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charles rice, chris davis
layout:
chris davis

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AEGIS

By Gareth-Michael Skarka

Introduction

There once was a time when the plots of super-spy movies and television series seemed far-fetched. In these stories, the secret agent would face a world-threatening plot, not from the agents of an enemy nation, but from the private operations of a fanatical wealthy madman, backed by his own secret organization. Whether it was SPECTRE from the James Bond films, or T.H.R.U.S.H. from *The Man from U.N.C.L.E.,* the super-spy genre was filled with such organizations.

Now, of course, the world has changed, and such a thing is no longer far-fetched. One of the worst threats to world peace comes from a fanatical billionaire, Osama Bin Laden, and his privately-run secret organization, Al Qaeda.

Billionaire Michael Dunkirk saw this, and recognized that the threat posed by such groups outweighed concerns of nationality. The entire world was at risk, but the nations of the world, still locked in their Cold War mentality, even while moving into a new millenium, would never put aside their distrust to the level neccessary to effectively combat these threats. Cooperation would occur, yes -- but in the end, concerns about National Security would trump the needs of fellowship, and so the effectiveness of such efforts would always been lessened.

..and so Dunkirk founded **AEGIS:** The **A**gency for **E**mergency **G**lobal **I**ntelligence and **S**ecurity.

About the Author

Gareth-Michael Skarka has been working in the adventure games industry since 1988. He is the designer of several role-playing games, including ***Hong Kong Action Theatre!***, ***UnderWorld*** and ***Skull & Bones.*** His design imprint, Adamant Entertainment, produces the pulp d20 line ***Thrilling Tales***, and more.

Genesis

Dunkirk, already the scion of a wealthy family, worked as a top analyst and government consultant for various organizations during his career, including the United Nations and the Center for Strategic and International Studies.

During the 1990s, he invested heavily in tech stocks--an early adopter who benefitted greatly from the "dot com explosion" in the later part of the decade. Following some very savvy (and critics claim, suspicious) advice, Dunkirk cashed out his tech stocks ahead of the bubble bursting, securing a massive financial windfall. The funds might have just added to his already-considerable fortune, were it not for the USS Cole.

On October 12, 2000, the USS Cole was in the port of Aden, Yemen for a routine fuel stop, when a small craft, piloted by two suicide bombers, approached the port side of the destroyer, and detonated. The bomb blew a 40 by 40 foot hole in the port side of the Cole. Seventeen sailors were killed and 39 others were injured in the blast.

The investigation that followed revealed that the men were part of Al Qaeda (Arabic for "The Foundation"), a secret operation run by Saudi oil billionaire Osama Bin Laden. Bin Laden had declared war against the Western world in general, and the United States specifically, in a series of declarations issued from his undisclosed location.

Dunkirk, realizing that this sort of threat could only be countered by an organization unfettered by the chains of government bureaucracy and above petty concerns of national security, used his connections within the intelligence analysis community and the various private security contracting organizations (which were formerly known as mercenaries) to found **AEGIS:** The **A**gency for **E**mergency **G**lobal **I**ntelligence and **S**ecurity.

