a target, approximately where the firearm will deliver its bullet. This gives a bonus of +1 to hit a target up to 20 feet away.

RECOGNITION GRIP: Electronics in the grip recognize the shooter's prints and will only fire for the agent, unless he is wearing gloves.

SELF-DESTRUCT: This weapon can be set to explode. Treat as a fragmentation grenade. Obviously only usable once.

SILENCER/SUPPRESSOR: Attaches to the barrel of a firearm and reduces sound and muzzle flash considerably.

SPARE AMMO: This allows an agent to have a full spare magazine for one firearm. Unlike other upgrades, this one may be purchased multiple times for multiple spare payloads of ammo.

TOXIC DARTS: Fires bullet-shaped hypodermic needles delivering a paralyzing neurotoxin. Target makes a Saving Throw or is stunned for about an hour. Sometimes keeping a low body count can be an objective to a mission.

UNDER-BARREL LAUNCHER: Adds a small grenade launcher with a 1-shell capacity under a rifle-sized weapon. Treat the ammo as any type of grenade, sold separately.

OTHER TYPES OF WEAPON UPGRADES

The weapon upgrades provided here are just an example. Individual Admins may wish to create new upgrades, and other products published by DwD Studios or other publishers may include new upgrades designed to make your spy gear even… more spyish.

Players who have new ideas should discuss them with the Admin, who should be willing to set a price and weight on-the-spot. If a requested weapon upgrade is more complex than those provided here, see gadgets on page 30.

HEAVY WEAPONS

All heavy weapons listed in the equipment table are generalizations. For instance, a "canon" represents any military heavy projectile weapon or artillery, designed to hurl shells at targets. This is an attempt to be comprehensive through application of categorical thinking; in the real world there are man types of missiles, but for simplicity we list only one entry for a missile, etc. Some things to consider:

TRAINING: Eliminators (due to their military training) and Infiltrators (who must be able to convincingly play any role) are trained in heavy weapons. When a heavy weapon is mounted to a vehicle, Transporters are considered trained as well. All other classes have an extremely limited effective range and maximum damage (see untrained weapons, page 42). However, even in untrained hands the ordinance has to hit something, somewhere, and Admins should describe some pretty uncontrolled collateral damage when heavy weapons are fired from untrained hands.

MOUNTED: Heavy weapons must be mounted to a vehicle or structure to be effectively fired. Admins can impose any modifiers they wish to attempts to use heavy weapons in unusual ways.

UPGRADES: Heavy weapons can be upgraded, just like personal weapons. However, the Spare Ammo upgrade costs 50% of the listed cost of the heavy weapon it's designed for. This is because the actual ordinance is a significant portion of the listed cost of these weapons. Other upgrades may be permitted – consult your Admin.

BREAKING THINGS

With all this talk about heavy weapons and explosives, you might be asking yourself… just how many Hit Points do walls, doors, and vehicles have?

Although this is intended to be answered by the Admin as he feels is appropriate to the situation and story, some guidelines might help:

Windows should be able to be broken with only a few HP of damage.

Doors should be able to be knocked down with 10 or so HP of damage.

Common interior **walls** should be able to be breached with 15 or so HP of damage, while concrete walls should require twice that.

Civilian **vehicles** should be disabled with 30 HP of damage, while heavy or industrial vehicles should require twice that.

ARMOR

Armor improves your Armor Class, making it harder to be hit by your enemies.

LIGHT ARMOR: This is some kind of civilian-grade protective armor such as that provided by leathers or layers of heavy cloth. A full-length duster qualifies as Light Armor. AC -2[+2], Cost $100, Weight 5 lbs.

MEDIUM ARMOR: This is a more obvious type of body armor, like a security-grade tactical outfit or bulletproof vest. Although it can be concealed with effort, its concealment will only hold up to the most casual observation. AC -4[+4], Cost $500, Weight 10 lbs.

MASTERWORK ARMOR

A suit of armor can be custom made to an agent's specifications, taking advantage of his mobility, strength, size, etc. Such masterwork armor costs ten times the listed price, improves the Armor Class rating by -1[+1] and reduces its weight by half. It can be made to appear however the player desires.

HEAVY ARMOR: This is a heavy duty military-grade tactical body armor impossible to hide and extremely protective. Teams of tactical soldiers raiding an enemy base will wear Heavy Armor. AC -6[+6], Cost $2,000, Weight 15 lbs.

ARMOR AND DEXTERITY BONUSES MAY NOT ALWAYS APPLY DURING ALL TYPES OF ATTACKS.

VEHICLES

There are as many civilian vehicles as you can imagine. The outfitting tables list the more common ones in a categorical fashion. No effort is made in these rules to explain every vehicle. It is assumed players know the difference between a Jeep and a Pickup Truck. Use common sense regarding how many passengers and how much stowage to permit in a vehicle.

Don't think you have to waste money on a vehicle. If you're comfortable just renting cars and booking flights you can do that with your expense account. It's all part of being an international super spy. But when you want a vehicle with lots of gadgets, that's when you purchase a vehicle and start applying upgrades.

MASTERWORK VEHICLES

Like weapons, vehicles are improved by installing upgrades, so there is no "masterwork" option for a car, helicopter, etc. If a player wants to spend more money than listed in the equipment lists, he may do so but the improvement is in comfort and overall appearance and not in performance. If you want to actually affect the vehicle's performance, you need to buy vehicle upgrades instead.

VEHICLE UPGRADES

Vehicles, like weapons, can be given specific spy gadget upgrades to make them more effective while on missions. The cost of each upgrade is either a fixed price or is equal to the original cost of the vehicle being upgraded (or half or twice the cost). More than one upgrade can affect one vehicle, but the same upgrade normally cannot be purchased multiple times for the same vehicle (except where noted).

AMPHIBIOUS: Allows ground vehicles to transport along the water's surface or a surface watercraft to operate submersed as well.

AUTO TIRE REPAIR: A liquid foam patch deploys and the tire inflates itself.

COMMUNICATIONS: Radio transmission and reception up to 20 miles, plus digital satellite uplink.

EJECT SEAT: Get rid of unwanted guests. Can control direction and range.

GLIDERWINGS: Deploy wings to allow glided landing for any vehicle.

HEAVY ARMOR: Provides AC -6[+6] but -2 to action checks to control the vehicle. A vehicle cannot have more than one "Armor" upgrade.

IDENTITY CHANGE: Activate to change the appearance to a vehicle's body, color, license plate, etc.

LIGHT ARMOR: Provides AC of -2[+2]. A vehicle cannot have more than one "Armor" upgrade.

MEDIUM ARMOR: Provides an AC value of -4[+4] but -1 to action checks to control the vehicle. A vehicle cannot have more than one "Armor" upgrade.

OFFROAD CONVERSION: Removes any offroad penalty the Admin might assess for driving a vehicle offroad. Some vehicles are specifically designed for this and if you add this conversion to those vehicles (such as a dirt bike or Jeep) then it provides +1 to control the vehicle while offroad.

UPGRADED VEHICLE EXAMPLE

A team of agents purchases a black SUV for their team. Annoyed at constantly getting shot at, they decide to upgrade it with Medium Armor, Auto Tire Repair, an oil slick, and a smoke screen.

A SUV's base cost is $30,000. The Medium Armor is listed as having a price tag of "$Cost" so we add another $30,000 to the price of the car. It now has an ascending AC of 14 but its Drive modifier drops to -1.

The Auto Tire Repair costs $5,000 per tire, so the team adds another $20,000 to the cost. The Oil Slick costs and Smoke Screen cost us only $500 each.

The total cost is $86,000. Good thing they grabbed that duffel bag full of cash from that drug smuggling operation and "liberated" it.

The vehicle's performance was affected by the added weight of the medium armor, so the team decides to offset that with a Performance Boost. Since that has a cost of "$Half" then it costs an additional $15,000 to get +1 to the vehicle's Drive modifier, to raise it back to +0. Good enough. Total cost $101,000.

The Admin decides to let them have a custom paint job and groovy stereo system for no added cost. It's the least he could do after all they're spending.

28

OIL SLICK: One use, pursuers must make an action check or lose control.

PERFORMANCE BOOST: Buy up to 3 times. Increases action checks to control vehicle by +1.

REMOTE CONTROL: Allows agent's phone to control car. Control checks are at -1 due to the lack of proper visibility and tactile feedback.

SECURITY: Removable top-mounted emergency lights, an audible siren, amplified horn, search lights, and a secure back-seat.

SELF-DESTRUCT: Causes 5D explosive damage. Half damage with Saving Throw.

SENSOR SUITE: Includes radar, ladar, RF, IR, UV, and more. Range 500 feet.

SMOKE SCREEN: One use. Pursuers must make an action check or lose control.

SPEEDSTER: 10 nitro-boosts increasing action checks to control the vehicle by +1 for 1 round each.

SPIKESTRIP: One use. Pursuers must make action checks to control their vehicles or tires/axels become entangled and the vehicle is halted.

STEALTH TECHNOLOGY: Vehicle runs very quietly and is painted with radar absorbing paint. Its contours are also designed to subvert other forms of detection.

GADGETS

Gadgets can be as important to your game as the Admin permits. In some spy media, they are the things that give a spy his edge, those high tech gizmos that save the day when all hope is lost. In other spy media, gadgets have very little place.

It is beyond the scope of this game to list every possible combination of gear to come up with a list of gadgets that is fair and balanced. This game makes no attempt at doing that. Gadgets are instead a very free-form process of description and negotiation with your Admin.

IMPROVING THE RELIABILITY VALUE

If using the optional Supplemental Training rules found on page 109, you may be permitted to choose "gadgeteer" as an Area of Training to make your gadgets malfunction less often. Other than this, there is no specified method in these rules to improve a gadget's reliability. The cost and chance of malfunction are the tools used by the Admin to maintain some control and balance over his campaign.

Reliability: Not all gadgets are reliable. If you can prove to your GM that your gadget already exists in the real world, then it is given a reliability rating of 2+. Otherwise, the reliability rating depends on how plausible the Admin thinks your gadget is. Whenever you wish to use this gadget, you must roll a d6. If you roll equal to or higher than the gadget's reliability, then it works. Otherwise, it has malfunctioned due to the prototype-nature of the technology and cannot again be used until it has been returned to the lab for rework between missions. Some Admins may allow you to use a technician's kit and an action check to try to repair it in the field if time permits.

Describe the gadget you want to your Admin. In accordance with his experience, knowledge, and sense of fairness, the Admin then assesses how plausible the gadget is. This determines the gadget's reliability and cost. It is assumed you work for an agency with a vast technical department who can develop these marvels for you, so the cost ranges might not necessarily reflect how expensive these gadgets would really be in the real world. Admins can feel free to adjust these costs however he sees fit. The weight of the item, if your Admin is requiring you to track encumbrance, is determined by the Admin.

EXISTING GADGET: If you can prove to the Admin that the gadget you're describing actually already exists in the real world, then he will assess it as "existing." This gives it a reliability rating of 2+, and a price in the range of $200 to $1,200. The Admin can select a price in this range or he can roll 2d6 and multiply by $100.

PLAUSIBLE GADGET: The Amin will deem your gadget description plausible if he believes the technology exists in the real world to build it, or might exist with an extremely small stretch of the imagination. It will have a reliability rating of 3+ and should fall in the price range of $2,000 to $12,000 (2d6 times $1,000, or selected by the Admin).

IMPROBABLE GADGET: If the Admin believes your gadget description is not plausible but isn't quite in the realm of "super-science" then he might deem it "improbable." That means it will have a reliability score of 4+ and should cost in the range of $20K to $120K (2d6 times $10,000, or selected by the Admin). Improbable gadgets probably take a lot of time to develop and test, and the gadget may require a session or two before its construction is complete.

SUPER-SCIENCE GADGET: If the Admin chooses this category for your described gadget, he's trying to tell you he doesn't believe the gadget is ever possible, but that he's going to permit it in his campaign. Thank him, and get frustrated over its poor reliability rating of 5+. That's right – it's only going to work if you roll a 5 or 6 on a d6. That makes it a lot less useful than you'd prefer, sure, but at least he's allowing it in his campaign! The Admin will assess the cost somewhere between $200K and $1.2M (or might roll 2d6 and multiply by $100,000).

GADGET EXAMPLE

Agent Max Creed, an Infiltrator, wants to have a pocket-sized device which he can mount to the side of a computer chassis. It will interface with the computer and provide encrypted wireless access to it from up to a mile away so his hacker teammate can do his job without coming onsite. The Admin doesn't feel like arbitrating costs personally so lets the player roll the 2d6 for the cost… he gets a 5.

The Admin doesn't believe this gadget already exists, and the player spends a minute on his smart phone looking but to no avail. It's not an "existing" gadget.

The Admin decides this is a plausible gadget and that gives it a cost of $5,000 (the 2d6 roll times $1,000). The Admin and player work out the limits of the gadget and give it the "plausible" reliability value of 3+. If the computer has a security system, that will have to be dealt with normally by his teammate, but up to a mile away!

If the player would have wanted the device to automatically bypass all security on the computer to which it is attached to let his teammate dig right into the files and data he needs, the Admin might say that's an improbable effect and make it cost $50,000 instead, with a reliability value of 4+.

Finally, if the gadget also provided an artificial intelligence to the computer it is attached to (complete with a personality loyal to the agent) to actually replace the need for his teammate altogether… well… that sounds like super-science and might cost $500,000 and have a reliability value of 5+, if the Admin allowed it at all in his campaign.

DAMAGE TO GADGETS

Some Admins may decide that a roll of 1 on the reliability roll means the prototype nature of the device really showed this day, and the gadget is damaged.

When damaged, returning to the lab between missions to get it fixed won't be enough; the agent actually has to pay 3d6 x $100 for the parts and expertise to fix it, which may exceed the value of the device, meaning it's totaled and must be purchased anew!

MISSION-SPECIFIC GADGETS

There will be times when the agents are sent on a mission and given a gadget, designed specifically for that operation. Such a gadget need not cost the players' agents any money, but it's also not considered to be permanently assigned to those agents. After the mission, they'll be expected to return it, in one piece if possible.

This general rule can apply to any vehicle or other piece of equipment the agency deems necessary for a mission.

ADMIN SECTION

This section is for the Admin only. Players who read it will be executed. It should give Admins all they need to start running a game.

THE GAME

Once the players have made their team of agents, you will describe where the agents are, and what they see. The mission might start in a briefing room surrounded by directors and handlers, or in a seedy crime-filled city with the agents in pursuit of (or being pursued by) enemies. That's up to you. From that point on, players describe what their agents do. Going down stairs, clearing corners, searching for intel, planting surveillance gear, talking to the people they meet (either the agents being run by the other players, or non-player agents controlled by you). All of these sorts of things are player decisions. You then tell the players what happens as a result: the stairs lead down to a hidden lab where captives scream behind locked doors, guards come around the corner while they're planting surveillance equipment, a guard shoots at them from the distance, etc. The rules below are guidelines for how to handle certain events, mainly combat, but also experience, movement, healing, dying, and other important parts of the game.

Basically, you handle the details of the dangerous world of espionage and adventure, and players handle what their agents do in it. The epic story of each agent's rise to greatness (or death in the effort) is all part of your world, but part of their experience and you want them to have a fun and memorable experience.

AWARDING PLAYERS

Agents are awarded XPs (experience points) for defeating enemies and accomplishing missions. Adversaries (animals and enemy agents) have a set XP value, and Mission Payment is equal to one XP per ten dollars earned. It may seem odd to award XP for accumulated Mission Payment money, but keep in mind every dollar of mission payment is an index of the accomplishments of the agent on that mission. Awarding XP only for defeating enemies fails to reward a team of spies that successfully accomplish a mission by cunning, stealth, trickery and misdirection, all of which are hallmarks of being a spy.

MISSION PAYMENT

Mission Payment is calculated using the following tables. First decide the scope of the mission (personal, local, national, or international) to determine the Mission Payment Multiplier. Then sum up the Activities the team accomplished and multiply times this multiplier. This should be awarded to each player. Remember that players earn 1 XP per $10 earned as Mission Payment, though money acquired in other ways doesn't constitute Mission Payment and won't earn the players XP.

SCOPE	MULTIPLIER
Personal	x1
Local	x2
National	x4
International	x8

Multiplier only applies to Mission Payment

ACCOMPLISHED ACTIVITY	MISSION PAYMENT
Primary Objective	$1,000
Secondary Objectives	$500
Discretion & Secrecy Bonus	$250
Loyalty & Teamwork Bonus	$250
Discovery Bonus	$250
Innovation & Cunning Bonus	$250
Active Duty Pay (per day)	$250

XP Award = 1 XP per $10 Mission Payment

DEFEATING ADVERSARIES

Adversaries are worth a number of experience points determined by their level. Yes, this means a 1st level agent would net you only 15 XP to defeat. As you defeat more powerful adversaries, the XP award increases. Like the Mission Payment, this should be awarded to all the players who participated in the mission. It's a team game. Unlike Mission Payment, do not apply the scope multiplier to these figures.

Note that "defeating" doesn't necessarily mean killing, and the Admin can interpret it any way he wishes. If an agent successfully sneaks past a room of guards, did he defeat them? If that same agent tricked the room full of guards into chasing him into a non-lethal trap he prepared, did he defeat them? Whether or not an adversary was defeated is up to you to decide.

DEFEATED ADVERSARY	XP AWARD
Level ½	10 XP
Level 1	15 XP
Level 2	30 XP
Level 3	60 XP
Level 4	120 XP
Level 5	240 XP
Level 6	400 XP
Level 7	600 XP
Level 8	800 XP
Level 9	1,100 XP
Level 10	1,400 XP
Level 11	1,700 XP
Level 12	2,000 XP
Level 13	2,300 XP
Level 14	2,600 XP
Level 15	2,900 XP

The level of an adversary is often equal to how many Hit Dice he has, but this can be adjusted by +1 or +2 of the adversary has significant special abilities or useful equipment. When defeating or avoiding security systems, use this table to award XP based on that security system's level.

INDIVIDUAL BONUSES

Optional Rule: In addition to the award granted for the defeat of adversaries and earning of mission payment awards, all agents also receive a bonus or penalty to earned XPs based on their Intelligence and Charisma scores and the prime attribute of their Character Classes. Note: not all Admins use the experience point bonus by attribute rules. Let your players know whether or not you permit this bonus.

EXAMPLE

The team is sent on a mission to investigate the disappearance of an agent (primary objective) and rescue him (secondary objective). During the mission the team uncovers a terrorist group operating in a remote training camp on U.S. soil, sneaks into the place, rescues their fellow agent, defeats several enemies quietly, discovers the plans of the terrorists by taking a lot of photographs of their mission planning room, and gets away by stealing one of their vehicles after sabotaging the rest to prevent pursuit. A very successful mission.

The scope of the mission could be "personal" since it dealt with recovering a single fellow agent, but the terrorist group was a threat to "national" security so the Admin decides to use the x2 multiplier, which falls between the two (individual Admins would handle this differently).

They accomplished their primary ($1,000) and secondary ($500) objectives, and certainly should be awarded the discretion & secrecy bonus ($250). Based on their performance, he also awards the loyalty & teamwork ($250) and discovery bonus ($250). They were on their mission for 2 days ($500). Their total Mission Payment is $2,750 times the scope multiplier of x2, so each player earned $5,500 and 550 XP.

The Admin notes that the agents also defeated 6 level 1 sentries and 2 level 2 attack dogs in combat. This totals an additional (6x15 + 2x30) = 150 XP. Although the agents looted the dead sentries and took some weapons and gear, as well as some cash one had in his wallet, none of this counts as earned experience points. Therefore, each player notes that his agent has accumulated a total of 700 XP, plus individual bonuses based on attributes if the Admin uses that rule.

TIME

Sometimes the Admin will rule that "an hour passes," or even, "a month passes," in the life of our intrepid spies, but two important time measurements need a quick explanation. These are the "turn," and the "combat round." A turn represents ten rounds, and a combat round is equal to a few moments, perhaps what could be depicted in a few panels in a comic book, or a beat or two of action-filled music in the midst of a fight.

If you absolutely must keep track of actual passage of time, you can use 6 seconds for a combat round and 1 minutes for a turn. This is a marked difference from the suggested definition of a combat round and a turn described in the Swords & Wizardry game, but it's appropriate to represent the genre being depicted in this game.

MOVEMENT

When agents travel around the globe, they take commercial flights or vehicles they rent or own. The actual transport time should be abstracted in a sentence or two, except when something important to the story takes place. Normally the Admin will just say something like "after a long six hour flight,

you find yourself stepping out of the airport and heading towards your rental car at JFK International Airport."

This section is optional. If you want, you can apply common sense to your players' encumbrance and movement. If you want structure, consider these rules instead.

Base movement rate for all agents is calculated in terms of 5' squares (or hexes) per 6-second combat round. Agents can move carefully at half their listed movement rate, or can run at double their rate. Admins must arbitrate movement, the effects of terrain, and how it affects or is affected by combat.

WEIGHT CARRIED	MOVE
0–75 lbs	12
76-100 lbs	9
101-150 lbs	6
151-300 lbs	3

Smart players will make sure the heavier gear they're carrying can easily be dropped if they need to move quickly.

LANGUAGES

For purposes of simplicity you can assume everyone you want the players to be able to communicate with speaks English. Language is a plot tool and when used effectively can allow for fun roleplaying encounters. Agents speak their native language (often English) plus one language for each point of Intelligence above 10. If you permit use of the Supplemental Training rules, there is also an option to gain additional languages. You can use the following list if a player doesn't know what languages to choose.

ROLL	LANGUAGE	ROLL	LANGUAGE	ROLL	LANGUAGE
01	Mandarin Chinese	34	Kannada	67	Somali
02	English	35	Pashto	68	Cebuano
03	Spanish	36	Xiang Chinese	69	Hungarian
04	Hindi	37	Levantine Arabic	70	Chitagonian
05	Portuguese	38	Malayalam	71	Mesopotamian Arabic
06	Russian	39	Hakka Chinese	72	Zhuang Chinese
07	French	40	Berber	73	Madurese
08	Bengali	41	Amharic	74	Fula
09	Malay/Indonesian	42	Oromo	75	Shinhala
10	German	43	Burmese	76	Kazakh
11	Japanese	44	Oriya	77	Swedish
12	Italian	45	Nepali	78	Marwari
13	Persian	46	Sundanese	79	Czech
14	Panjabi	47	Bhojpuri	80	Hiligaynon
15	Urdu	48	Tagalog	81	Magadhi
16	Marathi	49	Romanian	82	Haitian Creole
17	Turkish	50	Kurdish	83	Quechua
18	Telugu	51	Haryanvi	84	Chhattisgarh
19	Egyptian Arabic	52	Dutch	85	Uyghur
20	Javanese	53	Azerbaijani	86	Dekhni
21	Wu Chinese	54	Yoruba	87	Min Bei Chinese
22	Korean	55	Serbo-croatian	88	Uyghur
23	Thai	56	Uzbek	89	Belarusian
24	Vietnamese	57	Gan Chinese	90	Kinyarwanda
25	Cantonese	58	Assamese	91	Ilokano
26	Tamil	59	Sindhi	92	Hebrew
27	Maghrebi Arabic	60	Malagasy	93	Bulgarian
28	Min Nan Chinese	61	Khme	94	Najdi Arabic
29	Polish	62	Igbo	95	Zulu
30	Gugarati	63	Sa'ide Arabic	96	Akan
31	Jin Yu Chinese	64	Sudanese Arabic	97	Gulf Arabic
32	Ukrainian	65	Greek	98	Shona
33	Hausa	66	Saraiki	99	Tatar
				00	Fulfulde

ARMOR CLASS

In the standard armor class system (AC), an unarmored agent has an AC of 9. Any armor worn subtracts from this total, making him more difficult to hit. For example, an agent (base AC 9) wearing light armor (-2) has an effective AC of 7 (9-2).

