

SUZERAIN



0123456789
TIMELINE

Millennium Knights



Primer
00 of 06

The Chosen

We are the protectors, the teachers, the guardians of the light in this universe. Through the mighty element of Light we channel our power to make all of existence a better place. And we are gods, so that is a lot of power I am talking about.

That does not guarantee our success.

You see, there are crazed gods and their followers who would destroy everything we work so hard to nurture, gods who must be found and stopped.

That, above all else, is our sacred duty - to hunt down those who desecrate the Dark, the exiles from our pantheons who we'd forgotten, because they have not forgotten us, and they are planning something. Something terrible.

The mortal realms have their own flow of time, represented in three stages: Timeline, Elements and Catalyst. The immortal realms of the Maelstrom are outside mortal time. According to the philosopher gods, the two intertwine at only two points: when the universe began and when it will cease to exist.



We are the unwanted, the discarded, the forgotten gods of a thousand beliefs. We meet in the secret, hidden corners of the mortal realms, spurned by those self-styled 'Chosen' and their arrogant kin.

Discarded by most, yes... but we have our allies too. Great deities who share the power of our common element - Dark. And through the Dark element we work to bring about the only thing that can make this miserable universe better.

The End Times.

The Chosen will tell you we're insane, but quite the opposite. They're the deluded fools for thinking they can redeem this paltry existence. The End Times is nothing short of a cosmic reset switch, wiping all pain, all wrongs, all mortals and gods alike, replacing it with a new universe, a fresh start. We should seize the chance. We *shall* seize the chance.

The Forgotten



DISCLAIMER

Our legal department requires we add this: Repeat after us, "I am not my character. I cannot do the things that my character can do because he is a fictional character in a fictional universe." In other words, do not do anything that might be dangerous to yourself or others. Roleplaying is meant to be fun.

We'd also like to explain that Suzerain is our take on reality with mythological and magical elements. It depicts religions and mythologies with a twist – that is to say, differently than a true believer might see them. We mean no disrespect if you are such a believer but ask you to respect our right to our own interpretation.

CREDIT WHERE CREDIT'S DUE

Words: Jennifer Brozek, Curtis and Sarah Lyon.
Additionally: Stuart Boon, Bryan Hitchcock, Heidi Levin, Darren Pearce.

Rules: Alan Bundock, Heidi Levin, Curtis and Sarah Lyon.

Edits: Aaron Acevedo, Jason Allard, Tommy Brownell, Geneva "skydive behind enemy lines in high heels" Harker, Miles M Kantir, Curtis and Sarah Lyon.

Illustrations: Aaron Acevedo, Chris Bivins, Jason Engle, Chaz Kemp, Johan Lindroos, Alida Saxon, Matthew Scheuerman & Carly Sorge.

Design: Aaron Acevedo, Mike Chaney.

Layout: Mike Chaney

This document is copyright Savage Mojo Ltd 2012. All rights reserved. It is for personal use only, and may be printed for personal use. It may not be modified, distributed or sold without written permission.

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

version1.savage120426

WHAT IS MILLENNIUM KNIGHTS?

We've all heard about the monsters of legend – vampires, werewolves, swamp things and the like. Unfortunately for us, many of them are very real. They have very real plans that mean horrific things for mankind, if they're not stopped.

That's where your characters come in.

Who thwarts the monsters and their diabolical plans? The Special Projects Administration, that's who, an international special ops. unit which knows the creatures of the dark and has all the latest tech for stopping them going bump in the night. The agents of the SPA are the covert operatives, the expert assassins, the anonymous heroes of the world.

Want to know more about this realm where super spies hunt paranormal terrors? This book gives you a full briefing.



WE BRING WORLDS TO LIFE
WWW.SAVAGEMOJO.COM



MILLENNIUM KNIGHTS

GLOBAL BRIEFING

It's 1999 and the world is in danger.

Sure, most people are aware of the Y2K thing, but for those in the know, the world is always in danger. Serious danger.