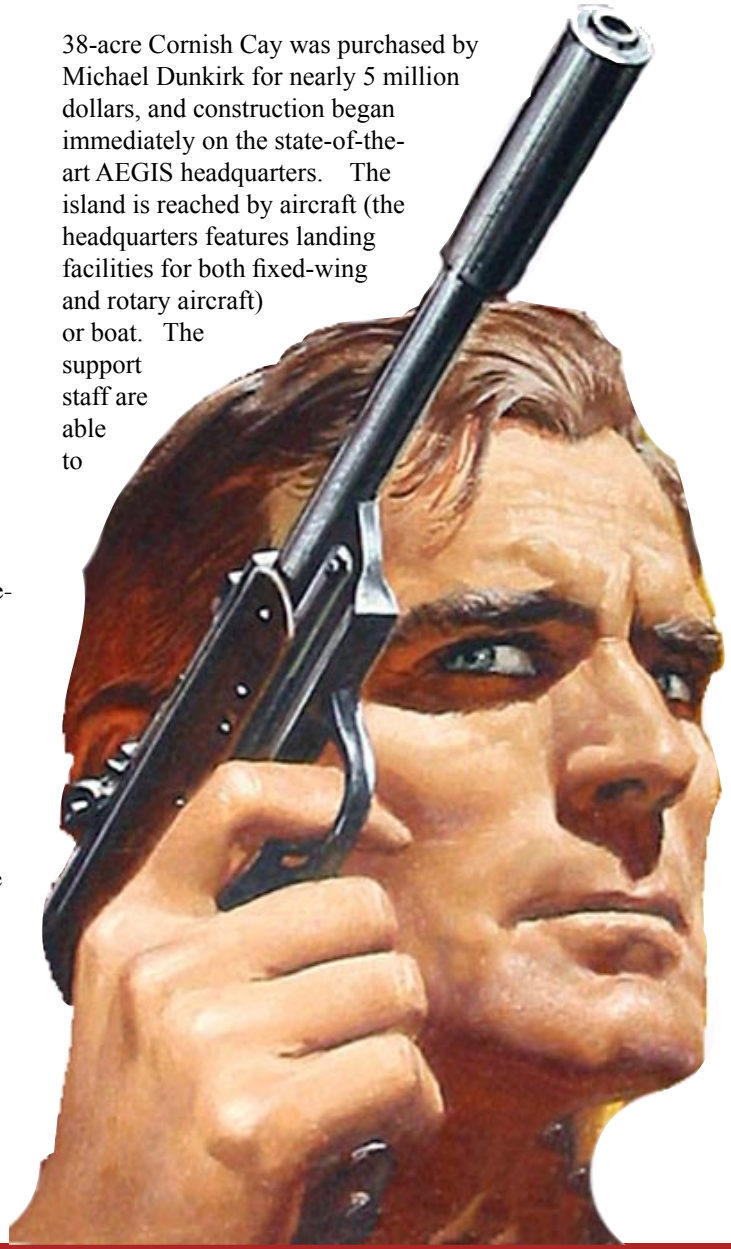
Over the past five years, AEGIS has attracted agents, analysts and technicians from all over the world, becoming a truly multi-national operation. After several incidents where AEGIS personnel thwarted the efforts of Al Qaeda and other, less well-known threats, many governments have grudgingly offered sanction to AEGIS, and in some cases, have outsourced sensitive operations to the organization, knowing that it can operation without the cumbersome oversight of a legislature.

Today, AEGIS employs several hundred support personell in analysis and R&D, a roughly equal number of field support personnel, and a core group of about 4 dozen agents, each of whom fit the archetype of "super-spy" more closely than anything in the modern world. The ranks of AEGIS grow very slowly, as the organization features the most exhaustive background check in the world, to guard against infiltration by rogue elements (or intelligence-gathering by alllies, for that matter).

The agents come from 11 countries, and represent diverse backgrounds. There are former intelligence operatives, retired soldiers, professional troubleshooters, and even an infamous jewel thief. The operate in the field either alone or in small groups (*GM's note: In other words, perfect for player-characters*). Their missions carry them to the far corners of the globe, fighting threats that often never get covered by CNN. They are the hidden knife, held at the throat of worldwide terrorism, and the shield that silently protects us.

Headquarters

AEGIS operates out of a central headquarters. Operations in the field use any number of privately-owned safe houses, but the core operations are directed from a privately-owned island in the Bahamas.



38-acre Cornish Cay was purchased by Michael Dunkirk for nearly 5 million dollars, and construction began immediately on the state-of-the-art AEGIS headquarters. The island is reached by aircraft (the headquarters features landing facilities for both fixed-wing and rotary aircraft) or boat. The support staff are able to

live in the on-site dormotories, or live at various locations in the nearby Bahamian islands.