Using the ascending armor class system (AAC), an unarmored agent has an AAC of 10. Armor worn, instead of subtracting from this total, is added—making him more difficult to hit. Thus, an agent (base AAC 10) wearing light armor (+2) has an effective AAC of 12 (10+2).

Your Admin will tell you which system he's using for the campaign, so this isn't as hard as it sounds. In one system a high AC is bad, and in the other system a high AAC is good.

Numbers for the AAC system are set off in brackets, as you will see in the equipment tables, to distinguish the two systems when the numbers appear side by side. For instance, light armor has an armor class rating of "-2[+2]." Once you start playing using one of the systems, it will make perfect sense and you'll quickly get used to ignoring the other number, no matter which system you use.

> ## WHY TWO AC SYSTEMS?
>
> The "standard" system is there for the purposes of backwards compatibility to old school products sold by various companies throughout role-playing history. It wasn't until more modern editions of these old school games that more intuitive systems were used.

> ## WHICH SYSTEM SHOULD I CHOOSE?
>
> The ascending armor class system is a bit faster to use in game play, as it doesn't require any table look ups. Many players prefer it. So if compatibility to older products published in the 80's isn't what you're looking for, we recommend ignoring that first number and just using the ascending AC number in the brackets.

ARMOR CLASS LIMITS

Although technically there is no limit to armor class, generally speaking it can only be improved so far for a player agent. With a Dexterity of 17 or higher and a suit of masterwork heavy body armor (see page 16), the best an agent can hope for is an AC of 0[19]. Conventional human enemies will share that same limitation, though if used in your campaign there are some types of supernatural or magical creatures you will find in compatible products which have AC values exceeding this limit.

COMBAT

When the team of spies comes into contact with enemies, the order of events is as follows:

1. Determine Initiative.
2. In order of Initiative (highest to lowest), each individual involved in the combat performs his Actions for this combat round (drawing or reloading weapons, making action checks, moving, punching, shooting, etc.) and results take effect immediately.
3. The combat round is complete; go to step 1 until the combat is resolved.

DETERMINE INITIATIVE

At the beginning of a combat round, each player rolls Initiative on a d6 plus his Dexterity bonus, high roll wins. The winning roll acts first, moving, attacking, reloading weapons, etc. Targets take damage and casualties, and then the next person (in order of rolled Initiative) goes next, and so on.

The Admin rolls Initiative for animals and non-player characters. If the Admin prefers, he can have all combat participants use the Initiative order rolled in the first combat round for all subsequent combat rounds, or he can make everyone reroll Initiative order each combat round in order to represent the chaos of combat. When dealing with a lot of enemies, the Admin may decide one roll applies for entire groups – or even all – enemies.

Initiative rolls will often result in a tie, especially when a lot of enemies and players are involved. When this happens, tied individuals are considered to be acting simultaneously. The Admin may handle this situation in any way he chooses, with one caveat: damage inflicted by combatants during simultaneous Initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other during a simultaneous Initiative round. If you don't like dealing with this complexity, consider using a d20 for Initiative to reduce the frequency of ties occurring.

THE ATTACK ROLL

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses include the agent's base hit bonus (BHB), the Strength bonus for attacks with hand held weapons, any bonuses for weapon upgrades, and any other "to-hit" bonuses.

The attack roll is then compared to the target's Armor Class to see if the attack hits, according to whichever system you've decided to use. The standard system (where a lower AC is better) is resolved by comparing the "to-hit" total to the number required on the "to-hit" table. If the attack roll is equal to or higher than the number on the table, the attack hits. In the ascending AAC system, if the attack roll is equal to or higher than the defender's Armor Class, the attack hit.

AC	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
[AAC]	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
REQUIRED ROLL	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

OTHER CONSIDERATIONS

UNARMED ATTACKS: All agents are considered trained in unarmed combat. Damage is 1d6-2 (minimum 1). Agents add their Strength bonus to their roll to-hit their foe, as well as the damage they cause.

MELEE ATTACKS: A melee attack is one with hand-held weapons such as a sword, spear, or knife. An agent adds his Strength bonus to-hit and to damage with melee attacks. Two or more enemy combatants within five feet of each other are considered to be in melee combat even if one has not yet attacked the other.

RANGED ATTACKS: Ranged attacks are ones with aimed weapons such as a pistol, rifle, or thrown knife. An agent's Dexterity bonus is added to the to-hit roll. For each multiple of a weapon's Range value beyond the first, apply a -2 penalty to-hit. For instance, a revolver with a range of 50 ft firing at a target 51-100 feet away carries a -2 penalty. When using ranged weapons to attack someone who is in melee range with an enemy, it is not possible to guarantee which combatant will receive the attack.

UNTRAINED WEAPONS: If you are untrained in the weapon you wield, you can actually still use it. In your hands it cannot be aimed accurately beyond 30 feet and cannot cause more than 1d6 damage, regardless of the weapon type. Additionally, you receive a -2 penalty to-hit your enemy.

STUN: Some damage effects refer to stunning a victim. When a character is stunned he may take no actions whatsoever. Unless otherwise specified, stun lasts only 1-3 rounds. He better have friends who have his back.

EXPLOSIONS: Explosive attacks will cause the listed damage to everything within the 5' grid/hex of the explosion's point of origin. It then spreads outward. For each additional 5' grid/hex, the damage is reduced by one die (-1d6) until there are no more damage dice. A very large explosion can therefore affect a very large area. Agents hit by an explosion who make a successful Saving Throw sustain only half damage.

RATE OF FIRE: If ROF is higher than 1, the agent can attack more than once with that weapon per combat round. Each is treated as a separate attack, but both occur in the agent's Initiative order. Weapons capable of burst fire can fire a single bullet or a 5-bullet burst as each attack. ROF 1/2 means it can be fired only once every other round.

AUTOMATIC WEAPONS: Some weapons can fire bursts of bullets. To do so, you make one to-hit roll with a +2 bonus and designate a single target. If you hit, you spent 5 bullets and the target takes double damage. This counts as only one attack. A target who succeeds in a Saving Throw takes only half the rolled damage total.

ADMIN IS THE REFEREE

Admins have to arbitrate all situations themselves. They can impose penalties or award bonuses as balance, common sense, and experience permits. For instance, there are no specific rules given for: opportunity attacks, taking cover, backstabbing, dropping prone, bracing a weapon against a solid surface, using the "off-hand" or fighting with two weapons, bull-rushing a foe, critical hits, fumbles, etc. Each Admin will arbitrate the combats his own way and with his own flavor.

AVOIDING COMBAT

Some combats can be averted with a few well-chosen words (including lies). If the team is outmatched, or the adversaries don't seem likely to be carrying much in the way of answers the agents need, the team might elect to try to intimidate, offer bribes, or run. Bullets can be deadly and avoiding combat is an important and effective survival tactic. Besides, defeating every thug who aims a weapon at you isn't normally the primary objective of your mission.

MORALE

Certain adversaries, such as automated defenses, zealots, or cornered animals, might be fearless and always fight to the death. The majority of foes, however, will not continue to fight a hopeless battle, seeking to retreat, surrender or flee. The Admin will decide when adversaries abandon the battle and retreat, based on the situation and the enemy's Intelligence.

DAMAGE

When an agent is hit, the amount of damage is deducted from his Hit Points. Sometimes the damage roll will result in less than 1 Hit Point of damage, but always assume any hit will cause at least 1 Hit Point. When Hit Points reach 0, the agent falls to the ground unconscious and dying. He continues to lose 1 Hit Point each combat round when his Initiative comes up until he reaches negative ten (-10), at which point he is dead. When an animal or non-player agent or character reaches 0 Hit Points, he's either unconscious or dead, depending on the situation behind his damage and the Admin's whim.

HEALING

In addition to various surgical means of restoring Hit Points in a hospital, an agent will recover 1 Hit Point per day on his own. Four weeks of rest will return an agent to full Hit Points regardless of how many Hit Points the agent lost.

Anyone with some level of common sense can bind the wounds of an agent who has fallen in combat and is bleeding out. This stops the bleeding and immediately heals him to 1 Hit Point, though he will not awaken for an hour or so.

Use of a medic pack will restore up to 1d6 Hit Points of damage received during that combat. An action check might be required to use a medic pack in combat. Only one attempt may be made against a specific set of injuries, successful or otherwise.

INVESTIGATING

Some parts of a mission will center on searching for clues. That's an important part of the genre. Keep in mind that it's frustrating to players when they don't know what to do next, and players can grow bored if you're not paying attention to their needs.

You should prepare a list of facts/clues you intend the agents to learn. Then, as each agent tries things you think should uncover one of your prepared facts, you should give it to them. As long as players try things, you keep feeding them facts. Of course, if some facts are difficult to find you should require action checks, but don't make each of your facts rely on one specific thing they need to do to uncover it. Players might not think of that one thing and they'll grow frustrated if investigation is reduced to a guessing game.

If players don't know what to do consider giving them some suggestions: questioning witnesses, walking the scene, getting footage from nearby security cameras, calling informants who may know something, even calling in to agency headquarters for additional ideas. Any and all of these should help produce discoveries.

EXAMPLE OF PLAY

Agent Zoe Smith is caught snooping around by three guards in a dark alley behind an enemy warehouse where she believes they have the doomsday weapon she's seeking. They spot her and one of them barks "Hey, what are you doing there?"

Zoe's player: "I pull my suit jacket aside to let them see my pistol in its holster and say 'I have a SWAT task force in position to strike, and I know you're just paid sentries… just move along and pretend you never saw me.' – I ty to look serious."

Admin: "Okay, give me a Charisma action check, difficulty 4."

Zoe's player: (rolls a d6) "I rolled a 1... I have no Charisma bonus. Crap."

Admin: "Um, no. They're not buying it. You're covered in filth from that dumpster you jumped in to escape the henchman Mr. Tall and that makes them assess you with doubt. Maybe if you had a badge to flash or something I might give you another crack at it."

Zoe's player: (checks her character sheet and scowls) "I'm so going to get a fake badge before next mission."

Admin: "Roll Initiative." (rolls a d6 for each guard and gets results of 6, 3, 3.)

Zoe's player: (rolls d6) "I rolled a 2."

Admin: "Seems all the guards act first. They're all more than five feet from you. One pulls his Taser and readies it as his action, the other two close the distance between you with their nightsticks in hand."

Zoe's player: "They don't charge?"

Admin: "Nope. You drawing your gun?"

Zoe's player: "No not yet, I don't have a silencer and am hoping not to end my investigation just yet. Can I attack one as they approach with those sticks?"

Admin: "Yes."

Zoe's player: (rolls a d20) "16…sweet! Adding my BHB and Strength bonus gives me a total to-hit roll of 18!"

Admin: (notes that these guards have an Armor Class of 12, using the ascending AC rules.) "That's a hit, roll damage."

Zoe's player: (unarmed combat damage is 1d6-2) "2 points, but I've got a +1 damage bonus from Strength, so that's 3."

Admin: (sees that the guard had only 3 Hit Points.) "Okay, as he is moving forward, he walks right into the full force of your fist, dropping him instantly to the pavement. His nightstick scatters near your feet. The other two still seem confident, especially since the one in back is about to use his Taser on you, but they look nervous now."

Zoe's player: "I smile and raise an eyebrow."

Admin: "Roll Initiative for the next round." (rolls a d6 for each guard and gets a 2 for the one with the Taser and a 4 for the one in melee range).

Zoe's player: (rolls a d6) "I got a 5, beat that, Taser boy."

Admin: "You're first."

Zoe's player: "Can I go for my gun and still attack this turn?"

Admin: "Nope – you can draw your weapon or you can try to attack the nearest guard unarmed."

Zoe's player: (rolls d20) "I'm punching again. Hm… I rolled an 11, plus my bonuses makes 13… hit?"

Admin: "Yes, you hit, roll damage."

Zoe's player: (rolls d6-2 and adds Strength bonus) "3!"

Admin: (the guard had 3 Hit Points) "You land your punch square in his face, dropping him to the ground."

Zoe's player: "No! I grab him to use as cover against the Taser."

Admin: "Give me a Strength action check, difficulty 4 to see if you can hold on to his falling body."

Zoe's player: (rolls d6, adds Strength bonus of +1) "4!"

Admin: "Okay. The guard with the Taser shoots at you. I'll give him a -4 to hit you past your human shield." (rolls d20, gets a 16, but subtracts 4 due to the player's clever thinking) "Does a 12 hit your AC?"

Zoe's player: (her ascending AC is 13 with her light armor and Dexterity bonus) "nope!"

Admin: "The Taser needles fire and stick into the back of your guard-shield. You feel the electricity through his body. It's nothing more than a diluted tickle, but it makes you drop the body."

Zoe's player: "Can I go for my gun? Or do we have to roll for Initiative?"

Admin: (deciding the combat is over and Zoe dominated well enough) "You pull your gun and have the guard dead-to-rights. He drops his Taser and puts his hands up with a scared look in his eyes."

ENEMY ORGANIZATIONS

A series of stories can be interconnected by use of a massive enemy organization. Of course, this is not necessary in order to enjoy WHITE LIES, but it is a reliable trope in espionage stories. If you decide to create one, not all missions have to center around this organization. Some will be in unrelated locations dealing with unrelated plots. However, it may be the case that agents face off against several different villains who they later find all work for the same organization and uncover the existence of a massive conspiracy plot.

Also consider the possibility of a campaign centered on more than one villainous organization. It would be fun to see how their plots would intertwine; would they align at times, creating a perfect storm of danger? Would they be just as much at odds with one another as they are with the player's agency? Or more interestingly, would players sometimes find themselves aligning with one of these enemy agencies in order to accomplish a mission?

1 ORGANIZATION SIZE

Just how large is this organization? Is it a far-reaching and deep-pocketed organization with its tentacles digging into every business and every political leader's affairs, or is it a small organization dealing with one very specific agenda targeting a single foe?

Roll or choose a result from the table, below. An organization might have a centralized leadership in some location, or might have leadership decentralized all over the globe. This will determine the number of leaders (created using the master villain creation process starting on page 53) and the number of locations these leaders control. You don't have to create all of the organization locations and master villains at once.

1D8	LEADERSHIP	# MASTER VILLAINS	# LOCATIONS
1	Unary, Centralized	1	1
2	Small, Centralized	2	1
3	Medium, Centralized	3	1
4	Large, Centralized	6	2
5	Small, Decentralized	3	3
6	Medium, Decentralized	5	5
7	Large, Decentralized	8	8
8	Huge, Decentralized	12+	12+

2 ORGANIZATION LOCATIONS

Now that you know how many master villains comprise the leadership of your organization, it's time to see where they are based. For each location, roll on the following three tables spread over the next couple of pages (purpose, location, and descriptor):

LOCATION PURPOSE: What is the primary purpose of this organization's location? Each location likely has its own primary purpose, and should be chosen or rolled from the following table:

1D12	PRIMARY PURPOSE
1	Scientific or Technological Research
2	Propaganda or Public Representation
3	Outfitting or Warehousing
4	Prison, Torture, or Death camp
5	Training Center
6	Financial Center
7	Manufacturing Facility
8	Digital Nerve Center (computers, servers, etc.)
9	Central Planning/Administrative
10	Weapon of Mass Destruction Site
11	Military Center
12	Roll Twice

PHYSICAL LOCATION: You can use the following location table to determine where each of the enemy organization's headquarters is located. This is an alphabetical table of the 100 most populated countries in the world. However, the organization's presence at this location need not be in the center of these population areas; consider the less developed and more exotic locations in each country you roll, possibly unreachable except by securable routes or hidden behind the façade of a business front.

Spend some time on the internet doing some research on the country rolled. What do the people look like? What language do they speak? How do people live there? What political and religious forces are at work?

D100 LOCATION							
01	Afghanistan	26	Cote d'Ivoire	51	Kazakhstan	76	Somalia
02	Algeria	27	Cuba	52	Kenya	77	South Africa
03	Angola	28	Czech Republic	53	Madagascar	78	South Korea
04	Argentina	29	Dominican Republic	54	Malawi	79	Spain
05	Australia	30	Ecuador	55	Malaysia	80	Sri Lanka
06	Austria	31	Egypt	56	Mali	81	Sudan
07	Azerbaijan	32	El Salvador	57	Mexico	82	Sweden
08	Bangladesh	33	Ethiopia	58	Morocco	83	Switzerland
09	Belarus	34	France	59	Mozambique	84	Syria
10	Belgium	35	Germany	60	Nepal	85	Taiwan
11	Benin	36	Ghana	61	Netherlands	86	Tajikistan
12	Bolivia	37	Greece	62	Niger	87	Tanzania
13	Brazil	38	Guatemala	63	Nigeria	88	Thailand
14	Bulgaria	39	Guinea	64	North Korea	89	Tunisia
15	Burkina Faso	40	Haiti	65	Pakistan	90	Turkey
16	Burma	41	Honduras	66	Peru	91	Uganda
17	Burundi	42	Hong Kong	67	Philippines	92	Ukraine
18	Cambodia	43	Hungary	68	Poland	93	United Kingdom
19	Cameroon	44	India	69	Portugal	94	United States
20	Canada	45	Indonesia	70	Romania	95	Uzbekistan
21	Chad	46	Iran	71	Russia	96	Venezuela
22	Chile	47	Iraq	72	Rwanda	97	Vietnam
23	China	48	Israel	73	Saudi Arabia	98	Yemen
24	Colombia	49	Italy	74	Senegal	99	Zambia
25	Congo	50	Japan	75	Serbia	00	Zimbabwe

LOCATION DESCRIPTORS: Each location should also have a descriptor. A descriptor ties it to the environment or its people, or defines how it stands out compared to other headquarters for this organization. The Admin should use the descriptor when creating missions involving the plots of the villain and henchmen of this particular headquarters for the enemy organization. The Admin should feel free to come up with his own, but below is a list he can use to get his imagination started.

ROLL	LOCATION DESCRIPTORS
01-02	Associated with terrorist groups
03-04	Controls a huge crime syndicate
05-06	Controls a huge smuggling ring
07-08	Controls a rogue military group
09-10	Deep financial reserves, money is no object
11-12	Employs freelance mercenaries or operatives
13-14	Experiments on people
15-16	Generates its own power from a nearby underground river
17-18	Has a large pile of looted Nazi gold
19-20	Has a local intelligence agency unknowingly under its control
21-22	Has a location which is disguised as a hospital, museum, etc.
23-24	Has an artificially intelligent computerized operating system
25-26	Has an extensive pool of vehicles
27-28	Has constructed a dam and ransoms water to the local population
29-30	Has enslaved the local population
31-32	Has genetically engineered super soldiers
33-34	Has genetically or cybernetically manipulated guard animals
35-36	Has infiltrated public media
37-38	Has local government in its pocket
39-40	Has many custom military and spy vehicles
41-42	Has many trained and dangerous guard animals (dogs, etc.)
43-44	Has very high tech surveillance and security
45-46	Henchmen use an experimental drug that boosts their attributes
47-48	Is a mobile base, located out at sea on a re-purposed carrier
49-50	Is excavating and expanding deep underground
51-52	Is heavily militarized (soldiers and turrets in plain view)
53-54	Is in a difficult to reach location
55-56	Is in a far removed locale (distant canyons, arctic north, etc.)
57-58	Is located in a volcano, deep jungle, or other hazardous place
59-60	Is located undersea or underground
61-62	Is riddled with expensive art from all over the world
63-64	Is surprisingly easy to get into and out of
65-66	Is wired with a self-destruct system
67-68	Its bases are elusive, keep moving around
69-70	Located beneath a public building or national monument
71-72	Located on an island
73-74	Location can lock down – totally trapping all within
75-76	Location is a castle, with medieval themed henchmen
77-78	Location is obvious headquarters, broadly displaying its name
79-80	Manages a global black market
81-82	Members have cyanide capsules implanted in teeth
83-84	Owns most businesses within 100 miles
85-86	Sells arms to any warlord who can afford it
87-88	Site has a business front, such as a casino or resort or hotel
89-90	The approach to the base is riddled with booby traps
91-92	The guards/minions here all have uniforms or markings
93-94	There are many levels of ancient ruins beneath the site
95-96	Uses animatronic birds or rodents as surveillance and defense
97-98	Uses super-science weapons or defenses
99-00	Roll Twice

3 ORGANIZATION AGENDA

All enemy organizations have an agenda. This is the organization's primary goal, what they are trying to accomplish, why they exist, what motivates them. All plots and missions Admins prepare involving this organization should be involving this agenda, even if indirectly. All leaders of this organization will share this agenda, though they all may have individual motivations as well. Roll or choose from the agenda table to determine the primary goal of this organization.

1D12	AGENDA
1	Ascension
2	Destruction of Wealth
3	Domination
4	End of Technology
5	Entertainment
6	Leveling the Playing Field
7	Opposition
8	Recognition
9	Revealing the Truth
10	Revolution
11	Terror
12	Universal Revolution

ASCENSION: The organization seeks an ascension or elevation of mind and spirit of humanity. It seeks a new level of enlightenment unattainable by the current limits of authority. This organization may be difficult to distinguish from a cult, but it is one where the leadership actually believes what it is preaching, not just using ascension promises to manipulate followers.

DESTRUCTION OF WEALTH: The organization believes that wealth is the center of all power and evil and opposes its existence. It strives to eliminate, devalue, or distribute it. It believes that through removal of wealth shall grow a new world order. Ironically, it costs money to run a villain organization.

DOMINATION: This organization is so deluded that it believes it can conquer all other organizations and governments. It might accomplish this through infiltration, direct conflict, assassination, or through some technological means. But it believes that all organizations of man should be controlled by this one single organization in order to facilitate true social and economic success.

END OF TECHNOLOGY: The organization seeks to bring an end to technological advancement. It opposes scientific development, and may plot against achievements.

ENTERTAINMENT: The organization doesn't have a specific agenda other than its own amusement. Perhaps its leaders are wealthy and bored, or suffering from some kind of insanity. This type of organization can be the most dangerous and unpredictable because nobody will be able to fathom what crazy thing they will do next. Whether or not all this organization's villains subscribe to this insanity or are using it as a platform for their own agendas remains to be seen.

LEVELING THE PLAYING FIELD: The organization seeks to bring down those of power and authority to equal that of the common man. It is not anarchy it seeks, but a shared system of power and wealth.

OPPOSITION: The organization opposes the existence of a specific other organization or government. It acts against it, trying to limit or control it. It will act militarily, financially, and through secret operations.

RECOGNITION: The organization wants to be recognized as its own nation or governing body, independent of all others. It seeks the validity of being recognized in some official capacity. It may have once been a nation whose validity was questioned and now they are seen as terrorists when all they want is what they once had.

REVEALING THE TRUTH: This organization is the caretaker of a great secret which other organizations refuse to allow it to share. It seeks to spread this information and reveal its secret to the world. The secret may not be truth – it may be a great propagandized lie, and the organization's leaders might not even believe it themselves. Or they might.

REVOLUTION: The organization wants to overturn a government and install one of its choosing. Revolutions are usually led by villains who were wronged by the current regime, or are manipulating revolutionaries and rebels with propaganda related to such injustice!

TERROR: The organization seeks to rule out of fear. Simple and absolute, might makes right. This might result in revolution, anarchy, or war… but these are only side effects of the terror this group wishes to spread.

UNIVERSAL REVOLUTION: The organization wants no government anywhere. They believe that all governments are all corrupt and need overturned, to be replaced by… something else. In a case like this, the organization isn't devoted to leading a new world order; it's devoted to no world order. If it can topple all the ruling class, new rulers more worthy of dominion might rise up to take its place.

4. WRAPPING THINGS UP

After you've taken the three steps of generating an enemy organization, you'll have to give it a name. Be creative and come up with some kind of acronym. All the best villainous organizations have acronym names! Then get to work generating one or more of the organization's master villains and his henchmen!