The difference, of course, comes in the details: are we talking about a group of fanatics trying to make a statement, or a madman simply holding the world hostage? Fortunately, no matter what kind of danger the world is in, there are certain people who step up and take on the challenge of protecting the innocent, the unsuspecting and the public at large against all foes – foreign or domestic, natural or paranormal.

Yes, you heard right. Especially paranormal.

Don't pay attention to all that talk about ghosts, goblins, vampires, werewolves, zombies and the like, and how they don't exist. They exist alright, and they're not the misunderstood, beautiful and sexy things modern writers and filmmakers like to portray them as. People dubbed them 'monsters' for a reason.

Okay... maybe some of them are beautiful and sexy, but it just makes them all the more insidious and harder to fight.

That's where your character comes in. We're at war, plain and simple, but in this war no

government can send in battalions of well-armed soldiers to take out the enemy. Instead they must use agents, elite covert operatives who get the job done no matter what it takes. In this war there aren't any rules either, except 'don't get caught'. These agents don't exist as far as the governments are concerned. Those who get caught are disavowed; they don't get saved. Of course, in this war, there usually isn't enough of a person who gets caught left to save.

You see, all the information most people know about monsters is a mixture of fact, hearsay, and downright misinformation. Imagine vampires who aren't paralyzed when staked or werewolves who aren't adversely affected by silver. Imagine holy weapons only as potent as the belief behind them. And imagine as these monsters laugh in your character's face as his 'foolproof' weapon fails.

This can't be allowed.

The covert missions your character will be assigned ride the line between fact and fiction, life and death, a living world and a dead one. This is why he's got to be smart, tough and lucky. It also helps if he's well trained and well prepared. And in this case, by 'prepared' we mean outfitted with the absolute best technology money can buy... technology that allows your character to move, hide, observe and fight better than anyone – or anything – else in the world.

Welcome to our realm of covert operations where your adventurers will be the new knights to save the millennium world. Welcome to the Special Projects Administration.

THE SPECIAL PROJECTS ADMINISTRATION

This is the SPA. No... not 'spa', as in 'going to get a mud bath or a relaxing massage'. It's pronounced "ess-pee-ay", just like FBI, CIA, or any of those other intelligence organizations whose names get boiled down to harmless-sounding groups of letters.

It has been the mission of the SPA for decades to protect people from a growing paranormal menace. Back in the '30s, when it was founded, the SPA largely operated under the auspice of the FBI to protect the United States.

These days, it's overseen by the CIA, and its mission has expanded to protecting the world alongside sister organizations tied to MI6 (Britain), Mossad (Israel), the DIH (Japan) and other governmental 'spook-houses'.

The history of the SPA is rather checkered. Originally founded during the Great Depression, it was its own agency created as part of the Department of the Interior to investigate 'oddities' in the rural American heartland. However, after a very quiet scandal, the SPA was moved under the umbrella of the Department of Justice and

AMERICAN GRIT

The Suzerain universe is made up of various realms, each based around a nexus, a key point in time and space. Millennium Knights is part of the American Grit realm, where the SPA is the nexus.



made ancillary to the newly-formed FBI. And there it remained, dwindling for a good four decades.

Now let's cut to a man named Robert Cobb, an intelligence officer in the newly-formed Office of Strategic Services during the early years of WWII.

Lieutenant Cobb discovered a very real and verifiable connection between paranormal activity and various covert attacks on American soil which had been originally attributed to Nazi spies – a sorcerer who had used the war effort to gather and control a group of women of German lineage in Pennsylvania. He was conducting experiments in paranormal breeding, and while Cobb and his team were able to defeat the sorcerer, it was only at the cost of three highly-trained agents and nearly all of the women.

This event brought home to the Roosevelt Administration that the paranormal was still a threat to America, despite early successes during the Great Depression. Money was made available for paranormal investigation, but in spite of J. Edgar Hoover's vehement protestations it largely went to the military rather than the FBI. The army – particularly the OSS – controlled most intelligence operations during the war and the years immediately afterward, until the formation of the CIA in 1947.