The headquarters features extensive computer networks, satellite communications, and its own power generators. Agents receive briefing at Cornish Cay, or on site during field missions, as the mission dictates.

Resources

The following stat bloc for AEGIS uses the open content rules for organizations that can be found in several sources, notably *OGL Horror* from Mongoose Publishing, *13 Conspiracies* from Ronin Arts, and *Pulp Villains: Thugee* from we here at Adamant Entertainment.

AEGIS:

The **A**gency for **E**mergency **G**lobal **I**ntelligence and **S**ecurity.

Headquarters: Cornish Cay, Bahamas

Goals and Methods: To combat the threat to world peace posed by extranational organizations as only another extranational organization is capable.

Hit Points: 3,000
Force: 25 (+7)
Response: 15 (+2)
Resources: 35 (+12)
Information: 35 (+12)
Occult: 3(-4)
Influence: 25 (+7)

Skills: Computer Use +27, Decipher Script +22, Forgery +22, Gather Information +27, Intimidate +22, Investigate +22, Knowledge (business) +27, Knowledge (civics) +22, Knowledge (current events) +22, Knowledge (history) +22, Knowledge (streetwise) +17, Knowlege (tactics)+19, Knowledge (technology) +17, Research +22, Search +10

Feats: Arsenal, Forensic Laboratory, Library (current events, civics, history, tactics), Research Lab, Secure Base (x2).

Operations

The section that follows provides several adventure hook ideas for Gamemasters who are using AEGIS as the basis for a Modern D20 campaign.

Introducing AEGIS Into Existing Campaigns: Gamemasters who wish to convert an existing campaign to one featuring the adventures of the player-characters as agents of AEGIS can simply have Michael Dunkirk contact the player-characters and offer to hire them. He will tell them about AEGIS and say that they've been watching the characters for some time, and that he believes that they possess skills that AEGIS needs (PCs often respond to flattery, don't they...).

For GMs who chose to take this approach, here are Michael Dunkirk's statistics:

Michael Dunkirk
Director of AEGIS

Smart Hero 5/Charismatic Hero 4 CR 9; Medium-size humanoid; HD 5d6+0 plus 4d6+0; HP 32; Mas 10; Init +1; Spd 30 ft; Defense 14, touch 14, flatfooted 13 (+0 size, +1 Dex, +3 class); BAB +4; Grap +5; Atk +5 melee (1d4+1, martial arts), or +5 ranged (2d6+0, 9mm Glock 17); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL AEGIS; SV Fort +3, Ref +4, Will +6; AP 4; Rep +2; Str 12, Dex 12, Con 10, Int 18,

Wis 14, Cha 16.

Occupation: Academic (Computer Use, Knowledge [Current Events], Knowledge [Tactics])

Skills: Bluff +5, Climb +3, Computer Use +13, Craft (electronic) +8, Craft (mechanical) +6, Craft (pharmaceutical) +11, Craft (visual art) +7, Craft (writing) +7, Decipher Script +9, Demolitions +11, Diplomacy +7, Disable Device +10, Disguise +7, Forgery +5, Gather Information +9, Handle Animal +4, Intimidate +5, Investigate +13, Knowledge (Behavioral Sciences) +7, Knowledge (Business) +12, Knowledge (Civics) +10, Knowledge (Current Events) +16, Knowledge (History) +8, Knowledge (Physical Sciences) +6, Knowledge (Popular Culture) +6, Knowledge (Streetwise) +10, Knowledge (Tactics) +17, Knowledge (Technology) +8, Knowledge (Theology and Philosophy) +9, Navigate +5, Profession +7, Read/Write Language +5 (English, Arabic, German, Russian, French, Chinese), Research +10, Search +5, Sense Motive +4, Speak Language +5 (English, Arabic, German, Russian, French, Chinese), Swim +3

Feats: Athletic, Attentive, Combat Martial Arts, Defensive Martial Arts, Educated (Knowledge [Current Events], Knowledge [Tactics]) Leadership, Low Profile, Windfall

Talents (Smart Hero): Linguist, Plan, Exploit Weakness

Talents (Charismatic Hero): Coordinate, Inspiration

Wealth +31

Once the PCs are set up as agents, any of the following adventures can be used.