MASTER VILLAINS

Every good spy movie has a super-villain. He's the guy who has set things into motion, resulting in the agents' need to get involved. He has plans which are larger than life, seemingly impossible, and certainly cinematic. He probably has lots of money, henchmen and minions, builds things that can only be called super-science, and seems unstoppable. Every mission has a main bad guy, but just how bad is he? What motivates him? How much influence does he have? This section helps you create fun villains.

1 VILLAIN TYPE

Roll on (or choose from) the master villain type table below to determine a basic archetypical type of villain. Keep in mind there many more possible paths to master villainy, these are just some ideas. This should help complement your later choices, not determine them. If your villain is to be memorable then he should have some depth, and this first die roll is designed to help give him that depth. Is he an artistic dreamer who envisions a world of his design? A mad scientist? A world leader? Maybe a former spy with an axe to grind against an organization that burned him? Or maybe a visionary engineer with the perfect technology to bring about the world order he knows will fix everything?

1D8	MASTER VILLAIN TYPE	NOTES
1	Celebrity/Dilettante	Fame and wealth can be dangerous things
2	Criminal/Terrorist	Mafia kingpin, drug lord, terrorist leader, gambler, etc.
3	Cult Leader	Religious, social, or economic leader figure
4	Operative/Spy	Assassin, burglar, hacker, rogue agent, etc.
5	Politician/General	Ambassador, military commander, warlord, dictator, etc.
6	Scholar/Visionary	Faith and fanaticism, misguided brilliance
7	Scientist/Technologist	Genius ahead of the science/tech curve
8	Serial Killer	Assassin, murderer, killer, etc.

2 VILLAIN'S MOTIVATION

Roll on (or choose from) the master villain motivation table below to determine what motivates the villain to be, well, villainous. All master villains suffer from all of these motivations to some degree or another, but the result of this roll represents the most prominent motivating force behind the villain's plans. This may align directly with the villain's organization or may be tangential to it.

1D20	MOTIVATION
1	Acceptance
2	Bigotry
3	Chaos
4	Control
5	Curiosity
6	Desperation
7	Equality
8	Evil
9	Evolution
10	Fanaticism
11	Gloom
12	Greed
13	Immortality
14	Insanity
15	Mischief
16	Peace
17	Power
18	Renewal
19	Revenge
20	Superiority

ACCEPTANCE: The villain is motivated by the simple desire to be accepted or loved. Perhaps he comes from a far off place, or was exiled or cast out from a group or culture. Maybe he has failed at love or has lost his family because he believes they no longer accept him. His villainous efforts are an attempt to prove himself to someone but these efforts seem to push that person farther and farther away.

BIGOTRY: The villain hates a specific race, group, or belief. He is motivated to take action against that specific group of people, and seeks to enslave, discredit, or murder them at all costs.

CHAOS: The villain seeks a world in a state of anarchy and chaos. He doesn't seek to rule, he seeks anarchy, and believes the world would be a better place without the artificial constructs of society and culture infecting the process of natural selection and evolution.

CONTROL: People cannot be trusted to do what is right, they should never have been given free will. Only he knows what is best for all. This type of villain typically doesn't even trust his henchmen to do the right things on his behalf, and keeps in constant communication with them, and may even have technology to remotely watch, communicate, and discipline them.

CURIOSITY: The truth is out there and this villain seeks it. His search to understand the unknown is so high that he doesn't care who he hurts to obtain it. He is dangerous because of his apathy for everything, not because he seeks to destroy it.

DESPERATION: A dangerous man is one who believes he has nothing to lose. This villain has lost everything, and it doesn't matter who he hurts or who hurts him, but he's going to do what he thinks is right before the world takes him away too. This type of villain hates his own lot in life, and thinks himself a hero because he's tired of the status quo… it took away everything he ever cared about, so what's the point in caring anymore?

EQUALITY: This villain seeks to level the playing field because he believes someone or some group has an unequal advantage. He may once have been in that advantaged group and lost his position. Or he was never in such a group and is full of some kind of amped-up jealousy. Whatever the cause, he is motivated to bring down those in this advantaged group, or bring up the disadvantaged one, in order to level the playing field.
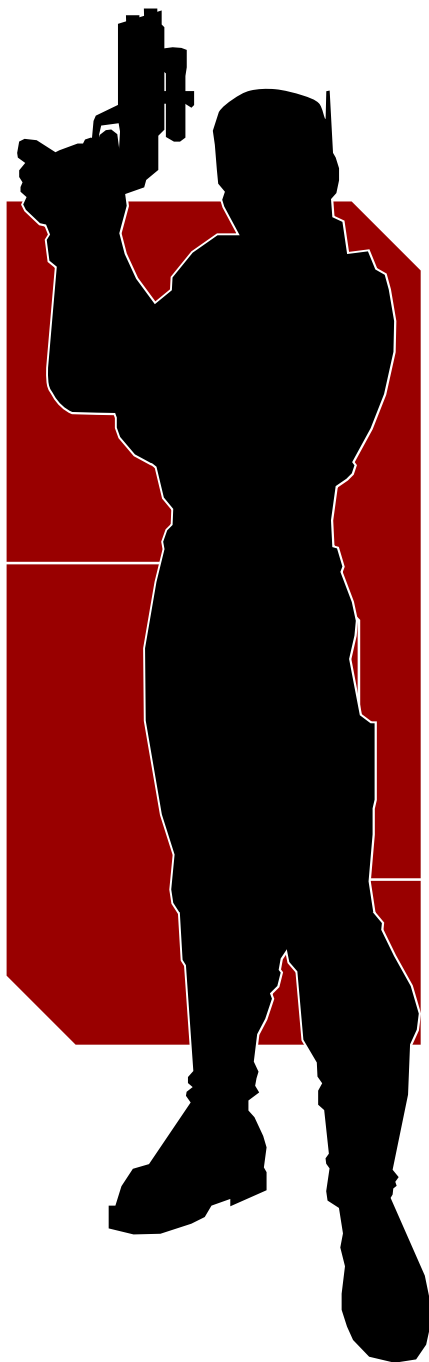
EVIL: Murder, hate, rage, lust, etc. are tools of this villain's choice. Evil is real to this villain, and he serves it with an open heart. This is a particularly scary motivation, because there isn't anything anyone can do to negotiate with the villain.

EVOLUTION: Humans are weak and inferior and must be improved through cybernetic, psychic, and genetic manipulation. Maybe this villain has a disability and blames society for stunting human evolution which resulted in his condition. Perhaps he believes humans are on the cusp of an evolutionary breakthrough and he is the one to help carry them across that threshold. This villain probably dabbles in chemical, genetic, and cybernetic augmentation, and certainly experiments on his henchmen and minions.

FANATICISM: This villain is convinced with a level of fanaticism that what he is doing is divinely correct and cannot fail. Not only is he convinced, but he likely has his henchmen convinced as well. His minions could even be a cult. Whatever his reasons, he sees every success as mandated by a higher power, and every failure as divinely appointed in order for him to learn something to fulfil a larger plan. He believes his role to play is but as a pawn, and his followers believe they are a part of that plan too.

GLOOM: This villain suffers from a type of depression. Nobody understands his darkness, so they must be made to understand it. His despair is greater than anyone's, his situation is worse than anyone's, and he is motivated by making sure everyone feels his depth of despair.

GREED: This villain is plagued by a passionate need for money (or some other thing). He has a hole in him that he keeps trying to fill and nothing fits right. He steals for the sake of possessing it, and may also suffer from some level of megalomania.

IMMORTALITY: This villain wants his name to live on through the ages. Or perhaps he is deluded enough that he seeks eternal life. He may be motivated to leave his mark on humanity because he believes that is of itself a form of immortality.

INSANITY: This villain is totally insane. He may suffer from any number of psychological maladies which drive him to villainy. He is difficult to understand, hard to predict, and impossible to reason with.

MISCHIEF: This unusual villain just has a sense of dark humor. He is primarily motivated by a simple desire to cause trouble. He does things because it's fun to him. He probably has an unusual personality, laughs strangely at odd things, and pauses to watch his plans come to fruition. In the end, it's the trouble he revels in, not his personal gain.

PEACE: History has proven to this villain that peace is unattainable because it leads to conditions which are merely future catalysts for more war. He seeks peace for the world, even if he has to kill to achieve it. The ends justify the means. Of course, his motivation is contradictory, and so this villain's behavior can be unpredictable.

POWER: He doesn't care if he rules because he's respected or because he's feared. The world must bow down to his rule. Maybe it's because he thinks he's superior, or maybe because he thinks he's divinely appointed, or perhaps he just believes everyone just needs someone to lead them. But rather than any of those things being his motivation, for this villain it's the acquisition of the power itself which he is obsessed with.

RENEWAL: This villain believes that the social, political, and economical world is flawed horribly and must be recreated anew, no matter the cost. His goal is a restart, a reboot, a complete cancellation of everything and a brand new start. He doesn't even really care if he's part of that new start, because he's more committed to it than he is his own survival. Of course, he's not stupid; he will flee when he must, especially if his death wouldn't result in the renewal he seeks.

REVENGE: Something happened in the past. Maybe the villain is a burned agent of the player's agency? Maybe he was abandoned or disavowed by some organization? Maybe he believes he was unfairly exiled from some community based on lies. Whatever the reason, it is retribution and vengeance which motivates him, not righting the wrong. He wants someone to be punished.

SUPERIORITY: The villain seeks to prove to the world that he is the most brilliant mind of the modern era. He engages in complex plots that only his mind can fathom, thinks of every contingency. He revels in his genius, and wants to make sure everyone else around him is witness to it. This is the very type of villain to give lengthy monologues to captured agents in order to make sure they appreciate the genius of their enemy.

WHAT ABOUT THE VILLAIN'S ORGANIZATION?

Master Villains are normally built after designing an enemy organization in the previous section. When determining the villain's motivations, try to keep in mind the overall agenda of the organization he is running. He probably won't have motivations which are diametrically opposed to his organization.

On the other hand, a villain who is just one of many such villains working for the same organization, might disagree on key points but continue to work together out of fear or out of agreement on just one single point. Having opposing motivations might make for a really interesting enemy, and an organization whose next move is really difficult for the player's agency to predict.

3 POWER BASE

Roll on (or choose from) the table shown to determine what makes this villain powerful. All villains have a certain amount of all of these sources of power, but this represents this villain's primary source of power.

1D10	POWER BASE
1	Economic wealth
2	Faithful followers
3	Military support
4	Political power
5	Legal power
6	Power of the press
7	Technical superiority
8	Secrets
9	Layers of plots and plans
10	Personal ability and skill

ECONOMIC WEALTH: The villain possesses amazing reserves of money. Whether this is from backers, victims, tax revenue, or corporate success, the primary base of power is money. Whoever said money can't buy happiness didn't have this villain's wealth. His money reserves run so deep that players can't really hurt him by attacking his funding without amazing effort.

FAITHFUL FOLLOWERS: This villain's primary form of power is that those who work for him are zealots. They will die for him (but would rather kill). Players can't reason with or bribe this villain's minions or henchmen, and it seems there is an endless supply of more minions and henchmen ready to believe in this villain's schemes.

MILITARY SUPPORT: This villain has an army. He has power because he can take it and hold it. A legion of soldiers and a million tons of mechanized firepower can help any villain achieve his motivations.

POLITICAL POWER: A villain with this type of power might be in charge of a third world nation, or might be a powerful politician or dignitary. The pen is mightier than the sword, and the flag is mightier than the pen.

LEGAL POWER: This villain has power because he is the law. He might be a policeman, a detective, or might have sway over some other body in charge of making and enforcing laws. Going "over his head" and trying to get him in trouble won't work. His control over the legal system makes him beyond reproach. He answers to nobody.

POWER OF THE PRESS: This villain has sway over what is reported, who is blamed, and who is praised. Controlling public opinion is the first step towards many forms of oppression, and this villain knows it. His control of the press is able to sway politicians and legal enforcement leaders to his will. If someone won't do what he needs, he destroys them.

TECHNICAL SUPERIORITY: This villain has all the technological toys you can imagine. Super-science gadgets may be in use even by his minions. Of course, when the agents get their hands on the technology it self-destructs.

SECRETS: This villain is dangerous because of what he knows. His power base is built upon layers of secrets, blackmail, subterfuge, and information.

LAYERS OF PLOTS AND PLANS: This villain is powerful because he plans for it. He has built contingencies for everything, always has a plan B, and knows exactly what he's doing, even when the agents think they're in control of the situation they soon discover they've been playing right into the villain's plans all along.

PERSONAL ABILITY AND SKILL: This villain's power base is built by his own two hands. Even if he has minions, this villain knows that if he wants something done right then he better take care of it. If the villain gets involved in direct confrontation, he will likely beat the agents.

4 HENCHMEN

All master villains have henchmen. Roll on the following table to determine the number and level of the villain's henchmen. Henchmen are different than minions. They are often sent to perform specific objectives (usually given a group of minions as lackeys) that help constitute early encounters in a story. Admins should try to make henchmen get away as much as realistically possible, in order to make them be part of a mission's final encounter (or perhaps to return at a later date as henchmen to some other villain).

1D10	# HENCHMEN	HENCHMEN LEVEL
1	No Henchmen	n/a
2-3	# Player Agents -2	Highest Player Agent Level +1
4-5	# Player Agents -1	Highest Player Agent Level
6-7	# Player Agents	Average Player Agent Level
8-9	# Player Agents +1	Lowest Player Agent Level
10	# Player Agents +2	Lowest Player Agent Level -1

Building Henchmen: Henchmen can be built using the standard player character creation rules. Or, you can use one of the adversaries listed in the end of this chapter. When building the henchmen, try to make them larger-than-life. This can be done by making them very one-dimensional. He's a bruiser brute, a nerdy hacker, an over-the-top cool assassin, a deadly honeypot, etc.

5 MINIONS

Roll on the minion table below to determine who works for this evil mastermind. What master villain would be complete without his army of mooks and goons? The result of this table becomes the primary type of encounter within missions dealing with this villain.

This table will let you know how well equipped the minion is and how many comprise a standard encounter. Each henchman normally has a standard

encounter's worth of minions while on an operation for the master villain. The master villain himself often has a double-dose of standard encounters. A villain's base is normally equipped with 3-5 of these standard encounters as patrols and security guards.

If this sounds like a lot – remember that the players aren't necessarily supposed to stalk around and kill them all (though knowing how most players play, they'll try). They're normally spread out all over an enemy base performing specific tasks related to a mission they've been given from the master villain.

Roll 1d10 and add the average level of the player's agents to determine how tough to make the master villain's minions. More experienced agents are sent to deal with more dangerous threats.

1D10+LEVEL	STANDARD ENCOUNTER	MINION TYPE
2-3	3d6	Rebels: Rabble
4-5	3d6	Criminal: Thugs
6-7	2d6+2	Guards: Common Guards
8-9	2d6+2	Criminal: Enforcers
10-11	2d6+1	Guards: Corporate Security or Martial Artist: Street Fighter
12-13	2d6+1	Rebels: Insurgents
14-15	2d6	Soldiers: Typical Soldier
16-17	2d6	Guards: Extreme Security or Martial Artist: Professional Fighter
18-19	1d6+2	Spies: Spy
20-21	1d6+2	Soldiers: Experienced Soldiers
22-23	1d6+1	Criminal: Hit Men
24-25	1d6+1	Rebels: Revolutionaries
26-27	1d6	Spies: Elite Spy
28-29	1d6	Soldiers: Special Forces
30	1d4	Spies: Master Spies or Martial Artist: Ninjas

6 MASTER VILLAIN STATISTICS

Generate the master villain using the same rules as player agents. He should be one level higher than the highest level player agent in the team, limited to 10th level. Don't worry too much about following the rules, just build him however you wish with whatever attributes you wish. Equip him with whatever you want (don't worry about money). Feel free to give him some special ability you'd like him to have. Maybe he has a deadly glare that unsettles people, or some interesting super-science gadget.

QUIRK: All the greatest master villains from literature and cinema have some kind of memorable quirk. Something larger than life. Maybe it's the way the villain speaks, or the way he looks, or some strange code of honor he maintains. Try to think up something memorable for your villain. After all, he may be around for several sessions if you're careful with him. If you're stumped for a quirk, roll on the following table, it should get your creativity flowing!

D100	VILLAIN QUIRKS
01	Absent minded.
02	Acts benevolent, helps the community.
03	Albino or other physical deficiency.
04	Always dresses in an expensive suit.
05	Always has a different beautiful woman on his arm, marked with the same scar.
06	Always has a deck of cards.
07	Always has a sucker.
08	Always has an escape plan.
09	Always has to be doing something with his hands, rolls coin, etc.
10	Always has to rhyme.
11	Always waits 5 seconds to carefully consider his words before responding, raises a finger if you don't let him respond.
12	Always wearing body armor.
13	Always wears a certain color.
14	Always wears riding boots, carries a riding crop, but doesn't have a horse.
15	Always wears sun glasses.
16	Believes he's an ancient villain reincarnated.
17	Believes in aliens. Might even think he's working for them.
18	Cannot speak, uses a computer-aided voice.
19	Claims credit for other people's good ideas.
20	Collects unusual things.
21	Demands you address him as "Lord."
22	Disfigured Face.
23	Does a little dance when he's successful
24	Doesn't let people see his face, and kills those who see it.
25	Doesn't plan, poor strategist, good tactician.
26	Drug addict, doesn't care who sees.
27	Enjoys arson, both watching and causing it.
28	Extra sneaky, appears out of nowhere.
29	Extraordinarily tall and thin.
30	Fond of art and poetry.
31	Fond of duels.

D100	VILLAIN QUIRKS
32	Gentleman demeanor hides a corrupt decadent nature.
33	Hands-on, likes to get involved personally.
34	Has starkly alarming eyes.
35	Has a dungeon. An actual dungeon, complete with torture equipment, etc.
36	Has favored minion he treats like son.
37	Has a god complex.
38	Has a lot of hair and runs hand through it when frustrated.
39	Has a pet cat, dog, bunny, or something else oddly cute.
40	Has a pet snake, lizard, spider, or something else repulsive.
41	Has a soft spot for sports cars.
42	Has a special weapon made just for him.
43	Has ADHD.
44	Has an extreme phobia.
45	Has an offensive smell and doesn't do a thing about it.
46	Has been responsible for many wars.
47	Has had so many identities he forgets which is real.
48	Has to clear decisions with "mother," but nobody knows who "mother" is.
49	He is not what he appears to be.
50	His depths of melodrama are a bit over the top.
51	Impulsive man of action.
52	Is a celebrity who faked his death.
53	Is a twin… yes, there are two of him.
54	Is always eating something.
55	Is always strapped into an explosive vest, and will arm it if he's in danger.
56	Is morbidly obese.
57	Is very old but surprisingly spry.
58	Leaves behind signature symbol or item.
59	Humiliates enemies before crushing them psychologically.
60	Likes to monologue, revealing plans.
61	Waves dismissively at things he finds unimportant, including the player agents, of course.
62	Lives in a castle.
63	Lover of games of strategy or chance.
64	Makes important decisions with a toss of a coin.
65	Master of disguise, difficult to detect.
66	Might be a clone.
67	Missing an eye/hand, has many types of prosthetics for it.
68	Nobody meets him in person, ever.
69	Obsessed with appearance, especially hair.

D100	VILLAIN QUIRKS
70	Obsesses over cleanliness, afraid of germs.
71	Overconfident and boastful.
72	Partial prosthetic body part.
73	Partially cybernetic.
74	Physical handicap (wheelchair-bound, one armed man, etc.)
75	Prefers to hang people.
76	Propaganda expert, always comes off clean.
77	Refuses to carry weapons, relies on minions.
78	Refuses to harm the elderly.
79	Relies on a psychic advisor, tarot reader, etc.
80	Strange ability to deduce all from basic clues.
81	Social chameleon.
82	Speaks slowly and deliberately, repeating himself for emphasis.
83	Speaks with a very heavy foreign accent.
84	Strongly religious, despite villainous ways.
85	Studies cartoons, they define the human condition.
86	Treats enemies like honored guests.
87	Treats his minions like family.
88	Has an unusual and memorable laugh, used at inappropriate times.
89	Uses a sword, and is good with it. Might even be an Olympic-level fencer. If forced to fight a player agent, will give him a sword.
90	Uses guns that are way overkill, or arms his henchmen with heavy weapons. Smiles a lot when people are completely obliterated.
91	Uses innocent bystanders as shields.
92	Uses jargon specific to profession.
93	Very superstitious.
94	Was a child celebrity.
95	Was exiled from home country, and harbors great hatred or sadness over it.
96	Claims he was made, not born. Even lacks a belly button, which he believes proves it without question.
97	Wears a uniform of an army that no longer exists.
98	Wears glasses, always pushing them up on his nose.
99	Wears shirts with clever humorous phrases.
00	Won't harm children.

MISSIONS

What follows is a system for developing memorable missions, but these are just the nuts and bolts. The most important step is an exercise in creativity, the juice that makes you a good Admin: you must weave the tale that links this all together.

1 MISSION SCOPE

Roll on this table to determine the number of areas in which the mission will take place. Areas are like acts in a play, scenes in a movie, episodes of a television program, or chapters in a story. Although your mission might

1D6	#AREAS	NOTES
1	2 areas	Short assignment
2-4	3 areas	Typical mission
5	4 areas	Large assignment
6	5 areas	Epic-sized

take place in more locations than this, this is the number of locations where actual action and story is likely to take place.

2 MISSION AREAS

For each area, roll on the area table shown here. This determines where the mission will focus. The areas rolled are the places where the action and story should take place. When you roll an area, begin to ask yourself questions, such as "what kind of lab?" or "how did the agents get here?" or "what event can I place in this area?"

D100	AREA
01-06	Base
07-13	Decadence
14-20	En Route
21-28	Entertainment
29-35	Event
36-42	Facility
43-49	Industrial
50-56	Public
57-63	Remote
64-70	Residence
71-78	Station
79-85	Underground
86-93	Urban
94-00	Wilderness

BASE: This area of the mission takes place in some sort of military base. It might belong to an actual military group, or might belong to another intelligence agency or even a terrorist camp. It could be a criminal organization, or even a base of operations belonging to the players or some allies. Encounters in this area will surely include a large amount of firepower.

DECADENCE: This part of the mission takes place in some sort of mansion, party center or rentable hall, or even an actual castle. There is likely to be tuxedos present, fancy evening gowns, and very expensive a banquette. In most scenes of decadence, players will find armed security guards and might – if they're lucky – get a chance to dance, dine, and role-play. Consider the environment from the perspective of the director of an

action movie; imagine large columns, impossible dioramas, expensive paintings, and the highest of society… then imagine what happens when it gets shot up with hundreds of bullets!

EN ROUTE: This part of the mission takes place on a train or on an airplane. Maybe it takes place on a ship or submarine. It may even take place on an open highway. This part of the mission occurs while traveling from one place to another, and includes scenes of great action and larger than life adventure. It is easiest to assume this will be some kind of chase scene, but might just be the backdrop for the agents as they role-play with people on a train or discover some ancient secret in a foreign land hidden from view by rolling dunes.

ENTERTAINMENT: This part of the mission takes place at a casino or a posh dance club. Maybe it's in a restaurant or pub where the agents first meet the master villain and share a meal while exchanging double-talk. Maybe it takes place in a museum or hotel, where the agents have to perform some extravagant heist. Whatever the location, it is a place of entertainment. Many people will be present, going about their daily business, and getting in the way of the action. The agents will have to work carefully to avoid innocent fatalities and police involvement.

EVENT: This part of the mission takes place at some kind of event. It might be a funeral or an ongoing carnival or even a science exposition where innovations are being paraded. It could be a rock concert. Whatever it is,

it's some scheduled event that draws a lot of like-minded people for some specific reason. The mission might have something to do with the event or it might just be a ruse for what's really going on.