The SPA, in its subsidiary roll to the FBI, continued to shrink... the victim of money deemed better spent elsewhere. By the 1980s, there wasn't much left of the SPA: just a handful of people in the basement of FBI headquarters, sifting through old files and reports, tracking and monitoring sightings, but little else.

NOIR KNIGHTS: A GM'S VIEW

The origins of the SPA are dealt with in Noir Knights, an American Grit book designed for Heroic Rank characters.

Is Millennium Knights a sequel or prequel to Noir Knights? Noir Knights predates Millennium Knights by more than sixty years. Some of the situations in Millennium Knights are set up in Noir Knights. But in Millennium Knights the threat faced by the characters is (relatively) low key... the sort of thing we expect Novice Rank characters to tackle. Noir Knights, on the other hand, deals with something altogether tougher and requiring appropriately Heroic Rank characters to deal with it.

To that end, it's logical for an experienced group of agents to go back to the '30s and deal with that threat, once they've learnt to handle themselves in 1999. (And that'll be nothing compared to the threat faced by your characters when they reach Demigod Rank in the third part of the series.)

While it can be tough dancing around these potential 'temporal paradoxes', it can also be rewarding. The trick is to keep it somewhat subtle. You don't have to throw it in your players' faces, but having their characters get a subtle look from a long-lived entity, or finding their names on a roster of agents from the Great Depression can both set the stage and leave them guessing. Then, when they're done with Millennium Knights, it's just a regular Suzerain portal ride back to 1934, and the Noir part of our story.

However, the 80s also saw an increase in paranormal activity – and not just on American soil. Around the world, it seemed as if deaths from ‘unexplained phenomena’ spiked dramatically... as if the creatures of the night didn’t seem as worried about being discovered.

The FBI could operate freely within the United States, but in the minds of some this called for a more proactive approach with a broader world view. Under advisement from the FBI Director, the National Security Advisor and Secretary of State Schultz, President Reagan authorized a new budget item within the CIA and shifted the SPA from domestic to foreign affairs. The handful of people in the FBI’s basement became the top instructors for the CIA’s new SPA ‘Covert Ops’ training program.

The Reagan Administration also spoke with other heads of state, gaining the support of some of America’s closest allies for a multinational effort to coordinate responses to paranormal threats – and investigate their origins. Since then the US, the UK, Israel and Japan (for the most part) have formed the core of the SPA membership, and have charted a distinct rise in paranormal attacks. And the investigations have turned up an unnerving revelation: rather than being separate threats, it seems there is some sort of organization behind them, a coalition of paranormal beings who seem intent on getting their own agents into all walks of life. No one knows why... but they’re turning up in ever-increasing numbers.

Now it’s 1999, and the guys in charge are certain something’s brewing for the new millennium. Your mission, should you choose to accept it, is to assemble your team, requisition some gear, and save the world.