All This and World War III: The player-characters are sent on a simple mission, to assassinate a known high-ranking terrorist at a meeting held in a cafe in Athens. When they go to the meeting, they discover that the Terrorist is meeting with a disgraced former Soviet general. Investigation reveals that the Ex-general has sold the terrorist's organization a stolen soviet nuclear missle (the old SS20s that were launched from train cars). The player characters must then track down the missle.

Over the course of the adventure, the player-characters will discover that the weapon has been loaded onto a cargo ship, which is now approaching New York harbor....however, they learn that the plan is NOT to destroy the largest city in America, but rather to launch the missle from the ship, targeted at Moscow. A missle launched from America towards Russian will almost certainly activate the former Soviet defense systems, and a massive launch against America will occur. The Americans will most likely respond, leading to World War III!

Wrath of God: AEGIS has learned of a curiosity: a massively-funded extremist right-wing Christian group in America (The Soldiers of Christ) which, oddly, is quietly pouring money into a California scientific firm. The player-characters are assigned to investigate.

Investigation reveals that the firm, Global Solutions, is a space-sciences corporation, which specializes in launching satellites for private corporations. Among their clients are various

broadcasters and scientific organizations. However, the player-characters will find out that the Soldiers of Christ have paid for the development of a satellite with a solar focusing mirror, obstensibly to aid in agriculture. The true plan of the organization, however, is to focus a massive amount of solar radiation upon the polar ice caps, causing massive flooding worldwide. Approximately 70 percent of the world's population would be affected by the flooding, and the death toll would be staggering.

The Soldiers of Christ would then step forward and lead the world in a "righteous path."

The Player-characters must stop the launch of the satellite, or otherwise put an end to the operation.

Operation Djinn: The player characters are tasked by AEGIS with the most important mission ever undertaken by the organization, the capture of Osama Bin Laden.

AEGIS has learned that despite constant reports that Bin Laden is hidden within the caves along the Afghan/ Pakistani border, he is, in fact living in luxury at a Bin Laden family estate in Saudi Arabia.

The player-characters must sneak in and sneak out like the invisible spirits of the Arabian desert...They must infiltrate the country, find their way on to the estate, capture Bin Laden alive, and deliver him to the United States Naval Base at Guantanamo Bay. They must do all of this without arousing the suspicions of either the Saudi Royal Family, the media, or any other nation, since Al Queda will learn of the operation quickly, and pull Bin Laden out at the first sign of trouble.

Twice in a Lifetime: AEGIS assigns the player-characters to investigate a recent surge in Neo-Nazi activity in Europe. The groups seem to be well-funded, and disturbingly, the actions seem to be coordinated as well.

Investigation reveals that the operations are being paid for by massive outlays of cash, which can be traced back to Swiss bank accounts that have been held privately for approximately 60 years. It appears that remnants of the Nazi regime are using funds smuggled into the Swiss banks at the end of World War II, to organize and fund a resurgant Fourth Reich in Europe, using the current racial, cultural and religious tensions brought about the War on Terror as a catalyst for their actions.

The player-characters must track these operations back to their source. Over the course of the adventure, it is revealed to be the son of a high-ranking Nazi, who escaped with his family to Argentina. The son is carrying on the father's work, using the networks put in place by the Nazis at the end of the war to aid him in his efforts.

A Gamemaster running an AEGIS campaign can use any of these adventures, or find source material for their own by reading the international news on any given day. With a little bit of work, any news story can be turned into a globe-trotting super-spy adventure!

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