FACILITY: This part of the mission takes place in some kind of large multi-level facility. This is larger than a base; it's a skyscraper, prison, detention center, city hospital, etc. There is certain to be collateral damage if the agents cause too much damage, and might be difficult to escape from if they must do so in a hurry. There is likely a large amount of security as well.

INDUSTRIAL: This part of the mission takes place in a large factory complex or series of science labs. It might be a network of interconnected warehouses. Whatever it is, it's originally intended for industrial purposes. Whether the mission's villains are making use of the industrial facility or it's just background to the mission is up to the Admin. The agents might have to work around large lasers or industrial robots, or will have to secure access cards from employees to gain entrance to the offices. Or will they plan to enter in the off-shift, at night, where they'll likely only be dealing with inexpensive security guards?

PUBLIC: This area of the mission takes place at a public building or monument of some sort. It might be the capital building, a foreign embassy, a public park or even a large sports arena. It could be the zoo. Whatever it is it is considered a place for the public, and agents could damage not only innocent people but also pieces of art that are irreplaceable, if that matters to them.

REMOTE: This part of the mission takes place on a remote island or at some sort of facility located deep in some desert, jungle, or in the Arctic Circle. It is difficult to get to and agents will have a hard time gaining access in a way that enemies won't see them coming. The remoteness of the area is relevant to the story and the Admin should build it into the mission. Do the agents have to HALO jump into the region? What is the extraction strategy?

RESIDENCE: This part of the mission takes place at someone's home. It might be an apartment, a safe house, or some kind of condo or suburban home. It could be a farm or a flat located above a pub. Whatever it is, it is the primary residence of someone. Could it be the residence of one of the agents?

STATION: This part of the mission takes place at some kind of interchange or station. It could be an airport or train station, or could be a bus station. It

could be a series of docks where people are loading cargo. It probably has a lot of innocent people and vehicles, as well as security forces of its own capable of detaining agents who cross legal lines.

UNDERGROUND: This part of the mission takes place in a network of underground caves, sewers, or mines (abandoned or active). It may take place in the catacombs beneath a monastery or old city, or could take place in the sunken aspects of a forgotten culture. It might even take place under the sea. It is out of public view, and collapsing the place is a real concern. Many fantasy games take place in underground "dungeons" where players explore from room to room dealing with encounters and whatever comes their way. This could be no different; just substitute the dungeon rooms with repair workshops, mess halls, offices, labs, etc. and give the agents something to look for and something to avoid/defeat. Of course, there won't be any dragons to fight, but a spy can dream, can't he?

URBAN: This part of the mission takes place along rooftops or in the subways of a city. It might take place in the city streets themselves or in back alleys where dirty deals take place. It could even take place within the buildings of private businesses. The cities hold just as much mystery and opportunity for exciting adventure as any place else in the world, and are easy for Admins to research for maps and culture and events. When preparing for this area, the Admin should ask himself questions such as "what is going on in this city at this time?" and "who are the power players in this part of the city?"

WILDERNESS: This part of the city takes place in the jungle or grasslands, or in the frozen north or in the arid deserts or fetid swamps of the world. It might be in the mountains where the air is thin and monk songs fill the air. It takes place in wildernesses which are not hospitable, and special care must be taken to avoid dehydration, starvation, or exposure to the elements. The wilderness setting allows players with scout-based supplementary training and survivalist kits a chance to shine.

3 MISSION AREA DESCRIPTORS

Area descriptors help make each area unique and help drive your imagination to a place you might not have considered. Roll an area descriptor for each area. Of course, this is just to give you ideas. If you roll something but see something that fits better or gives you new wild ideas, just choose whatever you want. This is just a toolkit, not a set of rules.

D100	AREA DESCRIPTOR		
01	Abandoned/vacant/forgotten	51	Isolated/stand-alone
02	Activated alarm	52	Labyrinthine/confusing/twisted
03	All-natural/unmodified	53	Littered with assets
04	Always in motion/moving	54	Low air pressure
05	Amazing view	55	Luxurious/comfortable/expensive
06	Appended-to/built-up	56	Many colored/gaudy
07	Art/sculpture covered	57	Metallic scraping sound
08	Barren/empty/void	58	Moldy
09	Blazing heat	59	Mysterious/secret/hidden
10	Blindingly bright	60	Noisy
11	Blood stained	61	Obfuscated/covered/concealed
12	Brightly lit	62	Old/ancient
13	Busy/bustling with activity	63	Overbearing herb smell
14	Cheap/breakable/fragile	64	Oversized/overgrown/spacious
15	Chilly/cold	65	Peeling paint
16	Choked with vegetation	66	Politically divided
17	Clicking sound	67	Powerful breeze
18	Cluttered/messy	68	Pristine, clean
19	Columned with arches	69	Recently burned
20	Constant buzzing noise	70	Sound of running water
21	Constant machine-noise	71	Rocky/jagged
22	Covered in darkness	72	Rusted/corroded
23	Crystalline/sparkling	73	Sacred/spiritual
24	Damp and dank	74	Scored by laser fire
25	Dangerous moving parts	75	Shiny new
26	Distant howling or growling	76	Slippery/slick
27	Divided/segmented/partitioned	77	Small rodent-infested
28	Dripping sound	78	Smell of baked bread
29	Dung covered	79	Smell of exotic spices
30	Dust covered	80	Smell of oil/gas
31	Easily defended/safe	81	Smells like stale air
32	Eerily silent	82	Smells of vomit
33	Electromagnetic interference	83	Smoothed/rounded/plush
34	Eroded/worn-away	84	Soot-covered
35	Everything a solid color	85	Splintered/smashed
36	Extraordinarily dry/parched	86	Sticky/gooey
37	Extreme winds	87	Stormy/rainy
38	Flooded	88	Strikingly beautiful
39	Flowery scent	89	Subterranean
40	Foggy/misty	90	Tools strewn about
41	Fresh scent	91	Toxic/poisonous
42	Garbage everywhere	92	Trapped/protected
43	Glass everywhere	93	Undersized/small/cramped
44	Gothic architecture	94	Un-owned/unclaimed/frontier
45	Greasy/grimy/filthy	95	Used/recently visited
46	Hastily-assembled/built	96	Vacuum-sealed
47	Heavily patrolled	97	War-torn/bombed-out
48	High air pressure	98	Water soaked/logged
49	Insect infested	99	Well-maintained
50	Intermittent lighting	00	Worn out/dilapidated

4 MISSION AREA OBJECTIVE

Each area will have an objective that the players are trying to accomplish in pursuit of the mission's overall primary or secondary objectives. Roll once for each area. Then use your imagination to ask yourself the obvious questions, such as "why do the agents need to activate or deactivate something?" or "who stands to gain the most if the agents succeed or fail?" or "how does this objective specifically relate to the area in which it was rolled, and to any possible over-arching story?"

D100	OBJECTIVE
01-04	Activation
05-10	Cessation
11-15	Collection
16-21	Communication
22-26	Confiscation
27-32	Creation
33-37	Desertion
38-43	Destination
44-48	Destruction
49-53	Elimination
54-58	Exploration
59-63	Information
64-68	Liberation
69-73	Protection
74-79	Relation
80-86	Salvation
87-93	Sanction
94-00	Survival

ACTIVATION: The agents must activate or deactivate something: computer, bomb, machine, some kind of doomsday device, defense system, etc.

CESSATION: The agents must stop something that either is about to happen, or is in process now. Examples include wars, revolutions, political coups, etc.

COLLECTION: The agents must collect several needed items, animals, or people. Maybe there are parts that can be scavenged from the pieces of a wrecked aircraft. Maybe they are looking for survivors of a crash.

COMMUNICATION: The agents must establish communication with another person or group. This may require interrogation, seduction, persuasion, or deception.

CONFISCATION: The agents have to take something that is in the possession of someone else. Perhaps this is the classic concept of trading briefcases, or might be a complex heist or burglary of some kind.

CREATION: The agents must build or assemble something with materials on hand. Examples include communication or defensive arrays, etc. Random events might be necessary to create dramatic tension.

DESERTION: The agents simply must flee from this area. They might have to sneak, sprint, coerce, or fight their way out.

DESTINATION: The agents must cross through an area. In a twist, there might be multiple destinations without knowing which path is correct.

DESTRUCTION: Something must be broken, blown-up, or caught on fire, etc. The agents get to use explosives.

ELIMINATION: The agents must defeat someone. Elimination doesn't necessarily mean assassinate (though it could) – it may mean you must capture, bind, arrest, or disarm them.

EXPLORATION: The agents have to explore an area where nobody has ever been or has not been for a very long time. This might be a path to uncovering hidden truths.

INFORMATION: The agents must learn some fact(s): evidence to solve a mystery, the secret plans of the master villain, document someone's appearance, find someone, etc.

LIBERATION: The agents must liberate a person or group by force or stealth… or help to edify a person or group to perform their own self-liberation.

PROTECTION: The agents must protect someone or something. They might be charged to deliver something valuable, or protect a person or group from invasion, etc.

RELATION: The agents must settle (or create) a dispute, deliver a treaty/threat, or affect the political climate of a region. Roleplaying and espionage opportunities abound.

SALVATION: The agents must rescue someone who has been captured or is in some way difficult to reach and hard to save.

SANCTION: The agents are the law. Rules have been violated, the agents get to act as judge and jury… and executioner?

SURVIVAL: The agents must survive against adversity to achieve success in this area. Survival should be very difficult, against odds.
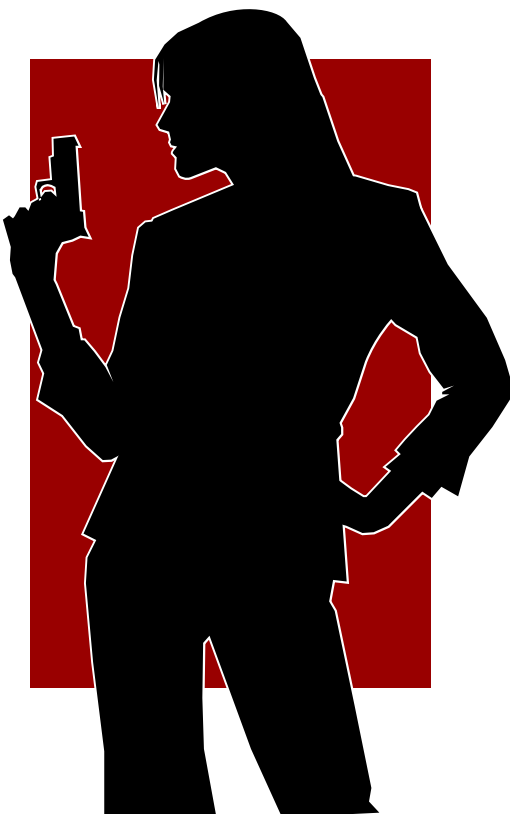
5 MISSION AREA OBSTACLE

Obstacles stand in the way of the objective of an area. Some will be downright deadly. For each objective in each area, roll on the area obstacle table. Then use your imagination to turn the obstacle into a scene of action and adventure. Areas can have additional obstacles of your own design, such as security systems, innocent bystanders, and the story's main enemies… but this is just to get you started.

D100	OBSTACLE
01-04	Against the Clock
05-10	Captured
11-15	Easy Mistake
16-21	Endangered Innocents
22-26	Enemy Character(s)
27-32	Enemy Animals(s)
33-37	Limitation
38-43	Have to Go Around
44-48	Outgunned
49-53	Hostile Environment
54-58	Infection
59-63	Lost
64-68	Middle of Things
69-73	Mistaken Identity
74-79	Morale Problems
80-86	Death Trap
87-94	Persuade Other
95-00	Unnatural Disaster

AGAINST THE CLOCK: The agents must accomplish the objective in a short amount of time, requiring creative thinking on the part of the players. The Admin might even keep track of the time in real time, to force urgency on the part of the players.

CAPTURED: One or more agents are captured and must escape while still trying to meet their objective.

EASY MISTAKE: The Admin will present a situation where the obvious choice isn't the correct one. It would be easy for agents to make the wrong choice, side with the wrong combatant, help a bad guy, etc.

ENDANGERED INNOCENTS: There are innocent people that are endangered… players have a moral choice to make: pursue the objective or save/aid the innocent people.

ENEMY CHARACTERS: There will usually be enemy minions and henchmen working against the agents. But in this case the opposition is severe and is the primary obstacle.

ENEMY ANIMALS: Animals are everywhere - or perhaps agents are being stalked by one animal or a small pack.

LIMITATION: The agent's gear is limited or lacking; they must improvise or obtain what they need. Budget cutbacks?

HAVE TO GO AROUND: The path through this area to achieve the objective has a major physical obstacle preventing passage.

OUTGUNNED: Force is not the answer, fighting would mean death, yet the NPC force that wants them dead isn't going to stop. How do the agents handle such impossible odds?

HOSTILE ENVIRONMENT: The environment itself is lethal with deadly plants, toxic air, pitfalls, loose footing, quick sand, lava, etc.

INFECTION: Avoid being afflicted with an effect or disease while trying to accomplish the objective… or agents seek vaccination!

LOST: Navigate a labyrinthine area which slows the agents down while trying to accomplish their objective.

MIDDLE OF THINGS: Something big takes place in the area, all around the agents. It gets in the way of their objective. Examples: war, revolution, competition, celebration, etc.

MISTAKEN IDENTITY: The agents are mistaken for someone else or another group. Maybe they are mistaken for a criminals group expected in the region, or maybe a child mistakenly considers them guardians. This mistaken identity shouldn't just be background material; it should significantly interfere with achieving the objective.

MORALE PROBLEMS: Because of a past problem or one they just endured, the agents begin suffering from low morale. One agent might start bickering, holding grudges, etc. Party combat is possible.

DEATH TRAP: The master villain traps the agents and ensures certain impending death, but then leaves to go enact his plan. This might include a monologue where the villain reveals his plans, since he believes the death trap is unescapable.

PERSUADE OTHER: The agents must persuade an NPC vital to the area's objective to help them or perform some action they cannot perform themselves.

UNNATURAL DISASTER: This is like a natural disaster, but is caused by someone using a force that has enormous repercussions. This could be caused by a doomsday device by some larger-than-life villain which might be dealt with in a subsequent mission area.

6 MISSION CODE NAME

All missions should be known by a code name. Sometimes for military operations designed to be discussed in the media, this code name is descriptive of the type of mission, such as Operation Desert Shield. For secret missions never designed to be discussed by anyone, much less the media, missions are given more obscure code names, often having nothing to do at all with the mission, or whose connection to the mission is abstract or clever.

This is completely optional, but a lot of fun. Roll on the tables on the following page to generate a mission codename. Read the result in the form of "Operation" followed by the rolled result, or mix & match with the second word coming before the first word.

The table can result in names such as Operation Pacific Green, Operation Zeta Shield, or Operation Phoenix Flag. Some of these results might seem a bit silly (Operation Gnome Light, Operation Southern North), but check out real-life mission codenames online and you'll be very surprised. Some of them will surprise you with their silliness.

7 PUT IT ALL TOGETHER

Now that you know the locations the adventure's action and adventure will take place, it's now time to do the hard part. You must try to weave a cohesive adventure out of this madness. What specifically are the agents trying to accomplish as a primary objective? What are the agent's secondary objectives, if any? Is there some special piece of gadgetry absolutely required for mission success? If so you'll have to stat it out and give it to the players, with the expectation that the agents will have to return it to the agency after the mission's conclusion.

When you design a mission for a specific group of agents, you'll likely cater to their approximate level. But if you want to share the adventure with others, consider ways the mission can be scaled to cater to the needs of other Admins running agents of different experience.

Throw in some extra information on ways the mission might be changed depending on the choices the agents might make. Players are a crafty lot, and they often think outside the box. Even though this process creates linear missions, creative players might skip entire sections just because they think of something you didn't. That's okay and should be encouraged and rewarded.

MISSION NAME — FIRST PART

01	Accordian	51	Medley
02	Acorn	52	Medusa
03	Advance	53	Native
04	Arcane	54	Needled
05	Archer	55	Neon
06	Arctic	56	New
07	Atlas	57	Noble
08	Austere	58	North
09	Balikatan	59	Northern
10	Beverly	60	Nythus
11	Blue	61	Origami
12	Bridge	62	Outlaw
13	Coastal	63	Pacific
14	Cobra	64	Petree
15	Convergence	65	Phoenix
16	Cooperate	66	Phony
17	Copper	67	Pixacato
18	Diligent	68	Pluto
19	Divergent	69	Pontiff
20	Eager	70	Post
21	Eagle	71	Power
22	Eastern	72	Presenter
23	Echo	73	Ravenwing
24	Electric	74	Red
25	Ellipse	75	Resting
26	Fallen	76	Roadbed
27	Gaiden	77	Saber
28	Gallant	78	Saharan
29	Garuda	79	Sapient
30	Ghost	80	Sea
31	Global	81	Sensor
32	Gnome	82	Septim
33	Goddard	83	Silent
34	Gold	84	Silver
35	Golden	85	Skywriter
36	Gomex	86	Southern
37	Grift	87	Southern
38	Gypsy	88	Spent
39	Hercules	89	Steadfast
40	Inspired	90	Steel
41	Internal	91	Temptress
42	Jollyroger	92	Tiger
43	Juniper	93	Trojan
44	Jupiters	94	Turbo
45	Keesee	95	Unitas
46	Keris	96	Vector
47	Kingfish	97	Vigilant
48	Kriss	98	Viral
49	Layman	99	White
50	Liquidfire	00	Zeta

MISSION NAME — SECOND PART

01	Accord	51	Leader
02	Alpha	52	Light
03	Alto	53	Lightning
04	Angel	54	Link
05	Bandit	55	Lion
06	Bank	56	Lockup
07	Bravo	57	Longbow
08	Breeze	58	Master
09	Bulldog	59	Moon
10	Buzzard	60	Nerve
11	Calvin	61	Nest
12	Central	62	North
13	Challenge	63	Octave
14	Charlie	64	Octavius
15	Charter	65	Ogre
16	Chevron	66	Omega
17	Citadel	67	Point
18	Cluster	68	Prime
19	Curtain	69	Reach
20	Danger	70	Red
21	Drop	71	Relic
22	Eagle	72	Ride
23	East	73	Rider
24	Edge	74	Right
25	Eel	75	Sandbox
26	Ender	76	Seizure
27	Express	77	Sentinel
28	Fire	78	Shadow
29	Fist	79	Shield
30	Flag	80	Six
31	Flame	81	South
32	Flash	82	Sphinx
33	Force	83	Stallion
34	Fury	84	Star
35	Garrison	85	Station
36	Gateway	86	Sword
37	Gator	87	Talon
38	Gazelle	88	Thunder
39	Green	89	Valkyrie
40	Grizzly	90	Venture
41	Guard	91	Victor
42	Guard	92	Viking
43	Guardian	93	Viper
44	Gypsy	94	Vixen
45	Hammer	95	Vizier
46	Harvest	96	Warrior
47	Hijack	97	Wasteland
48	Lackey	98	Wealth
49	Lamb	99	West
50	Lancer	00	Wolf

CAMPAIGN SETTINGS

It's great to make missions, and if all you're doing is running one-off games at conventions or to introduce the game to some new people, that's all you need to think about. But if you're considering running WHITE LIES as a regular game for a group of interested players, you'll want to think long-term. A series of connected missions can tell a larger tale, an over-arching story. But what focus should that story have? When setting up your campaign, here are some things to consider:

SCOPE

Is the player's agency a single small office building with a handful of agents, maybe only the players and nobody else for support? Is the agency a powerful multinational organization with headquarters and safe houses in every country? Somewhere in between? The scope of your story is probably the first place to start, as it defines and limits the types of stories that can be told. Exotic locations and international intrigue is a large part of the spy genre, but the only part. The scope can be as large or small as you see fit.

FUNDING

How is the player's agency funded? Is it privately funded by interested parties all with their own agendas? Is it a function of the United Nations, separate from any nation's finances? Is it funded by the government of the country in which the story takes place, and if so is that public knowledge? Or is it funded by altruistic rich people who don't know how else to help the world with their money?

AGENDA

What is the player agency's agenda and mandate? Is it there to fight terror, to keep the world safe, or does it have one nation's best interests in mind? Does it exist as an opposing force against a specific enemy, or does it deal with all threats? Is it loyal to one nation or one corporation or is it for hire?

THE LAW

What behavior is expected from the agents in regards to the law? Are they above-the-law, do they skirt it, or do they have to keep their operations from being detected? Can they enlist the help of other agencies, local law enforcement, and corporations under the banner of their organization, or do they operate with discretion? If they get caught by the law, are they disavowed, are they rescued, or does the arresting officer get a phone call in the middle of the interrogation and become white-face-scared, apologize, and let the agents go?

MISSIONS

Who gives the players their missions and how? Do they report to a fancy briefing room full of large monitors while a director or handler gives them the details of their operation? Or do they walk into a VCR repair shop and ask if they have a copy of Coogan's Bluff on laserdisc, only to be shown a private room where their mission briefing is given?

ENEMIES

A campaign is just a series of serial adventures unless there is a common threat weaving throughout the story. As important as the other things are, an enemy is probably the most important thing you have to consider regarding creation of a WHITE LIES campaign. After all, it's one of the most important reasons the agents are doing what they're doing. Is there one single all powerful enemy who has entrenched themselves into all workings of society, pulling strings and arranging events to some unknowable secret goal? Or are there several? A lot of tools exist in this book for creation of a large organization, and you should consider making a few for your campaign, then see how things unfold with the missions you run and the things the player agents accomplish.

INSPIRATION

Look no further than television, books, and cinema. There is so much spy-related goodness in media to lean on for conceptual support. Here's a sampling of some campaign ideas:

IMPOSSIBLE MISSIONS: The players are elite agents working for a discrete wing of some government, given missions that are absolutely impossible to perform (if they choose to accept them). The agents are given all the resources they need to pull off any ruse they can think of. They can build entire courtrooms, manufacture hotel facades in warehouses, kidnap people in their sleep to have them wake up in an exact replica of the room they fell asleep in, and manipulate people with the mastery of an impossible agent. The task force isn't just trained in deception, they often get involved in high speed chases, gunfights, and over-the-top fighting. Focus on deception, persuasion, high tech disguises security systems and impersonations.

OPERATION REBORN: The players are assets to a government group known as the Program who have escaped. They don't know the depth of what was done to them and don't know who to blame. They fight for survival in a world they aren't wired for while being hunted - initially for retrieval but eventually for extinction as the program asserts damage control. In this

campaign, the agents aren't given missions normally. They go about life doing things for people who need their help while being hounded by the Program and its directors. Brainwashing has given them skills to deal with things with brutality and instinct, but who do they trust and how long can they run? Focus on survival and paranoia, discovery and revenge.

ACTUAL AMERICAN HERO: The players are part of a paramilitary group assembled to deal with the machinations of a villainous powerful military enemy located all around the world. They go on missions to thwart the plans of their foe while helping make the world safe. Their members are comprised of people with unique skills and abilities, all of a military (or ninja) nature. Focus on military action, villains with metal helmets and snake-themed names, and a lot of gunplay without a lot of casualties.

RICH MAN, POOR MAN, BEGGAR MAN, THIEF: The Cold War is raging. Moles, traitors, double agents, spymasters on all sides. Scheming, trusting, lying, shadowing, blackmailing and wiretapping are the orders of the day; getting into a firefight or a high speed chase means you've already messed up badly, a long time ago. Focus on the planning and execution of those plans, contingencies on top of contingencies. If the bullets start flying, the agents are doing something wrong!

THE GO-TO TEAM: The players represent a team of agents who did clandestine operations for the military but were burned and left for dead. When they showed up alive and well (thanks to their ingenuity – a trait which made them good at their job) the government declared them AWOL, deserters, criminals, or even outright traitors. To make matters worse, there's a reporter hounding them who smells a story and wants to make a name for herself. Focus on plans to outwit and take down difficult people, helping good old Americans keep their farms, and turning any old piece of junk vehicle into a temporary battle tank.