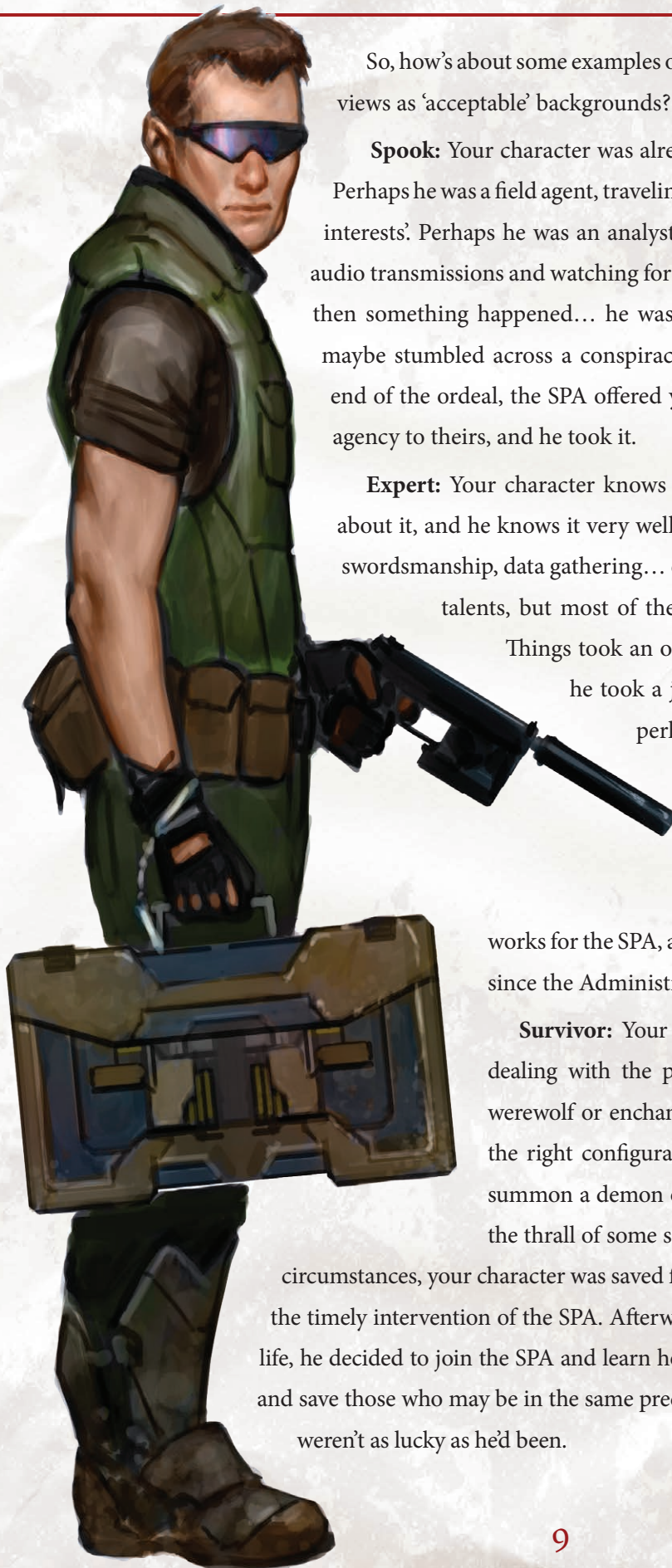
MEMBERSHIP IN THE SPA

There are many ways a character might be recruited into the Special Projects Administration, but most of them hinge on some experience with the paranormal. We encourage you to be creative with your character’s back story, but if you’re just not feeling inspired we have a few ideas to help you out. Any background you use – whether one of our suggestions or one of your own devising – should bring something unique to the table, and should fit your style of play.

Let’s point out a couple of things regarding SPA membership.

First of all, it’s extremely rare for someone to be forced into joining the SPA. It’s just not worth the time and trouble to make someone do something against their will – especially since it leaves them vulnerable to creatures and things that prey upon a person’s hidden desires or repressed resentments. The last thing any SPA agent wants is to discover a turncoat in their midst.

Secondly, no practitioner of the paranormal is allowed membership. Back in the day, the SPA regularly recruited people with paranormal abilities, but after the Administration was placed under the control of the FBI, things changed. J. Edgar Hoover noted many of the same organizations who had been allies of the SPA were also responsible for events that nearly destroyed the United States. Mystics and other ‘magical’ types found themselves more and more marginalized in the organization. As of 1980, when the SPA was parceled into the CIA, the charter was officially changed to ban ‘supernatural entities’ from their ranks as they were deemed too dangerous and unpredictable as agents.



So, how's about some examples of what the Special Projects Administration views as 'acceptable' backgrounds?

Spook: Your character was already employed by an agency of some sort. Perhaps he was a field agent, traveling abroad and secretly working on 'national interests'. Perhaps he was an analyst, processing data from satellite images or audio transmissions and watching for emerging patterns or unusual activity. But then something happened... he was caught up in a fight with a monster, or maybe stumbled across a conspiracy already under SPA jurisdiction. By the end of the ordeal, the SPA offered your character a transfer from his current agency to theirs, and he took it.