RETIRED BUT STILL DANGEROUS: The players are retired agents whose low-tech old-school brand of intelligence and espionage were born in the cold war. Today they're retired but their experience makes them impossible for the government to let go. They're asked, coerced, or even outright forced to take missions by the people they used to work for, or sometimes jolted out of retirement by the enemies they once faced who now hold a grudge. Focus on old school methods winning out over new tech concepts, larger-than-life reputations and living up to those expectations, and perhaps toting around a young side character who idealizes the lifestyle but lacks the skills, and is learning them as she goes.

LICENSED TO KILL: The players are agents working for MI-6, the CIA, or Mossad, etc. They are licensed to kill and carry with them great authorization and authority to use their own discretion to accomplish their missions. They are sent on assignments against larger-than-life villains with larger-than-life bases in remote locations and try to thwart larger-than-life plans. They face villains with seemingly impossible skills or gear, while relying on the highest tech gadgets from their tech department. Focus on crazy cinematic sequences, tuxedos and silencers, and Vodka martinis made in a custom manner.

FILE-X: The players work for the FBI investigating and closing cases that have a possible supernatural element. They are treated as cast-offs, sent to a dead end job. As they work to solve cases having to do with people who control bees or possessing telekinesis or telepathy, they must struggle with an element within the government that may in fact be run by aliens. The truth is out there, and it's being covered up by the very people sending you out to solve them. Focus on supernatural bad guys and layers of conspiracy. To get you started there are some aliens described, starting on page 101.

COVER IDENTITY: The players play agents who take on various identities and roles to perform missions for an organization they thought was the CIA. But they realize they are actually working for something else, something dark and dangerous, masquerading as the CIA. They are contacted by or contact the real CIA and are now double agents, maintaining a life of deception and fear. They perform missions for their agency while reporting to and given alternative objectives from the real CIA, while trying to uncover more and more of the organization. How far will they go, what are they willing to do, to uncover this shadow organization? Focus on duplicitous assignments with varying agendas, juggling lies, and wearing purple wigs and black outfits to look cool.

VICTIM OR PERP: There exists a powerful computer plugged into all digital networks and devices in the country, using complex algorithms to identify threats against the nation and feed them to a government agency. The threats it finds which do not fit that bill are discarded daily. At least they were. Mr. Sparrow, the Computer's creator, is a millionaire in poor health who has realized the mistake of his decision but no longer has proper access to change the Computer. The players work as agents of Mr. Sparrow, who gets the identity of specific individuals through a back door he's created into the system. Due to the nature of the back door, he doesn't know if these individuals are potential victims or perpetrators, but they are involved in some type of dangerous situation. The players

investigate and help these individuals for their own reasons, while learning more about the Computer, the nature of its growing artificial intelligence, and the existence of other A.I.s with conflicting goals. Focus on helping people, skirting the law, the morality of big data, and redemption.

FAST AND FRENZIED: The players play agents who do jobs for an agent who used to hunt them down in their days of high speed chases and vehicle crime. Now they're agents sent where their unique skill and willingness to try insane stunts gives them an edge over nefarious villains of the world. Focus on cheesy backstory about the solidarity of family and brotherhood, insane scenes of high octane action and adventure, and at least one car race per play session.

MISSED IT BY THIS MUCH: The players play slapstick spies working for an agency designed to oppose a villainous spy organization dedicated to the spread of chaos. They have comedic gadgets and situations but in the end manage to be highly effective agents, despite the comedy. Focus on humor, gadgets, and shtick.

AGENT KIDS: The players are young men and women not yet of age, members of an elite department within a larger organization recruited from the ranks of children of senior operatives. Oft underestimated by those who would do the world harm, they are called forth to deal with great dangers. Their highest ranking members have security clearance that lets them order the president around. They're loved by their agency (warts and all) but unknown by the rest of the world. Focus on family, bringing out the good in people, and not knowing your parents were cool enough to be spies.

MAN FROM BROTHER: The players used to be thieves and criminals wanted internationally and were finally caught. Rather than waste all that skill, they recruited you and have given you an allotment of time to serve your sentence in service to the government. The fact that they tend to continue their criminal activities is tolerated, for now, because it helps them sell their cover stories of still being what they were. And they profit from it. Win - win! Focus on committing crimes while accomplishing missions and somehow always coming out on top with personal gain. You used to be the best criminals – now that you're spies you strive to be the best spies you can while working off your sentence. It's a matter of pride, and profit.

SECURITY SYSTEMS

When someone wants to keep unwanted agents from discovering their best laid plans, protect information, etc., they employ a myriad array of security systems. Confiscators are masters of detecting and disarming security systems (though any agent can try).
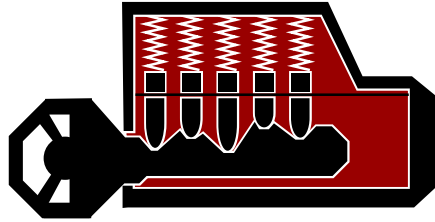
Security systems are designed to keep intruders from gaining unauthorized access, examining contents, interfacing consoles and modifying programs. They might prevent these things from happening by detaining (or harming) intruders, or might simply alert authorities or human guards. Lethal security systems are generally illegal in the private sector, but villains and third world governments may not have the same rules.

TERMS

To understand how security systems work in this game, some understanding of terms used in their definition is necessary:

LEVEL: All security systems have a level, which helps determine some basic things about the system, and sets the relative danger level of any effects triggered by unauthorized access to the information or area. In general, a level 1 security system is an appropriate challenge to a team of level 1 agents, etc. Defeating a security system is worth XP just like defeating an enemy, using the same table presented on page 35.

NOTICE: This is a modifier to action checks to notice a security system. If "none" then it cannot be perceived.

AVOID: This is a modifier to the Saving Throw to bypass or slip past the security system altogether. Avoiding is just a bypass… it neither disarms nor triggers it. If "none" then it cannot be avoided, it must be disarmed.

DISARM: A modifier to action checks to disarm or disable the security system. If "none" then the trap cannot be disarmed.

TRIGGER: Most security systems have a trigger. This defines what causes the effect to occur. In some cases, it's simply mechanical or electrical in nature… an electronic sensor on a door determines that it's open when the identification system detects an unauthorized intruder.

IDENTIFICATION: All security systems are designed to allow certain authorized personnel to gain access. This defines how this security system identifies authorized personnel. Authorized personnel do not need to disarm or avoid a security system to avoid triggering the effect.

EFFECT: This lists the effect of the trap or security system, once it is triggered. The effect varies by the security system's level, and might just be an alarm or could be something far more deadly.

CREATING A SECURITY SYSTEM

To create a security system, you can follow these steps. All of this is optional and designed to inspire you to create your own memorable security systems to help tell a story, not to box you in. Feel free to ignore the dice, ignore these tables, and just come up with something all your own!

1. SECURITY SYSTEM LEVEL

Level determines a security system's general complexity and danger to agents. Note that a security system only goes to level 6. Security systems above level 6 are theoretical but no spy has come across one to date.

LEVEL	DESCRIPTION	NOTICE	AVOID	DISARM
1	Domestic-grade security system.	+2	+1	+0
2	Corporate-grade security system.	+1	+0	-1
3	Military-grade security system.	+0	-1	-2
4	Government-grade security system.	-1	-2	-3
5	Espionage Agency security system.	-2	-4	-4
6	World's leading security systems.	-3	-6	-5

2. SECURITY SYSTEM TRIGGER

There may be others, but here are some ideas to help get your imagination flowing:

ROLL	TRIGGER	DESCRIPTION
01-08	Manual	By pulling a lever or turning a crank, pushing a button, opening a door, etc.
09-15	Trip wire	Detects people walking past a certain point.
16-23	Pressure sensor	Detects someone stepping in a specific location, or an object resting on (or not resting on) a pressure plate.
24-31	Concealed	Effect isn't triggered; it already exists but cannot be easily spotted because of its placement or obstacles.
32-38	Camera system	Cameras generally survey and area and can swivel in place or are fixed in position. Some have recognition software detecting people or patterns or the absence of them.
39-46	Electrical sensors	Triggered when the current is interrupted. Typically placed on windows and doors. Can be keyed electro-magnetic sensors.
47-54	Heat sensor	Detects heat or the lack thereof.
55-62	Motion sensor	Sensing moving people or objects through ultrasonic (or other wavelengths) signal reflection.
63-69	Light beams	Often infrared and invisible to the eye, beams can cover an area or placed across walkways.
70-77	Light curtain	Comprised of visible light or infrared these curtains cover entire floors, hallways, etc. These sensors are tripped when the light is broken.
78-85	Sound sensor	Detection of sounds, lack thereof or specific types of sounds.
86-92	Logging	Designed to detect all access, even authorized. Access is granted, however it generates a log entry that may be scrutinized.
93-00	Multiple	Roll or choose twice more on this table, representing a complex trigger. Consider having a higher avoid penalty for systems with multiple triggers.

3. SECURITY SYSTEM IDENTIFICATION

This defines how authorized people avoid triggering the effect. Here are some suggestions, others may exist:

1D12	IDENTIFICATION	DESCRIPTION
1	DNA/Blood	The authorized person must place his finger into a reader, which pricks him and takes a sample of his blood, to identify him by pH, DNA, or other factors.
2	Facial Recognition	Cameras with sophisticated software to recognize specific identities.
3	Fingerprinting	A scanner which detects and identifies fingerprints.
4	ID Card	An identity card is worn by authorized personnel. There may be a magnetic strip or RFID tag that must be scanned.
5	Mechanical Key	A mechanical key must be inserted into a keyhole to deactivate/activate security system.
6	PIN/Key Code	There is a touch panel or keypad which has numbers and/or letters, and authorized personnel have personal identification passwords which only they know.
7	Private/Public Key	Authorization is granted when a corresponding private key matches the public key.
8	Retina/Iris Scan	A device which identifies people by the unique pattern of their retina.
9	RFID Implant	Authorized personnel are implanted with passive radio frequency identification tags. Detectors sense the presence of authorized persons and prevent the security system from triggering.
10	Security Token	Small device typically presented with a PIN to authorize access.
11	Voice Recognition	An authorized person must speak a password (or their name, etc.) to be identified. Software confirms the person's identity through pattern matching.
12	Multiple	Roll twice more, representing a complex authorization system.

4. SECURITY SYSTEM EFFECTS

Security is to prevent access (lock) or alert authorities (alarm). In other cases, especially in security systems designed by villains to secure their bases from agents, they have effects which capture (detain) or even try to kill (harm) unauthorized personnel.

ROLL	EFFECT	DESCRIPTION
01-19	Lock	Prevents unauthorized entry/access.
20-24	Alarm	Sounds audible alarm summoning a number of guards equal to the security system's level.
25-29	Alarm	Sounds audible alarm summoning a number of trained guard dogs equal to security system's level.
30-34	Alarm	Silent alarm summons a security or police service, alerting a number of guards equal to the security system's level. Agents normally won't know they triggered an alarm.
35-39	Alarm	Sounds audible alarm summoning one expert security guard whose level equals the level of the security system.
40-44	Alarm	Mechanical alerting systems such as a chime or bell. Agents may be oblivious of its intentions. No other effect, designed to deter.
45-49	Detain	Lockdown, all exits to room are sealed. Designed to capture a number of intruders equal to the security system's level.
50-54	Detain	Knockout gas fills room. Saving Throw to resist, penalty equal to -1 per level of security system.
55-59	Detain	Delivers electrical shock causing intruders to be stunned a number of rounds equal to the security system's level. Saving Throw to resist, penalty equal to -1 per level of security system.
60-64	Detain	Personal mechanical trap (bear trap, etc.) contains/captures unauthorized person. Saving Throw to pull away, penalty equal to -1 per level of security system.
65-69	Detain	Pit, slide or shifting floor drops agents into a secure room. Trap captures a number of intruders equal to security system's level.
70-74	Harm	Delivers electrical shock causing 1d6 damage plus the security system's level, and stuns victims 1-3 rounds unless they make a Saving Throw.
75-79	Harm	Laser slices through room causing 1d6 damage per security system's level.
80-84	Harm	One gun turret per level of security system drops out of ceiling; treat each as a submachine gun. Each shoots once per turn at unauthorized intruders. BHB equals level of security system.
85-89	Harm	Explosion causing 1d6 damage per level of the security system, centered on whoever triggered it.
90-94	Harm	Arrows, darts, needles with deadly poison tips. Saving Throw or die, with a modifier of +2, minus the level of the security system.
95-00	Roll Twice	Roll twice more. Consider a larger disarm penalty for security systems with multiple effects, and increase its effective level by 1.

COMPUTER SECURITY

Treat computer security like any other security system. Sometimes computer files, emails, databases, etc. are encrypted to insure their safety, even to authorized personnel. Keep the following aspects in mind when dealing with hacking computer security:

NOTICE AVOID, AND DISARM: Noticing, avoiding (bypassing) and disarming (disabling) works the same way. Avoiding doesn't disable the computer security, it just lets the hacker slip past it to get to one file or piece of data beneath. Disarming gets rid of it entirely, giving full access to all data and files. Of course, the hacker first has to notice the security so he doesn't trigger it.

REQUIRED GEAR: A hacker kit is required for best chances of success. Lacking that, gaining access to a computer already on the network works too. Lastly, if no other option exists, standard commercial computers will do the trick but Admins will likely impose a penalty since it lacks the proper hacking software.

NETWORKS: Most computer systems in installations are connected to networks. That network may or may not provide complete access to the computer files needed. Networks are used by Admins as a plot tool. If the computer is not connected to a network, or if the files are somehow firewalled from the network, then the agents must either get inside the facility or get to the specific computer. Computer networks are complex, and Admins shouldn't worry about being technically accurate here. If you decide the agents need to get into the building to access the network – then they have to. If you say they can access it from their hotel using a modem – then they can do that.

ENCRYPTION: When an agent gains access to a secure computer system, files might be encrypted. If so, he must then decrypt the information to view it. If he does not have the decryption key, brute force attempts can be made, but they take time. This is just a plot tool to pace an adventure. You should determine how long it will take to decrypt and even whether or not it can be done in the field.

LEAVING A TRACE: Whenever files are accessed on a secure computer, there is a log of its activity. When an agent is done doing whatever he's doing (accessing or copying data, etc.) then he may wish to conceal his tracks. This is a separate action check. Of course, sometimes the agent wants to leave a trace, especially if the credentials he's using are those of someone he's trying to set-up.

ADVERSARIES

There are many types of enemies the players can come into contact with. What follows is a list of common ones, from lowly street thugs to skilled henchmen in service to the story's master villain. Feel free to use these as-is or modify them to suit your campaign.

CRIMINALS

Criminals comprise the bulk of enemies most normal people will ever face in their lives. Use these adversary descriptions for any threat which has no or very limited training and is only dangerous because he was raised in a dangerous place and learned how to defend himself. Fortunately, they're normally not that much of a threat against trained agents.

THUG

Armor Class	9[10]
Hit Dice	1/2
Total Hit Bonus	+0
Attacks	Knife (1d6-1) or Cheap Revolver (1d6)
Saving Throw	19
Special	--
Movement	12
Level/XP	1/15

Thugs carry knives and cheap handguns and are more eager to snatch a purse or stand around looking threatening than actually fight.

ENFORCER

Armor Class	9[10]
Hit Dice	2
Total Hit Bonus	+2
Attacks	Knife (1d6) or semi-auto pistol (1d6)
Saving Throw	17
Special	--
Movement	12
Level/XP	2/30

Enforcers are the tough guys associated with organized crime, or are experienced leaders to groups of thugs. They usually have a better handgun, though they still hold it sideways when they shoot.

CAT BURGLAR

Armor Class	5[14]
Hit Dice	2
Total Hit Bonus	+2
Attacks	Knife (1d6) or Taser
Saving Throw	17
Special	Stealth, Alert, Avoid Security
Movement	12
Level/XP	3/60

Cat Burglars usually work alone. They retrieve things. They are the criminal version of a Confiscator. Cat burglars are normally only interested in theft and not in murder (though exceptions exist). They are extraordinarily agile, performing flips and maneuvers that make you wonder if what you just saw was real. They engage in **stealth**, giving them a +1 bonus to any action check related to sneaking or hiding and have automatic initiative if they attack from a hidden location. They are also **alert**, able to sense guards and security systems before they arrive. Their skill gives them a +1 to any action checks to avoid **security systems** and traps.

HIT MAN

Armor Class	7[12]
Hit Dice	3
Total Hit Bonus	+3
Attacks	Two Silenced Semi-auto Pistols (1d6)
Saving Throw	16
Special	Stealth, Dual-wielding
Movement	12
Level/XP	5/240

Hit men are efficient killers, wielding two silenced semi-automatic pistols and smart enough to wear nominal armor. They get a +1 bonus to any action checks dealing with **stealth** and automatically gain initiative over enemies when they attack from a hidden location. They **dual-wield** their firearms skillfully, and shoot twice each turn (once from each weapon) at the same target, with a -2 to hit with both weapons.

GUARDS

Guards can be found walking halls of just about every large business in the country. They are usually uniformed and following strict schedules for patrols and check-ins. They can often be handled by a well-trained spy.

All guards can call for backup as their action when their initiative comes up. They may not do this immediately when encountered if they believe they can apprehend the intruders themselves, but will likely do so at least by the second round once the intruders start fighting back. If they **call backup**, the rest of the security at the site will be aware of the intruder's presence and 1d6 more guards of the same type will come to assist within 1-3 combat rounds.

High Security Areas: For very heavily guarded locations, consider patrol groups to consist of 1-3 guards, or consider giving them a guard dog or trained attack dog as well. When planning security for a building, think of where the guards might patrol and how often they check in. Place a security center somewhere in the building, where they report regularly. Guards should be organized, not random and isolated.

COMMON GUARDS

Armor Class	9[10]
Hit Dice	½ (1-3 HP)
Total Hit Bonus	+0
Attacks	Night Stick (1d6) or Taser (Stun)
Saving Throw	19
Special	Call Backup
Movement	12
Level/XP	1/15

Common Guards are like those hired to provide security at rock concerts, pubs, and shopping malls. They normally don't have a lot of training and are trusted with a Taser and night stick to keep people and situations under control. They aren't very alert and agents can often avoid them completely. These are the least likely to call for backup when they encounter someone. Either they don't remember to or are trying to be the hero and detain intruders personally. By the second or third combat round, however, even these guards know to call for backup.

CORPORATE SECURITY

Armor Class	7[12]
Hit Dice	1
Total Hit Bonus	+1
Attacks	Night Stick (1d6) or Semi-auto Pistol (1d6)
Saving Throw	18
Special	Call Backup
Movement	12
Level/XP	2/30

Corporate Security are guards that are more trained. They engage in training and practice their protocols regularly. Corporate security is a little more capable and carry an actual lethal weapon in their holsters, though they won't fire them unless they see a weapon in the hands of intruders. Use this entry for common bodyguards for VIPs and celebrities, or for the types of guards which drive armored trucks around the city. Corporate security will normally draw their weapon and issue a command to remain still while they call in for backup.

EXTREME SECURITY

Armor Class	4[15]
Hit Dice	2
Total Hit Bonus	+2
Attacks	Stun Gun (Stun) or
	Submachine Gun (1d6+1)
Saving Throw	17
Special	Call Backup, Alert
Movement	12
Level/XP	4/120

Extreme Security is found at military installations or in the employ as private security for presidents and CEOs. They carry semi-automatic weapons and are very **alert**, gaining a +1 to any action check to detect intruders or threats. The Secret Service, an organization which protects the President of the United States, is an example of extreme security. Extreme security will normally call in for backup as soon as they notice intruders, then they will draw their weapons. They're professionals after all.

POLICE

The police are the defenders of the realm. They are trained in how to dissolve situations peacefully, by threat, and by force. They should be much more prepared, brave, and capable than a criminal or security guard.

Most police follow protocol as much as possible, because they have to account for the bullets they expend and the damage they cause. Cinematic maverick police willing to shoot now and ask question later don't normally last long in the profession.

Many agents want to avoid police entanglements. They slow things down. Get in the way of their operations. But sometimes they can be a valuable tool when dealing with nefarious people. The power of an all-points-bulletin is surprisingly helpful when looking for someone. But agents shouldn't run to the police over everything they do; police enforce the law, and much of what a spy does is in violation of civil liberties. Besides, standard policemen and detectives might be effective against criminals but are simply not ready for dealing with rebels, soldiers, or spies. Remember the policemen have families.

POLICEMAN

Armor Class	8[11]
Hit Dice	1
Total Hit Bonus	+1
Attacks	Nightstick (1d6) or Revolver (1d6+1)
Saving Throw	18
Special	Call Backup
Movement	12
Level/XP	1/15
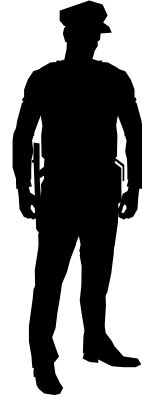
Policemen often patrol in pairs in a patrol car, which is a midsized car with a security upgrade. When they believe they are entering a hostile situation they normally **call backup** which summons another 1d4 squad cars to arrive over the next 1-3 combat rounds. Policemen are equipped to handle most criminal threats but when they're in over their heads they'll call for SWAT backup. Use this entry for sheriff deputies as well.

DETECTIVE/SHERIFF

Armor Class	7[12]
Hit Dice	2
Total Hit Bonus	+2
Attacks	Semi-auto Pistol (1d6) or Shotgun (1d6+3)
Saving Throw	17
Special	Call Backup, Alert
Movement	12
Level/XP	3/60

Detectives and sheriffs are upgraded policemen and deputies. They have some additional authority but also some additional accountability. They are chosen because they are effective and **alert**, giving them +1 to any action check involving threat or clue detection. They are often found alone, investigating crimes and solving cases, though sometimes have a partner. They are sometimes unarmored but have tactical gear in the trunk of their unmarked cars where they can pull out a shotgun and their full body armor. Detectives maintain a network of informants and know the cities where their jurisdiction covers very well. For that reason alone a detective might be a solid resource on a mission.

SWAT TEAM

Armor Class	5[14]
Hit Dice	3
Total Hit Bonus	+3
Attacks	Automatic Rifle (1d6+2) or Semi-automatic Pistol (1d6)
Saving Throw	16
Special	Alert, Tactics, Tear Gas
Movement	12
Level/XP	5/240
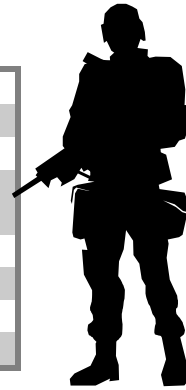
SWAT stands for Special Weapons and Tactics, a militant branch of the police force with extraordinary training. They are remarkably well equipped, with military grade body armor and automatic rifles. They are **alert**, giving them +1 to action checks involving threat detection, and use practiced **tactics**, giving them a +2 to Initiative rolls. When enemies are in deep cover, they use **tear gas** to get them out. Anyone caught in tear gas must make a Saving Throw every combat round or be unable to act, reeling and choking and weeping. Eventually they'll get out of that cover before the gas fades.

REBELS

Rebels are soldiers with more bravery than training and more bravado than tactics. They range from the type of barely armed rabble running around a city and looting to militant insurgents and elite revolutionary leaders fighting to claim control of a country, spread terror, or worse. Depending on the situation, they may be the good guys or the bad guys, but one thing is for sure: they're dangerous.

RABBLE

Armor Class	9[10]
Hit Dice	½ (1-3 HP)
Total Hit Bonus	+0
Attacks	Melee weapon (1d6)
Saving Throw	19
Special	--
Movement	12
Level/XP	½ /10

Rabble are untrained civilians whose ire has built up enough to take action. They operate out of anger or perceived injustice or are riled up by

propaganda. They're not very dangerous alone, but typically form in hordes of hundreds, making them dangerous indeed.
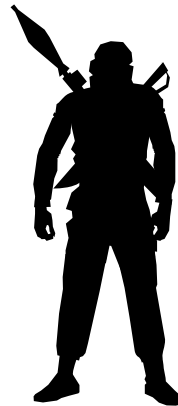
INSURGENT

Armor Class	8[11]
Hit Dice	2
Total Hit Bonus	+2
Attacks	Submachine gun (1d6+1) or knife (1d6-1)
Saving Throw	17
Special	Fearless
Movement	12
Level/XP	2/30

Insurgents are zealots who believe in their cause (whatever it is) and are willing to die for it, though would rather kill for it. They are **fearless**, being immune to normal attempts to intimidate or frighten them to change their intentions. They carry automatic weapons and a long nasty knife. They often act as the basic army of a revolutionary.

REVOLUTIONARY

Armor Class	7[12]
Hit Dice	4
Total Hit Bonus	+4
Attacks	Automatic Rifle (1d6+2) or sword (1d6+1)
Saving Throw	15
Special	Fearless, Wired with Explosives
Movement	12
Level/XP	6/400

Revolutionaries have taken their cause to a whole new level. They believe dying for their cause will be a catalyst for change. Similar to insurgents, they are **fearless** and immune to any persuasive attempts driven by fear. They are **wired with explosives** and can detonate themselves if they believe they're about to be killed or captured. If they are killed before being able to do so there is a 25% chance they'll detonate it as they drop. Treat the explosive vest as 4 charges of plastic explosives: 4d6 explosive damage.

SOLDIERS

Soldiers comprise the bulk of military activities by world governments. They are also the tactical wing of many intelligence agencies and private military contractors (mercenaries). They are well trained and deadly. Soldiers of one army are all linked by earpiece comlinks and must check in regularly.

TYPICAL SOLDIER

Armor Class	7[12]
Hit Dice	2
Total Hit Bonus	+2
Attacks	Automatic rifle (1d6+2) or knife (1d6-1)
Saving Throw	17
Special	--
Movement	12
Level/XP	2/30

Typical Soldiers are tough and capable. They carry military grade automatic rifles and a knife. Soldiers have specific orders and normally won't deviate from it without checking with their highly managed chain of command.

EXPERIENCED SOLDIER

Armor Class	5[14]
Hit Dice	4
Total Hit Bonus	+4
Attacks	Automatic rifle (1d6+2) or knife (1d6-1)
Saving Throw	15
Special	Tactics, Frag Grenade
Movement	12
Level/XP	4/120
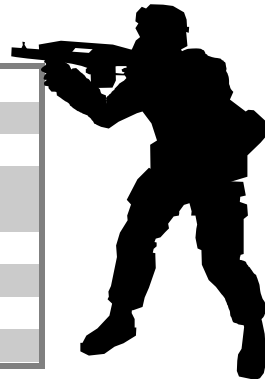
Experience Soldiers have been through several violent engagements. They've learned to treat it as a job and tend to keep their cool under fire, cracking jokes to keep sane. They keep a **fragmentation grenade** handy. Experienced soldiers might question orders if they find them suspect, and are confident enough to carry out their own curiosities. Their **tactics** permit them a bonus of +1 to all Initiative rolls.

SPECIAL FORCES

Armor Class	3[16]
Hit Dice	6
Total Hit Bonus	+6
Attacks	Upgraded Submachinegun (1d6+3), or knife (1d6)
Saving Throw	13
Special	Tactics, Stealth, Alert, Combat Monster
Movement	12
Level/XP	8/800

Special Forces are soldiers handpicked for elite training and given superior weapons. Their submachine guns have the heavier caliber and extended magazine upgrades. Their **tactics** give them a +1 on Initiative rolls. They are **alert**, receiving a +1 to any action checks to detect threats or ambushes, and are **combat monsters** able to make up to six attacks per round with their knife or unarmed against foes of 1 hit die or fewer. They get a +1 bonus to any action checks dealing with **stealth** and automatically gain initiative over enemies when they attack from a hidden location. Agents shouldn't go toe-to-toe with a prepared and equipped member of the Special Forces until they're quite high level. They'll lose.

SPIES

Admins can create spy non-player characters using the same rules as players, advancing them to whatever level they wish. In fact, this is encouraged if the spy is meant to be involved in multiple missions, either as enemy or ally.

However, these premade spies can be used as generic enemies and allies. They are well rounded, cunning, quick, and persuasive. All spies have **tactical** training, giving them a +1 bonus to Initiative rolls. They are also accustomed to **stealth**, receiving a +1 bonus to any action checks related to sneaking, hiding, or shadowing people. They are trained to be **alert**, gaining a +1 bonus to action checks to detect threats or clues.

TYPICAL SPY

Armor Class	8[11]
Hit Dice	2
Total Hit Bonus	+2
Attacks	Semi-auto Pistol (1d6)
Saving Throw	17
Special	Tactics, Stealth, Alert
Movement	12
Level/XP	4/120

Typical Spies sometimes often work in a small team. They usually carry a gun, several passports, and occasionally a gadget or two. Spies are more numerous than one would believe, and won't always wear an expensive suit. They are often used where the scope of the mission is limited, or serve as backup to more elite spies on missions requiring a larger team. If you build a team of spies in this way, consider giving each a specific area of focus, and in action checks relating to that area of focus give the spy a +1 to success.

ELITE SPY

Armor Class	5[14]
Hit Dice	5
Total Hit Bonus	+5
Attacks	Upgraded Semi-auto Pistol (1d6+1)
Saving Throw	14
Special	Tactics, Stealth, Alert
Movement	12
Level/XP	7/600

Elite Spies have upgraded weaponry and probably have a few standard equipment packs being carried around or in their cars. They are experienced enough to be very confident, and have a network of informants and assistants located around the globe to help them learn what they need to know, gear up for something big, or go into hiding when the situation is out of their control. They are sent on operations of high importance and scope and have a large expense account from their agency. Elite spies are often known by other intelligence agencies due to their numerous missions. When an enemy elite spy comes into a nation's country, red flags go off and everyone wants to know why they're there.

MASTER SPY

Armor Class	4[15]
Hit Dice	8
Total Hit Bonus	+8
Attacks	Upgraded Semi-auto Pistol (1d6+1)
Saving Throw	11
Special	Tactics, Stealth, Alert, Fearless, Double-tap
Movement	12
Level/XP	10/1,400

Master Spies are the ones modern movies are made about, able to handle just about any situation and come out on top. Players hope their agents will get this cool. They often work alone or with a tech ops team nearby helping them be awesome. They are **fearless**, completely immune to any attempt to persuade them through fear or intimidation. Their pistols have extended magazines and silencers, and they **double-tap** when they shoot, allowing them to fire two bullets every time they shoot (counts only as one attack). Admins should make their deaths end in mysterious circumstances so players never really know if they killed the master spy or if he somehow got away.

MARTIAL ARTISTS

Martial artists are highly trained and experienced in fighting hand-to-hand and possess abilities that may exceed those of player agents. If a player wants to have unarmed combat skill that exceeds his level and strength he can consider taking supplemental training in martial arts if the Admin is using that optional system, but he still won't be as effective in unarmed combat as a ninja.

Admins should use these entries for enemies which use melee weapons as well. For instance, a skilled fighter wielding two knives could be statistically identical to a street fighter or professional fighter, causing the listed damage and having the same special abilities.

STREET FIGHTER

Armor Class	7[12]
Hit Dice	1
Total Hit Bonus	+1
Attacks	One Melee Attack per round (1d6-1 each)
Saving Throw	18
Special	Dirty Fighting
Movement	12
Level/XP	2/30

Street Fighters take part in unsanctioned martial arts tournaments, often in inner city garages or other hidden locations. Or they may be street thugs who have learned a little boxing or karate. They attack once per round with a punch or a kick, and can engage in **dirty fighting** once per day, stunning an opponent for 1-3 combat rounds unless he makes a successful Saving Throw. This is in addition to the normal damage he causes. Street fighters will usually attempt to stun the most dangerous fighter he sees, to give him time to deal with the rest and save the dangerous foe for last.

PROFESSIONAL FIGHTER

Armor Class	5[14]
Hit Dice	3
Total Hit Bonus	+3
Attacks	Two Melee Attacks per round (1d6 each)
Saving Throw	16
Special	Leap Attack, Dodge
Movement	12
Level/XP	4/120
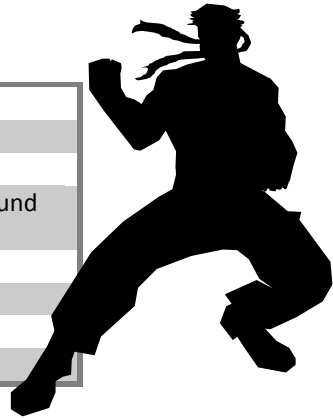
Professional Fighters have spent a great deal of their lives training for personal combat. They have been coached for years, have practiced longer, and have may have taken part in fights for titles or belts. Professional fighters might be wrestlers, boxers, or martial artists. They may make two unarmed attacks per combat round (1d6 damage, regardless of whether the attack is a fist, foot, head, elbow, knee, etc.) and once per day may make a **leap attack** against an enemy which is up to 10 feet away, gaining a +2 to hit and damage. Professional fighters are light on their feet and may **dodge** one melee or

unarmed attack once per day which otherwise would have caused them damage, automatically ignoring the blow.

NINJA MASTER

Armor Class	2[17]
Hit Dice	8
Total Hit Bonus	+8
Attacks	Three Melee Attacks per round (1d6 each)
Saving Throw	11
Special	Stealth, Alertness, Hard Target, Backstab, Smoke Grenade
Movement	14
Level/XP	10/1,400

Ninjas have devoted a lifetime to their art. When they fight they may attack three times per round with melee weapons or unarmed (all of which cause 1d6 damage). They are masters of **stealth**, gaining a +2 to any action check relating to silence and shadow. They are very **alert**, giving them a +2 bonus to any check to detect threats or clues. Ninjas are **hard targets**, ignoring one attack per day which otherwise would have caused them harm (even bullets… yes, the ninja can dodge a bullet). Once per day the ninja can **backstab** an opponent that is unaware of the ninja's hidden location. When he does this, the ninja's attacks are +2 to hit and +8 to damage.

MONSTERS

In some types of campaigns, the Admin will have player's agents investigate supernatural creatures who live among humans. These creatures could be concealed by a veil – a supernatural effect that tricks our brains into justifying what we perceive in logical ways. Players might be agents immune to the veil, snatched up before they are declared insane. When the creatures have agendas which threaten mankind the agents are trained to intervene.

It is beyond the scope of this product to give you lists of supernatural creatures to fulfill the needs of your campaign, but the good news is that there exists a near limitless amount of online support for monsters using these basic old school rules, and repeating them here would folly. You can use the monster entries from the Swords & Wizardry White Box rules to fill your need. Those entries are directly compatible.

ALIENS

In some campaigns, aliens are among us, manipulating the progress of our nations, guiding its history, and fighting a silent war over ownership of our resources and very lives.

GREYS

Armor Class	9[10]
Hit Dice	1
Total Hit Bonus	+1
Attacks	Unarmed (1d6-2)
Saving Throw	18
Special	Mental Illusion, Telepathy, Mental Paralysis
Movement	12
Level/XP	3/60

Greys are a short, frail-looking, grey-skinned alien with a large head and large, black eyes. They were genetically created by the Draconians as a slave race but revolted, and now wander the galaxy searching for a solution to their most pressing problem: their race is dying because they were engineered with an inability to reproduce. To find a solution, Greys have made agreements with leaders of many nations and localities to abduct and experiment with impunity in exchange for valued alien technology.

Greys have extraordinary mental powers. To make them work more efficiently, they were engineered with a group **telepathic** mind shared among other Greys within 100 ft. They can extend this to other species. On their own, they developed an aura of **mental illusion** which causes those who look at them to see a non-distinct and un-memorable member of their own species. When abducting or experimenting, a Grey can attempt **mental paralysis** once per day against a single person which will last as long as the Grey concentrates. All of these can be resisted by a Saving Throw.

Tall Greys: These were genetically designed to be the coordinators of the race. The Grey's group telepathy must connect to a Tall Grey mind to function. They were engineered to be the interface between the Greys and the Draconians who engineered them, who would then direct the shorter Greys to complete work assignments. This has caused them to become natural leaders of the species post-revolution. Individual Tall Greys have their own personalities which may be malevolent or benign, depending on their individual agendas (but otherwise share the same stats as a short Grey).

ALPHA DRACONIANS

Armor Class	5[14]
Hit Dice	4
Total Hit Bonus	+4
Attacks	Unarmed (1d6) and Bite (1d6+2)
Saving Throw	15
Special	Transformation, Regeneration, Sonic Immunity
Movement	12
Level/XP	5/240
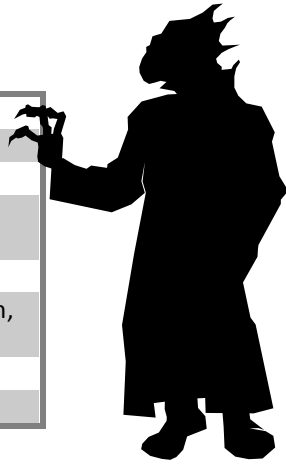
Draconians are a secretive warlike expansionist reptile-like race trying to annex other worlds for resources to build their interstellar empire. They engineered the Greys and will attack them on site to reclaim the honor taken from them in the form of revolt. They are in competition over ownership claims of our Earth with the Anunnaki and will attack them on sight. They wage an overt war with the Sirians on their home world and will attack them on sight. They really aren't very good with other species.

Draconians can change their shape once per day by **transforming** into the likeness of anyone they see, taking on their physical and vocal characteristics. They normally kill the person they impersonate and devour the body. Draconians **regenerate** 1 Hit Point every combat round except in very cold climate. They have already replaced many world leaders and leaders of prominent corporations. They sabotage technological development, trying to keep the human race from achieving interstellar standing, which would prevent them from legal annexation according to intergalactic law. They take no damage for **sonic** or ultrasonic effects.

SIRIANS

|	
Armor Class	8[11]
Hit Dice	2
Total Hit Bonus	+2
Attacks	Unarmed (1d6-2) or by weapon
Saving Throw	17
Special	Ultrasonic Blast
Movement	12
Level/XP	3/60

Sirians are medium-sized, blue-skinned humanoid aliens with large heads devoid of hair from the Sirius B star system. They are an ancient race who has meddled in the affairs of various civilizations throughout Earth's history, often in a benevolent way. They gifted ancient Egyptians with medical and astronomical knowledge, and helped them build their pyramids to serve as mental foci to communicate with them on their home world. They influenced the Mayans similarly, and took part in their disappearance to save them from a deadly disease. They are responsible for anachronistic artifacts found by archaeologists such as crystal skulls and ancient batteries. They are said to have evacuated the people of Atlantis when one of their gifts was misused and destroyed their island kingdom.

Today they assist in less direct ways, negotiating exchanges of high technology information for weapons made by humans, which exceeds their own, as they repel a militant expansion from the Alpha Draconians on their own home world. If forced to battle, a Sirian can emit an **ultrasonic blast** that causes 2d6 damage and stuns foes for 1-3 combat rounds (Saving Throw results in half damage and no stun).

ANUNNAKI

Armor Class	8[11]
Hit Dice	5
Total Hit Bonus	+5
Attacks	Unarmed (1d6-2) or by weapon
Saving Throw	14
Special	Glide
Movement	14
Level/XP	5/240
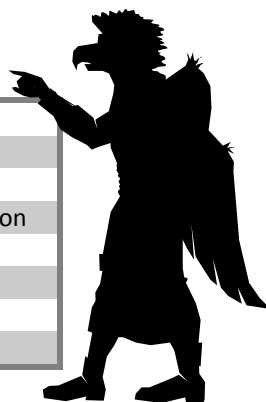
Anunnaki are a race of powerful humanoid beings living on Nibiru, a planet in an elliptical orbit around our Sun that is currently further away than Pluto, but passes close to Earth once every three thousand years. They have heads that appear almost eagle-like and vestigial wings unable to support them in flight (though they can **glide**). When seen on Earth, they wear heavy dusters or long coats and hoods to hide their appearance, as they have no special abilities to conceal themselves.

It is claimed that this species visited Earth in the past and uplifted the genus Homo to sapiens quality through genetic manipulation to plant the seeds of a slave race, which they will harvest during a future pass of our worlds. They seek gold and other rare metals to fuel the technology behind their starships

and engineered humans to be the workers to mine it, the genetic reason we value gold and stockpile it.

The Anunnaki are in direct conflict with Alpha Draconians over the ownership of Earth, and neither wants humans to achieve interstellar status before this conflict is resolved. With that window of opportunity narrowing, their conflict has gone from diplomatic to recent violence, and it's only going to escalate.

NORDICS

Armor Class	7[12]
Hit Dice	9
Total Hit Bonus	+9
Attacks	Laser pistol (2d6, ROF 2, Range 200)
Saving Throw	10
Special	Shapeshift collar, force field, teleporter belt, biogenetic keyed technology
Movement	12
Level/XP	11/1,700

Nordics are a benevolent race of blond-haired blue-eyed beings that look like perfect specimens of humanity, though this may not be their native form since they can **shapeshift** at will using a technological collar worn around their necks. They are watchful over humans and seem concerned over the planet, its resources, and the people who call it home. Despite their genuine concern, they do not interfere because of a directive their culture observes with vehemence. Any dealings with the Nordics mostly involves patient question and answer sessions, a one-directional exchange of information and emotion as they smile and react with the patience of a caring father.

The other species, even the deadly Draconians, give difference and respect – almost fear – to the Nordics, and would never attack one even in defense. Nordics have personal **force fields** that, when enabled, make them immune to all physical damage, and can use a laser pistol. The laser pistol and force field can be used for up to 10 combat rounds before needing to recharge for an hour, though any Nordic expecting trouble will have a handful of power cells as replacements. If they really get into trouble, a Nordic can activate his **teleporter belt**, which will immediately take him to his starship or to another location of his choosing. All of this technology is **biogenetically keyed** to his biorhythmic signature and if removed from him (or if he dies) will melt into a plastic mess.

ANIMALS

Animals can be used as plot devices, obstacles or something with which the team needs to directly interact. Not all animals in the world are out to kill the agents; in most cases an animal will tend to its own business unless it feels threatened. Of course, that doesn't include animals specifically trained to attack, which are certainly out to kill the agents.

BEARS

	BLACK BEARS	BROWN BEARS	POLAR BEARS
Armor Class	7[12]	6[13]	5[15]
Hit Dice	3	6	8
Total Hit Bonus	+3	+6	+8
Attacks	Claws (1D6-1) or Bite (1D6)	Claws (1D6) or Bite (1d6+1)	Claws (1d6+2) or Bite (2d6)
Saving Throw	16	13	11
Special	Keen Senses, Charge, Roar	Keen Senses, Charge, Roar	Keen Senses, Charge, Roar
Movement	12	12	12, swim 9
Level/XP	4/90	7/600	9/1,100

Bears are powerful beasts with thick fur and large claws easily able to rend flesh. Like all animals they have **keen senses** with excellent night vision and sense of smell. A bear can **charge** foes up to twice its movement rate away and attack with a +1 to hit in one combat round. All bears can let out a great intimidating **roar** which causes all enemies to make a Saving Throw or be frozen with fear for one combat round.

DOGS

	WILD DOGS	GUARD DOGS/WOLVES	ATTACK/POLICE DOGS
Armor Class	7[12]	6[13]	6[13]
Hit Dice	1	2	3
Total Hit Bonus	+1	+2	+3
Attacks	Bite (1d6-1)	Bite (1d6)	Bite (1d6)
Saving Throw	18	17	16
Special	Keen Senses	Keen Senses	Keen Senses
Movement	18	18	18
Level/XP	1/15	2/30	3/60

Agents will find themselves dealing with dogs sooner or later. They can be very dangerous in large numbers, but one alone is likely to be most problematic in that it lets out loud barks and tends to end an agent's skulking around. Dogs have **keen senses**, can see in very low light, and can track by smell. They aren't easily fooled by stealth.

GREAT CATS

	CHEETAHS	LIONS	TIGERS
Armor Class	4[15]	4[15]	5[14]
Hit Dice	3	5	6
Total Hit Bonus	+3	+5	+6
Attacks	Bite (1d6) and Claws (1d6-2)	Bite (1d6+2) and Claws (1d6)	Bite (2d6) and Claws (1d6)
Saving Throw	16	14	13
Special	Keen Senses, Rake, Pounce, Sprint	Keen Senses, Rake, Pounce	Keen Senses, Rake, Pounce
Movement	15	12	14
Level/XP	5/240	7/600	8/800

Great cats make amazing and lethal predators. They have **keen senses** with excellent low-light vision and a powerful sense of smell. If they hit with both their bite and claws, they **rake** their prey to the ground and rake with their rear claws as well (just double the damage rolled for the claws). All great cats can **pounce** on their prey from 20 feet away, gaining a +2 bonus on initiative in the first combat round. A cheetah can, once per encounter, sprint up to three times its normal movement rate for one combat round.

LIZARDS

	ALLIGATOR	CROCODILE
Armor Class	5[14]	4[15]
Hit Dice	2	3
Total Hit Bonus	+2	+3
Attacks	Bite (1d6+1) or Tail Slap (1d6+1)	Bite (1d6+2) or Tail Slap (1d6+2)
Saving Throw	17	16
Special	Keen Senses, Grab & Roll	Keen Senses, Grab & Roll
Movement	8	8
Level/XP	3/60	4/120

Alligators and crocodiles are similar in many ways, but since they can grow to be much larger, crocodiles are a bit more dangerous. Like all animals they have **keen senses** with excellent night vision. It's dangerous to be in front of them but surprisingly it can be almost as dangerous to be struck with their powerful tails if behind them. If the bite attack succeeds, a victim must make a Saving Throw or the lizard **grabs and rolls** with it, trying to rend and twist it to death. This causes additional damage equal to its bite attack again (effectively doubling it). Often enough to take down enemies.

PRIMATES

	MONKEYS	APES	GORILLAS
Armor Class	6[13]	6[13]	6[13]
Hit Dice	1	4	5
Total Hit Bonus	+1	+4	+5
Attacks	Bite (1d6-2)	Claws (1d6)	Claws (1d6+1)
Saving Throw	18	15	14
Special	Keen Senses	Keen Senses	Keen Senses
Movement	18, climb 18	12, climb 9	12
Level/XP	1/15	4/120	5/240

Monkeys are small and clever, but apes and gorillas are large and powerful. Like all animals they have **keen senses** with excellent night vision and sense of smell. Monkeys are only dangerous when numerous, apes and gorillas have the power of 2-3 men and agents will regret grappling one!

SHARKS

	COMMON	LARGE
Armor Class	6[13]	5[14]
Hit Dice	4	7
Total Hit Bonus	+4	+7
Attacks	Bite (1d6)	Bite (2d6)
Saving Throw	15	12
Special	Sense Prey, Frenzy	Sense Prey, Frenzy
Movement	Swim 24	Swim 18
Level/XP	5/240	8/800

Sharks are violent predators inhabiting all known bodies of salt water. They are the most aggressive eating machines found in these seas and oceans, and are feared by all. Normally a shark won't attack a human, since they are outside its normal diet. But sometimes a shark is starving or might falsely believe an agent is a seal or other sea creature. In these cases, their bite can be deadly. They can **sense prey** by their disturbance in the water a mile away, and are driven into a **frenzy** at the scent of blood, giving them a +1 to Initiative rolls in the presence of it. It is things like this that make an agent afraid of a villain's death traps, especially if the sharks have frickin' lasers strapped to their heads.

SNAKES

	POISONOUS	LARGE POISONOUS	CONSTRICTOR
Armor Class	6[13]	3[16]	4[15]
Hit Dice	1	2	3
Total Hit Bonus	+0	+2	+3
Attacks	Bite (1hp)	Bite (1d6-2)	Bite (1d6-2)
Saving Throw	18	17	16
Special	Keen Senses, Poison	Keen Senses, Poison	Keen Senses, Constriction
Movement	15	6	9
Level/XP	2/30	3/60	4/120

Like all animals snakes have **keen senses** with excellent night vision. The **poison** of snakes can vary: Small snake venom causes 1d6 extra damage, while large snake venom causes an extra 2d6 damage. Half damage with a Saving Throw. The **constriction** ability of a large constrictor snake can be very deadly as well. If it succeeds in a bite, its opponent must make a Saving Throw or become constricted. In each subsequent round constricted targets receive 1d6 damage (no to-hit roll). The victim may, at the end of the round, make a Saving Throw to escape with a -1 penalty per round he has been held.

SUPPLEMENTAL TRAINING

This entire chapter is optional. Many Admins will find it too cumbersome for their liking. For that reason it is presented here so you can use, ignore, or adapt it as you see fit.

The Character Classes cover a broad array of diverse talent and training. They are strong archetypes that help define a good team of spies. However, if too many players decide to play the same Character Class, you might end up with a group of players who complain that they're too similar. That's where these supplemental training rules come into play.

AREAS OF TRAINING

Players may roll or select one Area of Training when they first create their agent at 1st level. Whenever attempting an action check relating to one of their Areas of Training, players may roll two d6 and choose the higher one as their rolled result. Players may choose other supplemental Areas of Training when they attain the 3rd, 6th, and 9th levels.

OVERLAPPING BONUSES

Players cannot take the same Area of Training more than once, though they may choose an Area of Training which overlaps with a bonus granted by the agent's Character Class. Statistically, the benefit of rolling two dice and choosing one is somewhat similar to just adding +1 but keeps the roll result in the same range of 1 to 6. Areas of supplemental training are not meant to be as good as the bonuses granted by a Character Class.

ACROBATICS: An agent with this Area of Training receives its bonus whenever performing action checks regarding feats of physical prowess, including gymnastics, athletics, parkour, and acrobatics.

CLEANER: When agents need to make sure there is no trace of their presence somewhere, they normally wear gloves to avoid leaving fingerprints and ski masks to avoid dropping hairs. But sometimes they don't have time to prepare, and an Admin might require them to perform some kind of action check to clean a room. An agent with this Area of Training gets its benefit in such affairs. An agent requires a cleaner kit to use his training effectively.

COMPUTERS: This Area of Training bonus will apply any time the agent wishes to use a computer to do complex or illegal things, such as hacking or securing files, writing or modifying programs, generating algorithms to crack codes, making back doors into artificial intelligences, etc.

CONNOISSEUR: This Area of Training represents mastery of good taste and culture. It applies to an agent's action check to dance well, talk on topics of music and fine qualities of art, to get along with societal propriety in high society, to identify a wine's country and year of origin with a masterfully performed taste test, to identify specific ingredients in well prepared foods, etc. It helps an agent blend in with a very cultured crowd.

DEMOLITIONS: This Area of Training provides its bonus any time an agent is trying to identify, set, or diffuse a demolitions charge. Setting and diffusing a charge requires a demolitions kit. Setting a charge requires plastic explosives as well.

DISGUISE: This Area of Training's bonus applies any time an agent tries to disguise himself so that nobody will recognize him. Requires the use of a disguise kit and enough time to apply it properly. It also helps when trying to impersonate specific individuals, mimicking their voice and mannerisms as well as appearing to look like the individual. Admins will

D100	AREA OF TRAINING
01-04	Acrobatics
05-08	Cleaner
09-12	Computers
13-16	Connoisseur
17-20	Demolitions
21-24	Disguise
25-28	Drive Watercraft
29-32	Drive
33-36	Forgery
37-40	Gambling
41-44	Language
45-48	Medic
49-52	Perception
53-56	Persuasion
57-60	Pilot
61-64	Scholar
65-68	Science
68-72	Scout
73-76	Security Systems
77-80	Sleight of Hand
81-84	Stealth
85-88	Strategy & Tactics
89-92	Streetwise
93-96	Technician
97-00	Underwater Ops

decide if the player has gone through enough effort to observe and study his mark before setting the difficulty.

DRIVE WATERCRAFT: This Area of Training applies to the operation of all forms of surface and submersible watercraft.

DRIVE: Although all agents are assumed to be able to drive a car, they don't have combat training in high stress situations with such a ground vehicle. Agents who are forced to make an action checks to drive a vehicle well in a stressful situation will be happy they got supplemental training!

FORGERY: This Area of Training applies when agents make action checks to forge documents, access badges, or even counterfeit money. A Forgery Kit is needed to properly forge things.

GAMBLING: This bonus applies to any action check the Admin permits to gamble, using money or casino chips. It normally involves a game of skill and/or chance, such as poker, baccarat, craps, blackjack, etc.

LANGUAGE: This is handled a bit differently than other Areas of Training. When it is selected, choose a new language fluency and add it to your character sheet. You may select multiple times. Language action checks generally aren't made; an agent either can speak a language or he cannot. However, Admins might allow an action check to try to communicate with people with whom an agent shares no common language.

MEDIC: This Area of Training helps when agents perform action checks relating to diagnosing or treating wounds, diseases, toxins, etc.

SUPPLEMENTAL WEAPON TRAINING

If you allow, agents can select individual weapons with which they currently have no training due to their Character Class selection as an Area of Training. Be careful allowing this, as weapon and armor training is one of the important ways individual Character Classes are balanced.

Of course, balance is a curious thing debated by many people and its validity may be in question in a game where YOU have so much fiat.

SUPPLEMENTAL ARMOR TRAINING

If you allow, agents who cannot wear medium or heavy armor can choose one as his supplemental training, but be aware of the same balance concerns listed above. Of course, agents cannot choose training in heavy armor unless they have first trained in the use of medium armor.

PERCEPTION: This bonus applies whenever action checks are used to detect clues, sense danger, or hear things far away. It is the use of an agent's five senses and the experience and training to focus on those senses to gain the most from their use.

PERSUASION: This bonus applies whenever the agent tries to charm, convince, intimidate, interrogate, deceive, or seduce someone to do what he wants or reveal information the person is otherwise unwilling to provide.

PILOT: This Area of Training represents advanced training in aircraft of all sorts from helicopters to propeller-based airplanes to jets of all sizes. The bonus applies to any action checks to identify, repair, or perform stunts with aircraft.

SCHOLAR: This Area of Training bonus applies to any action checks relating to knowledge of history, cultures, literature, law, politics, religion, economics, philosophy, poetry, etc. It is a very broad Area of Training and some Admins may require you to focus in one field of academia when selecting it.

SCIENCE: This Area of Training bonus applies to any action check related to knowledge of scientific methods and principles, theories, and practical applications including but not limited to genetics, archaeology, chemistry, biology, astrophysics, etc. It is a very broad Area of Training and some Admins may require you to focus in one field of science when this is selected.

SCOUT: This bonus applies to action checks relating to survival techniques, dealing with all elements of weather, terrain, trailblazing, navigation, and indigenous species of plants and animals.

SUPPLEMENTAL MARTIAL ARTS TRAINING

If you allow, agents might be able to get supplemental hand-to-hand training. This works differently than most Areas of Training. Rather than provide a second d6 when making action checks, martial arts training permits the agent to roll 1d6 for unarmed damage (plus Strength bonus) and improves his armor class by -1[+1] when unarmed and while wearing light or no armor.

GADGETEER

If you allow, agents might be permitted to spend time with the technical department of their agency tuning and perfecting their gadgets instead of tuning and perfecting themselves. You can permit them to choose "Gadgeteer" as an Area of Training. This allows the player to roll two d6's when rolling for reliability of a gadget and use the higher of the two rolls. This bonus assumes continuous between-mission effort, just like all supplemental training bonuses, and therefore will apply to all of a player's gadgets, even those purchased after selecting Gadgeteer.

SECURITY SYSTEMS: This bonus applies to action checks to detect and bypass security systems of all types. This includes lock picking and safecracking, but also more complex electronic security systems. Disarming a security system normally requires a burglar's kit.

SLEIGHT OF HAND: This Area of Training bonus applies to action checks to pick pockets, palm small objects, and perform acts of prestidigitation to swap counterfeit objects for real ones or impress small crowds of onlookers.

STEALTH: This bonus applies to action checks to hide in shadows or in nature, apply camouflage techniques to hide in otherwise plain sight, moving silently to avoid detection, etc.

STRATEGY & TACTICS: This bonus applies to any roll to outwit or out plan opponents in games or in real life and death situations. That includes anything from playing chess to commanding field agents in complicated heist or combat operations.

STREETWISE: High society isn't the only place for a spy; the dark alleys hold secrets and intel just as important. When an agent needs to hit the streets to find answers (which sometimes is all he's left with), the Admin may ask for an action check. An agent with this Area of Training receives its bonus in any such affair.

TECHNICIAN: This Area of Training bonus applies to action checks to use a technician kit to repair just about anything from a damaged car to an aircraft, or even structural damage to a building.

UNDERWATER OPS: This Area of Training bonus is permitted any time the Admin asks for action checks relating to underwater movement, breath control, swimming, or performing any other complex activity underwater.

NEW AREAS OF TRAINING

The Areas of Training represented in this list cover a great deal of player activity, but sometimes a clever player may come up with an Area of Training idea to fulfill an agent concept that this list may not properly represent. In that case, it's up to Admins to work out the details of the request (if he even permits it), define what it covers and what it does not, and to record it for future use in his games. Consistency is the key!

DEVELOPMENT

Admins allowing the use of the optional Supplemental Training rules may also permit these agent Development rules.

PHYSICAL DEVELOPMENT

Agents who reach 5th level may develop their Strength, Dexterity, or Constitution. The player chooses which one. If the selected attribute is below 9 then it is increased to 9 as a result of the trials of a dangerous profession. If the score is below 18 then it is increased by one. An agent may not select a score which is already 18 as this is the peak of human conditioning. At 10th level the agent may select another physical attribute to develop.

MENTAL DEVELOPMENT

Agents who reach 7th level may develop their Intelligence, Wisdom, or Charisma. The player chooses which one. If the selected attribute is below 9 then it is increased to 9 as a result of the secrets and knowledge gained by this dangerous profession. If the score is below 18 then it is increased by one. An agent may not select a score which is already 18, as this is the peak of human capacity. At 10th level the agent may select another mental attribute to develop.

PUTTING IT ALL TOGETHER

If Admins choose to use all optional rules from this chapter, use this table to summarize the benefits at each level. Skill Training (determined by Character Class) and lifestyle (see expense account, page 15) is also included here. Then players only need to know their Hit Dice, Base Hit Bonus, and Saving Throw progressions from Character Class tables.

LEVEL	BENEFIT
1st	Skill Training +1, Area of Training, Traveler's Lifestyle
2nd	--
3rd	Area of Training
4th	Skill Training +2
5th	Physical Development
6th	Area of Training, Extravagant Lifestyle
7th	Mental Development
8th	Skill Training +3
9th	Area of Training
10th	Physical Development, Mental Development

CHAPTER 7:
BUREAU 19

As was presented in chapter 5, there is no limit to the types of campaigns which are possible with this game. It's beyond the scope of this product to give each the detail it deserves. Instead, this optional chapter is provided to serve as a default setting you might use in which to tell your agent's stories.

Bureau 19 is best introduced in the words of Director Connor Black, during his speech to the most recent group of raw recruits:

> *Sometimes people tell lies for good reasons. Ask any parent who has lied to his child about the loss of a loved one. Ask any man who was ever asked if everything was going to be okay when he knew it would not. Sometimes the truth is too ugly for people to hear. Sometimes if the truth were known it would change everything. It's these little white lies that people tell their children, men tell their families, and governments tell their people that keep us safe.*

> *Have you ever wondered why the federal government's budget lists billions of dollars that seem impossible to believe? $438 million for decommissioned warplanes that won't ever be used. $379 million for a single website. $321 million for redundant IT systems that already made redundancy in the past six budgets. $300 million on a gigantic blimp? Yes, you can find all this in the federal budget, and more. While some might see this as a government body which is careless or in need of oversight, don't be fooled, these are more white lies.*

The Constitution lists eighteen specific enumerated powers of congress, though in truth there are more cited throughout the document. One is omitted from public view though. The ones you've seen are what are shown to you and the rest of the world but nothing is as transparent as that. Even the founding fathers had spy networks, without which their revolution would have failed in its earliest days. There is indeed a nineteenth power in Article I Section 8. It's very specific and highly secretive and involves the security of this nation, outside the scope of its military, navy, militia, or even the highly known FBI or CIA.

To execute this power, a bureau within the government exists, layered in secrecy and discretely funded. In our recent past the validity of the bureau was questioned, its power limited, and many lives were lost. Since then, Bureau 19 has been restored and its resolve strengthened. New agents have been recruited and are about to be trained, and they stand beside you today.

I give you one last chance to voluntarily leave, before you learn things that cannot be unlearned. The questions you must now ask yourselves: Are you willing to do bad things for good reasons? Are you willing leave the comfort of ignorance behind, and to take action on the truths you learn? Are you willing to live a life of white lies?

THE BUREAU

There exists, from the founding of the United States of America, a highly classified nineteenth enumerated power of Article I Section 8 of the U.S. Constitution, which has been redacted and removed from all official public documentation and is maintained only in safety in an undisclosed location, shown to each new President as he is elected:

> TO SECRETLY GATHER INFORMATION ABOUT THREATS TO THE NATION AND ITS INTERESTS BOTH DOMESTIC AND ABROAD, TO UNCOVER CONSPIRACIES WITHIN AND WITHOUT THE NATION, AND TO DEAL WITH THESE THREATS AND CONSPIRACIES IN FINALITY, WITH NEITHER THE KNOWLEDGE OF NOR ACCOUNTABILITY TO ANY OTHER AUTHORITY. TO STRICTLY ENFORCE THE SECRECY OF THIS CONGRESSIONAL POWER AND KEEP KNOWLEDGE OF IT LIMITED TO THE PRESIDENT AND HIS DIRECT SUCCESSORS, WHO MUST SHOW DILIGENCE IN THEIR OVERSIGHT OF THE EXECUTION OF THESE POWERS.

HISTORY

Bureau 19 was established in 1942 in tandem with the formation of the Office of Strategic Services (OSS), a predecessor to the CIA. President Roosevelt thought that our nation was in need of better intelligence gathering services, and believed the OSS was only one piece of that puzzle. In order to adhere to the as-yet unused authority granted him through the secret enumerated power, he established a second agency to work independently. He simply called it "B19" as a codename, but later it became known as Bureau 19.

LOCATION

Bureau 19 is headquartered in the command center in the underground complex connected via tunnels between the White House and the Pentagon in Washington D.C., but it has regional field offices in New York City and San Diego as well. Internationally there are clandestine field offices in Beijing, Brussels, Tokyo, New Delhi, Sydney, Sao Paulo, Istanbul, Moscow, and Cairo. None of these locations exist with permission or knowledge of regional or national authorities. There are only seven people within the United States federal government authorized to know of Bureau 19's existence, namely the President and all offices of succession down to the Secretary of Defense. To everyone else in the world, the bureau is a shadow, like the agents who report there.

FUNDING

The bureau is funded by federal taxes. It's in the budget, disguised as well as it can be, hidden by layers of exaggerated expenses. Since the invention of the internet, so many more eyes are on the budget and so many more people wanting transparency, that it has become harder and harder to fund it without appearing incompetent, so to save their careers congress has been lax in approving a budget, automatically repeating the costs of previous years with automated increases. Eventually they have to do something about that, and the Administrator of Bureau 19 fears what will happen when the funding stops. Until then, agents have wide authorization to use their expense accounts for reasonable travel expenses (experienced agents still enjoy the luxury of an extravagant lifestyle, see page 15).

AGENDA

The bureau is empowered to investigate all manner of threats. The interpretation of the classified enumerated power has been very loosely applied by its Directors and its Administrator over the years. It recruits and trains agents and sends them on missions all around the world, securing and protecting the country's interests. It takes a pro-active role in pursuit of this agenda, sabotaging the efforts of others whose national progress might

possibly lead to posing a threat to the U.S.A. and its place in the world. This agenda is mysterious and hard to understand, as agents are often given only what they need to know and nothing more, compartmentalizing their role in more strategic larger plans. Of course, the agents are to rest assured that the President and his council of six successors are there to make sure the Administrator and his Directors don't exceed the authority they've been entrusted with.

AGENTS

Agents are recruited by Directors, whose jobs include seeking talent to build their teams. Once recruited, their identities and records are wiped clean. Anyone looking into them will find no trace of their existence on any computer or file anywhere. This is done at great expense and effort. Agents are then trained and equipped and placed into a team. Teams are the skillful hand of a Director, and each has only one. Agents report to their field office, which is always hidden and accessed by secret and secure entrances, to be given missions from their Director.

Specific Agent Mandates: Agents may not speak of Bureau 19 in any way. They may not contact the bureau through any method other than their encrypted smart phones in their Operative Kit. Once in the field on their mission, they are to observe local laws only until they prevent the agent from completing his mission. Agents are empowered to make decisions in the field regarding the protection of the secret of the organization. Each Director is otherwise given discretion on how he manages his team.

AGENT CREATION

Agents of Bureau 19 are selected from among those in society who show the capacity for being willing to do bad things for good reasons, along with their ability to be successful at those things. Players should keep this in mind when deciding the background for their agents and the situations behind their recruitment.

Attributes: The bureau won't recruit anyone whose total of all six attributes is below 60. If a player rolls a total which is not 60 or higher, he may roll 1d6 and add it to his lowest-rolled score. He may continue to do this until his total is 60 or higher.

Supplemental Training: It is recommended you use all optional rules or something similar of your own design in Bureau 19 campaigns.

Hit Points: When rolling Hit Points at 1st level, just assume the Hit Die came up a 6 and add the agent's constitution bonus normally. Don't forget the +1 if he's an Eliminator!

Code Name: At 2nd level agents receive a code name, which is how they refer to one another. Players don't choose their own code name, the rest of his team does based on the events which occurred on his path to achieving his level. People don't choose their code name, they earn it.

LAW

Bureau 19 doesn't officially exist, and one might think its agents are on their own when dealing with legal matters. But the nineteenth congressional power specifically mandates that the execution of that authority be excluded from accountability by any authority. That means the agents are allowed to ignore federal, state, and local laws in pursuit of their primary objectives. They may violate civil liberties. Unlike the agents of the FBI and CIA, agents of Bureau 19 are, in fact, above the law.

Of course, that doesn't mean they won't get arrested or detained. Although none of the Directors or the Administrator have the authority to order an agent released from custody, the President and his six successors do. It frustrates them to have to do it, and the agent will certainly be chastised for it, but an agent who is arrested just has to wait for the phone call. It's going to come eventually (1-6 hours typical).

MISSIONS

Agents are given their missions from their Director, who himself is driven by a council comprised of the President and his six successors. Their missions can take them anywhere in the world, and may involve other intelligence agencies, terrorists, criminals, villainous organizations, other governments, and more. They might be gathering intelligence, recovering something or someone, destroying someone or something, or just about any objective which can be imagined. Admins have a broad canvas to paint any kind of picture they're willing. The primary objective is always classified, and it's up to the discretion of the agent who to share it with.

HOW MANY DIRECTORS ARE THERE?

Agents will know their own Director, and they will know the Director reports to an Administrator who sits on a council along with the President and his six successors. Beyond this knowledge, the agent is kept intentionally in the dark. Of course, agents do deal with bureau medics, techs, and trainers, but they aren't operational and are only referred to as "agent" honorifically.

On rare occasions when the team must work with another team belonging to another Director, they do not speak of their Director's identities and refer to one another by the word "Agent" followed by their last names. At least that's the official behavior expected. In truth, agents of different teams do eventually interact. It's hard to find friends when you live such secret lives.

There is no official count of the number of Directors and teams working for Bureau 19. The scope and breadth of the bureau is a carefully guarded secret. Not even the President knows exactly, as he normally only interfaces with the Administrator (who is probably the only person who really knows how many there are!)

Compartmentalized Knowledge: Sometimes the agents won't even know why they're doing things… they might simply be told to go to a site in some country, plant explosives, and deliver the remote detonator to some person who operates a bakery in the next town. Compartmentalization is key.

ENEMIES

Agents of Bureau 19 have dealt with terrorists both domestic and abroad. They've started and stopped revolutions. They've manipulated, propped up, or destroyed criminal organizations. They've saved and damaged the plans of other agencies of both their own and other nations. They've changed where lines are drawn on maps. They have made a lot of enemies while protecting the interests of the nation, but their clandestine nature keeps their agents from accumulating too many personal enemies. By far, however, their greatest threat is the Cabal.

THE CABAL

The Cabal is a consortium of powerful individuals that are firmly entrenched in the government, corporations, and criminal groups of the world. They've existed since the founding of our nation under different names and different leadership, but their mysterious agenda and masterful presence have remained. Their existence is as secretive as that of Bureau 19, their locations hidden in plain sight behind a veil of deceit. They manipulate the history of the world and have done so as long as there have been governments. They seem to know about the bureau and even the identity of some of its agents, which makes Directors fear they have even infiltrated the limited group that comprises the bureau's leadership.

Above all else, it is the mandate of Bureau 19 to learn more of the Cabal, its location, methods, organization, and agenda, and to deal with them with finality.

WHO OR WHAT IS BEHIND THE CABAL?

By far not the only enemy agents will deal with, the Cabal should be treated as the most powerful, dangerous, and secretive of them all. But what you, as Admin, do with them and how often you include them in missions is up to you.

They might just be a consortium of wealthy families with some doomsday prophecy to fulfill. They may be scholars trying to awaken a dark god in exile. They might be aliens, working towards the subjugation of the human race. They might be elder vampires, whose daily existence can only be challenged by the slow manipulation of world events. Whatever you do, terrestrial, extra-terrestrial, or supernatural, make sure everyone's on board with such a campaign and then commit… make the Cabal dangerous and unlike all other threats.

120

OPERATION: WOUNDED WOLF

This mission is for a team of 1st level agents. It takes place in a large city, and begins with a simple enough mission which raw trainees might be sent on: a dead-drop pickup at a bus station. But it escalates from there and culminates in a rescue operation for a captured agent before he can be framed for the assassination of a State Senator! Although it assumes the agents work for Bureau 19, Admins can adjust this as required.

SECTION 1: BRIEFING

This is a great starter adventure which can be run directly after having the players roll up their agents. When they're ready to play, read or paraphrase the following introduction:

> Director White sits across a table from you in the briefing room of the secret headquarters of Bureau 19. She shuffles some papers, removes her glasses, and then pushes across the table a brown leather briefcase and a photograph of a man in his mid 30's.
>
> "You're looking at Agent Deering, an operative under Director Green, who is on a deep cover assignment in the region. He dead-drops a briefcase like this one to receiving agents every week at the bus terminal on 8th Avenue. He's due for a drop today, and the rest of Director Green's team is on assignment. He's asked me to help him out. Your mission is simple: Go to the station at six o'clock, identify your mark, and discretely exchange briefcases. Any questions?"

If asked questions, Director White will respond in the following ways:

Where in the terminal can we find agent Deering: "Main lobby, he's normally reading a magazine to appear occupied."

What's in the briefcase: "This is need-to-know, you are not to look in the briefcase."

What should we say to Deering: "Do not communicate or appear to have communicated with Agent Deering in any way."

What is Deering's cover and current assignment: "This is need-to-know, I cannot divulge the nature of Deering's current assignment at this time."

What if the exchange is witnessed: "Don't be witnessed. If you are, use discretion in dealing with the situation."

SECTION 2: THE BUS STATION

This section is an investigation scene. When six o'clock rolls around and Deering doesn't show, it's up to them to figure out what to do. No matter what they do (call Director White, question station employees, acquire video surveillance footage, snoop around, contact informants, etc.) they should learn what happened, one item at a time. It's up to you to determine who learns what, based on the players' efforts. But as long as they try things, they'll learn things. Feel free to call for various action checks.

ARE PLAYERS HAVING FUN?

If the players don't know what to do next and still haven't uncovered all the facts, have a few Thugs attack the players, having been left behind by Vlad Noskov to deal with anyone snooping into the disappearance of "Alex Volk."

Once defeated, have one of them barely alive and begging able to fill in any blanks in their investigation in exchange for their lives.

INVESTIGATION

In their investigation, the agents should learn as much of the following as their efforts earn them and you're willing to divulge.

- Deering contacted Director Green with a cryptic message that he had uncovered something big and blew his cover getting evidence of it. He was supposed to drop the evidence at this exchange, then go into hiding for a few months.

- Agent Deering was posing as Alex Volk, a Russian hit man, and was infiltrating the Russian mafia here in the city.

- Deering came to the station a couple hours before the agents. Two Russian enforcers caught up to him, knifed him, grabbed the briefcase, and dragged his bleeding body into an awaiting sedan.

- The sedan's license plate is registered to Vlad Noskov, a suspected Russian mafia enforcer and listed employee of an upscale restaurant called Adrei's.

A NEW MISSION OBJECTIVE

If the agents contacted Director White, she'll give them a new mission, codenamed Operation Wounded Wolf. If they don't contact her, they will likely decide to take this on of their own volition.

Their primary objective is to recover Agent Deering, and if they cannot do that to at least retrieve the briefcase or its contents. As a secondary objective, because Bureau 19 takes care of its own, the agents should see to it that Vlad Noskov and his assistant enforcer are dealt with… properly.

WHERE TO GO FROM HERE?

If they don't think of it themselves, have Director White tell them to proceed to the restaurant called Andrei's (it's in an upscale location in the city) and see if they can pick up the trail of Agent Deering from there.

SECTION 3: ANDREI'S

Andrei's is an upscale restaurant well known in the city, popular among those with the money to spare. To the local police and criminal underbelly of the city, it is a place where the Russian mafia conducts business. There is valet parking in the front, and normal parking in the back. This section could go a number of ways, depending on what the players decide to do. Here are some background details to get you prepared to react to their actions:

Noskov's sedan is parked in the back and is currently empty. If searched, the players will find Deering's blood in back seat covered from casual view by a black blanket. In the trunk is a loaded shotgun.

Noskov and his colleague, **Kreskin**, are in the restaurant enjoying a steak and some vodka. In addition, the place currently has 4 additional criminals of one type or another loyal to the Russians (treat them all as **enforcers**), and an equal number of innocent bystanders enjoying a meal. See the map of Andrei's.

INTERROGATION

No matter how the players go about it, whether they beat this information out of the enforcers, bribe them, coerce, or trick… the agents should learn the following pieces of information. Encourage the players to play up to their agent's strengths here. If they're not prepared for a large battle, they should try to keep the peace. This many bullet-wielding enemies could end the careers of a group of 1st level agents.

- Noskov and Kreskin work for Boris Petrov, the head of the local branch of the Russian mafia, as enforcers who do what they're told. This wasn't personal.

- They were told Deering was a cop or a fed or something and they had to nab him from the station and bring him back here.

- Petrov was with some guy they never saw before, a tall weird guy with honest-to-god stitches on his mouth. They went into the back room with Agent Deering.

BORIS PETROV?

The name of their boss is a red herring in this context, as the agents won't be meeting him in this mission. It's a seed, planted for your use in future missions – a new enemy for another day, perhaps?
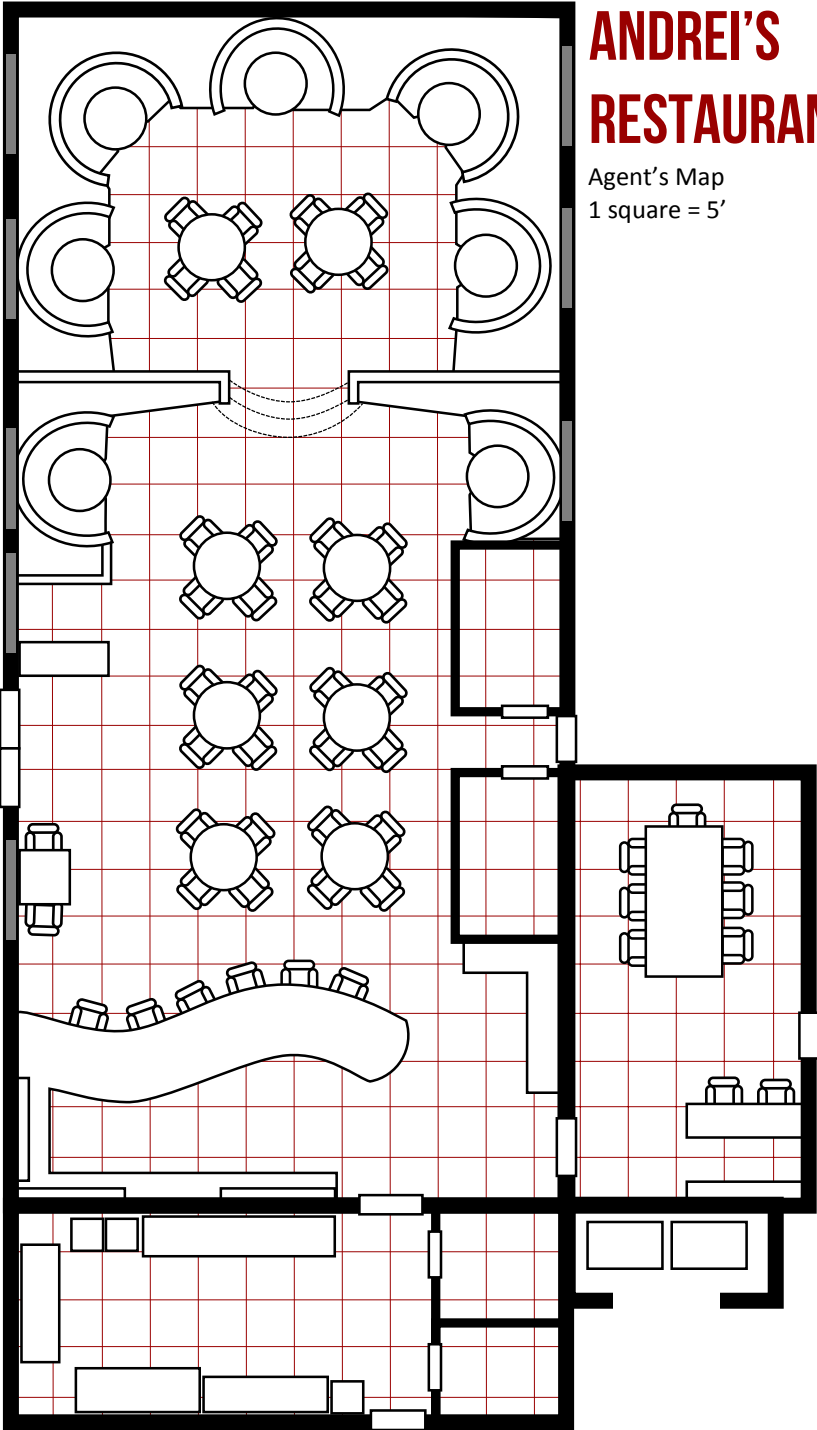
THE BIG FIND

The back room is empty, but a blood-stained chair and some ropes on the floor prove they were questioning Volk (Deering). There is a table where the open briefcase still remains. At first search it appears to be filled with magazines and newspapers. But there is a secret compartment revealing the real evidence.

Boris Petrov is planning the assassination of Senator Bob Krandal, whose anti-mob stance has been causing trouble for the Russians. Petrov hired Volk (Deering) for the hit, and a backup hit man was brought in from Russia to seal the deal. The plans reveal the exact location and time of the hit: at a night christening of a new museum in the city one hour from now, where he is to cut the ribbon and give a short speech about the importance of art, music and theater. If the agents are to stop the assassination, they have to get there immediately.

# ANDREI'S RESTAURANT

Agent's Map
1 square = 5'

ANDREI'S RESTAURANT

Admin's Map

Booth Seating

Noskov Kreskin

Windows

Main Entrance

Hostess

Men's Room

Lady's Room

Service

The Back Room

Emergency Exit

Emergency Exit

Emergency Exit

Bar

Wine

Trash

Kitchen

Freezer

Emergency Exit

⬣ Criminal: Enforcer

⬣ Innocent bystander

⬣ Employees

Unless the team is heavily armed and armored, this encounter may be very deadly. Encourage creativity and planning, because once bullets start flying people (good guys and bad guys) are going to start dying.
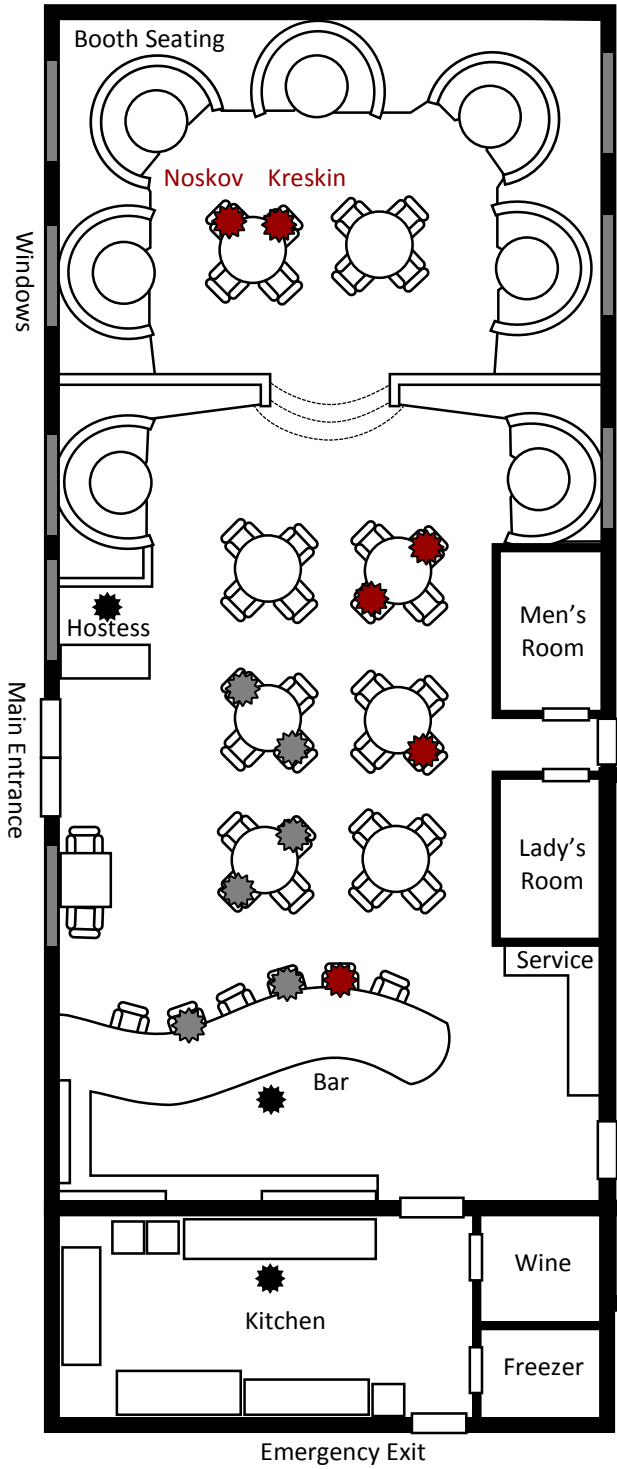
Notes: All emergency exits are locked from the inside. Employees are treated as Thugs and are loyal to the Russian mafia.

SECTION 4: THE ASSASSINATION

The agents arrive to see a huge scene around the entrance of the new museum. There are chairs spread out in a wide arc and a stage built up with a microphone and podium. A large ribbon stretches across the stage from poles. Senator Krandal is seated on the podium next to his wife (a known patron of the arts) while a woman, some director of the museum, is introducing him.

There is a large office building over 1,000 feet from the event, and a perceptive agent will see a single open window on the 7th floor from which a figure aims a high powered sniper rifle. If the agents interfere with the event and usher the Senator to safety, the sniper will try to take shots in the chaos.

CHASE TO THE MUSEUM?

If the players have their own vehicle, and especially if they have a Transporter character behind the wheel, you might want to have some fun with the high speed drive to the museum.

Have **4 thugs** on motorcycles give chase through the city, each trying to get close enough to take shots at the agents inside or at the tires to force a loss of control. Narrate the scene wildly, cause some collateral damage. Let the players have a fun time but don't let them get too hurt, especially if they're wounded from the fight at Andrei's.

At the base of the office building are **4 thugs**, just street rabble given a hundred dollars apiece to keep anyone from entering. They're easily bypassed or defeated. Inside the office building can be found four security guards who won't be going home to their families. The directory states the 7th floor belongs to Stafford Law Offices.
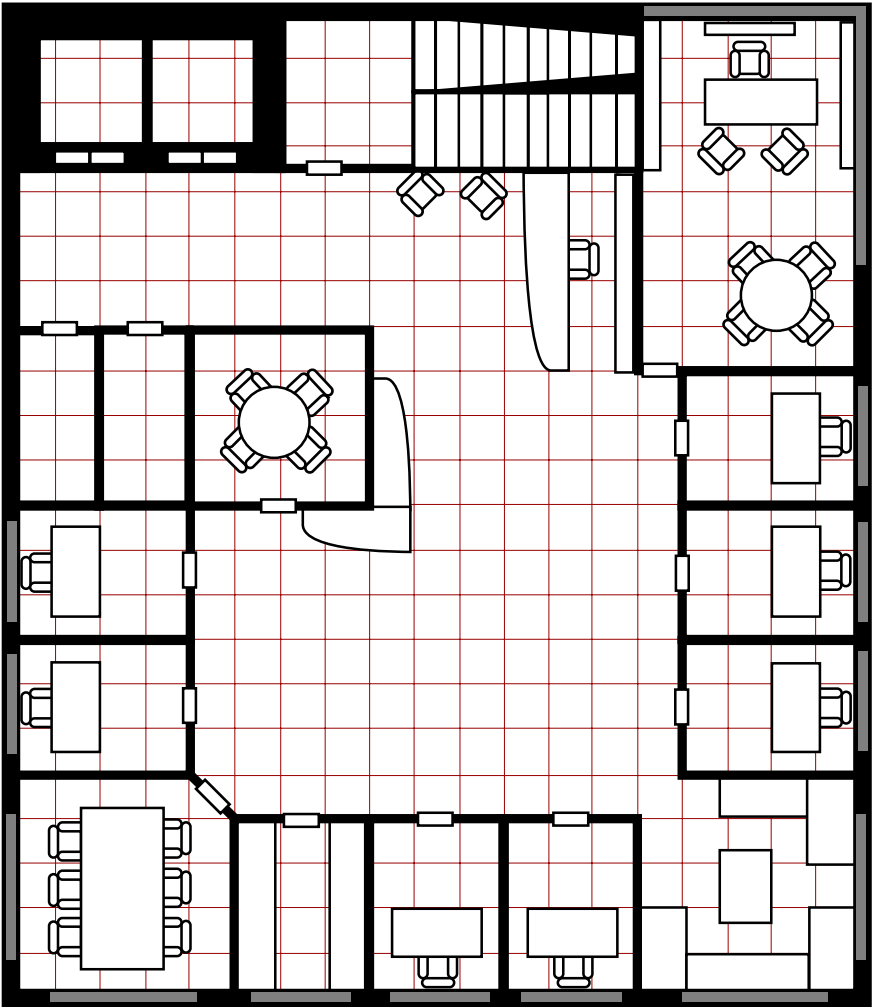
When the agents get to the 7th floor, show them the Stafford Law Offices map. They'll come in either by the elevators or the stairs. They'll be met by the Russian **hit man** and a number of **thugs** equal to one less than the number of player agents. Agent Deering (going by the name Volk) lies near the window in the File Room, bleeding out, and only barely conscious. The sniper rifle is on the floor near him. The agents arrive just as the assassins were packing up to flee the scene and leave Deering to take the blame.

The hit man is mute and has actual stitches across his lips – a testimony to how he manages his hits with discretion. He has no identification on him and won't show up on any database. He will fight to the death, which inspires his thugs to do the same. In his jacket pocket the agents will find $10,000 in large bills, payment for this assassination.
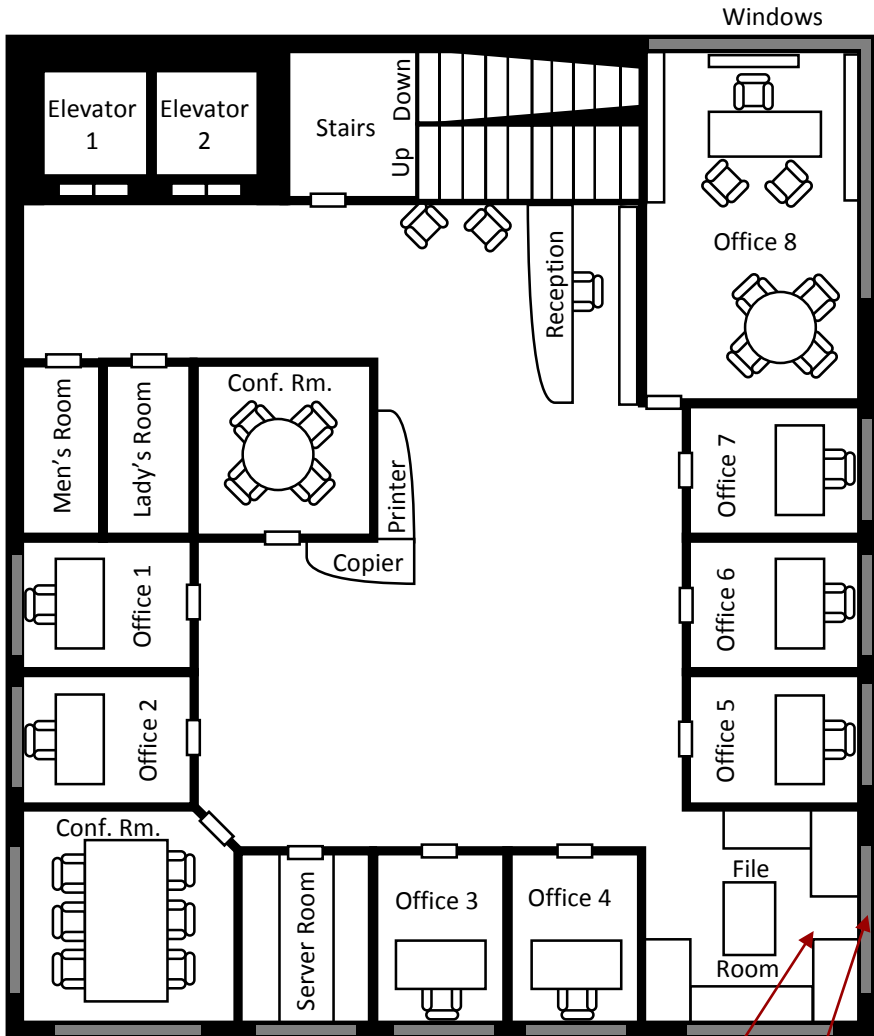
STAFFORD LAW OFFICES

Agent's Map
1 square = 5'

STAFFORD LAW OFFICES

Admin's Map

Windows

Elevator 1

Elevator 2

Stairs

Up Down

Reception

Office 8

Men's Room

Lady's Room

Conf. Rm.

Printer

Copier

Office 1

Office 2

Office 7

Office 6

Office 5

Conf. Rm.

Server Room

Office 3

Office 4

File Room

Broken Window

Deering's Body

ADVERSARIES:

- Russian Hit Man
- #Thugs equal to #Players

All are in open central office region, packing up and ready to flee.

WRAPPING THINGS UP

The agents should be encouraged to avoid the police, who surely are on their way. If caught, they'll be detained for a few hours and questioned until the arresting detective gets a phone call that makes him reluctantly let the agents leave. Back at headquarters, they'll be debriefed and patched up with medical treatment.

MISSION PAYMENT: The Admin should use the "Local" multiplier of x2 since this mission took place within the confines of one city and involved a local mafia family and state senator. Therefore, if they accomplished the primary objective (recovered Agent Deering and/or his briefcase) each agent is given $2,000. If they also *properly dealt with* Noskov, that secondary objective nets each agent $1,000 more. Since the mission took only one day to complete, albeit a long and dangerous day, they should each receive $500 for their Active Duty pay. Admins must then decide if the agents deserve the Discretion & Secrecy, Loyalty & Teamwork, Innovation & Cunning, and Discovery bonuses to help award them for uncovering and stopping the plot to kill the senator.

XP AWARD: Remember agents earn 1 XP for every $10 earned as Mission Payment, in addition to all XP awards for all enemies defeated. Depending on the agent's approach, this could be a lot of enemies or might be only the hit man and his thugs from the final encounter in the office building.

OTHER AWARDS: If he survives, the players will earn the respect and thanks of Senator Bob Krandal, who won't question the agency the players work for in any way. He doesn't know about the player's bureau, but has dealt with clandestine operatives in the past and knows not to ask questions. Also, if a player agent is an Investigator, he might choose Senator Krandal as an informant upon reaching 2nd level.

NEW ENEMIES: Russian mafia kingpin Boris Petrov can be a recurring pain in the agent's backsides if the Admin wants. He may not know who the agents work for, but some of his man have seen them, and that might start him reaching out to his connections to former KGB agents with a lot of experience in the shadowy world of spies. He wasn't anywhere to be found when the bullets started flying, and Deering's intel on Petrov's location will already be outdated now that Petrov knows his operation was jeopardized. This might lead to additional missions involving this criminal organization and its leadership.

DESIGNATION OF PRODUCT IDENTITY

"White Lies™" and the "White Lies™" logo are copyright and the Product Identity of Bill Logan, 2015.

DESIGNATION OF OPEN CONTENT

All other content not designated Product Identity is open content.

OPEN GAME LICENSE VERSION 1.0A

The following is the property of Wizards of the Coast, Inc. Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch Swords & Wizardry WhiteBox Rules by Marv Breig, copyright 2008- 2011 Matthew J. Finch.

White Lies roleplaying game, Copyright 2015 DwD Studios; Author Bill Logan.

Sometimes people tell lies for good reasons. Ask any parent who has lied to his child about the loss of a loved one. Ask any man who was ever asked if everything was going to be okay when he knew it would not. Sometimes the truth is too ugly for people to hear. Sometimes if the truth were known it would change everything. It's these little white lies that people tell their children, men tell their families, and governments tell their people that keep us safe.

The Constitution lists eighteen specific enumerated powers of congress. One is omitted from public view though. The ones you've seen are what are shown to the rest of the world but nothing is as transparent as that. Even the founding fathers had spy networks, without which their revolution would have failed in its earliest days. There is indeed a nineteenth power in Article I Section 8. It's very specific and highly secretive and involves the security of this nation, outside the scope of its military, navy, militia, or even the highly known FBI or CIA.

To execute this power, a bureau within the government exists, layered in secrecy and discretely funded. Bureau 19. New agents have been recruited and are about to be trained, and they stand beside you today.

I give you one last chance to voluntarily leave, before you learn things that cannot be unlearned. The questions you must now ask yourselves: Are you willing to do bad things for good reasons? Are you willing leave the comfort of ignorance behind, and to take action on the truths you learn? Are you willing to live a life of white lies?

DWD
STUDIOS