Expert: Your character knows about something – he knows everything about it, and he knows it very well. His area of expertise might be anything: swordsmanship, data gathering... even occult lore. Sure, he might have other talents, but most of them relate to his chosen area of expertise.

Things took an odd turn for your character, though, when he took a job. Perhaps it was for a covert operative, perhaps he found himself working for a monster. Literally.

Either way, he found out there were more things on Earth than he really wanted to know about. Now he works for the SPA, acting as the top dog in his area of expertise since the Administration knows he's the best at what he does.

Survivor: Your character was dragged into some sort of dealing with the paranormal. Maybe he was attacked by a werewolf or enchanted by the fey; maybe he was born under the right configuration of stars to be the perfect sacrifice to summon a demon or open a portal; maybe he simply became the thrall of some sort of creature or wizard. Regardless of the circumstances, your character was saved from whatever horrible fate awaited him by the timely intervention of the SPA. Afterward, instead of going back to his mundane life, he decided to join the SPA and learn how to fight against the paranormal – to try and save those who may be in the same predicament as he was... or avenge those who weren't as lucky as he'd been.

Child Of The SPA: Your character's mother and/or father was an SPA agent. One or both parents were often gone on 'business trips' – a sore spot with your character until he was finally made aware of what was really going on. Then he wanted in.

With or without permission, he even helped on a couple of cases; by the time he was an adult the SPA was well aware of who your character was and what he was capable of doing. He was accepted into the SPA to carry on his family's fight.

Agent Of Vengeance: Your character had a lover who died under mysterious circumstances. He knew it was murder, but the authorities closed the case, calling it an 'unfortunate accident'. As your character was going through his loved one's things, he discovered she'd been chasing after a monster – a monster of myth and legend. But she seemed to think it was real enough, and such a creature could explain her death. This thought was only confirmed when a Man in Black showed up on her doorstep while you were there with a court order and a 'request' for all of her belongings. Your character complied, but took up the hunt where she left off. Eventually he became such a nuisance that the SPA finally contacted him directly and offered him a job. He accepted, and is determined to honor his lover's memory with payback in blood.

Caught In The Crossfire: Your character stumbled into the middle of a battle between a monster and an SPA agent. Perhaps he helped the agent; perhaps the agent had to keep your character alive. Regardless of the circumstances, the cat was out of the bag, and it wasn't long before your character was contacted by a Man in Black with an offer of employment. No one twisted his

arm, but he knew there was a deeper truth out there, and he wanted to know more. He's been an agent in the SPA and saving lives ever since.

THE SPA LIFESTYLE

Being a member of the SPA doesn't determine how your character lives his day-to-day life for the most part. He could be the professional agent who lives alone and eschews deep emotional commitments, or he could have 'another life' – a job, a lover, a family, a house. What your character does between missions is up to him, but there are some circumstances that remain the same across the board.

Cover Story: No matter how your character lives his life, someone will eventually ask him what he does for a living and he must have a good answer prepared. This answer has to be so ingrained into his thinking that he can pop it off without pausing to consider. It must be consistent and it must encompass the possibility your character is well-paid, well-dressed, well-equipped and talented across multiple fields of study.

Some covers that get used are: private doctor or psychologist, successful writer (although it helps to actually have some published books and articles for this one), museum appraiser, sales consultant, sports figure (in a sport that requires world travel – like tennis or golf)... essentially any job will do as long as it's relatively mundane, vaguely interesting, and includes travel.

The SPA provide documentation for your character's cover story if needed, as well as making sure any necessary records are located in the appropriate databases.

TOP SECRET!

If you haven't caught on yet, no one outside of the SPA is supposed to know about its existence, as most things an agent will be called to do are actually illegal. If nothing else, as a subsidiary of the CIA, undertaking law enforcement activities within the borders of the United States is banned, and those same activities in any other country will brand a person as a spy or terrorist.

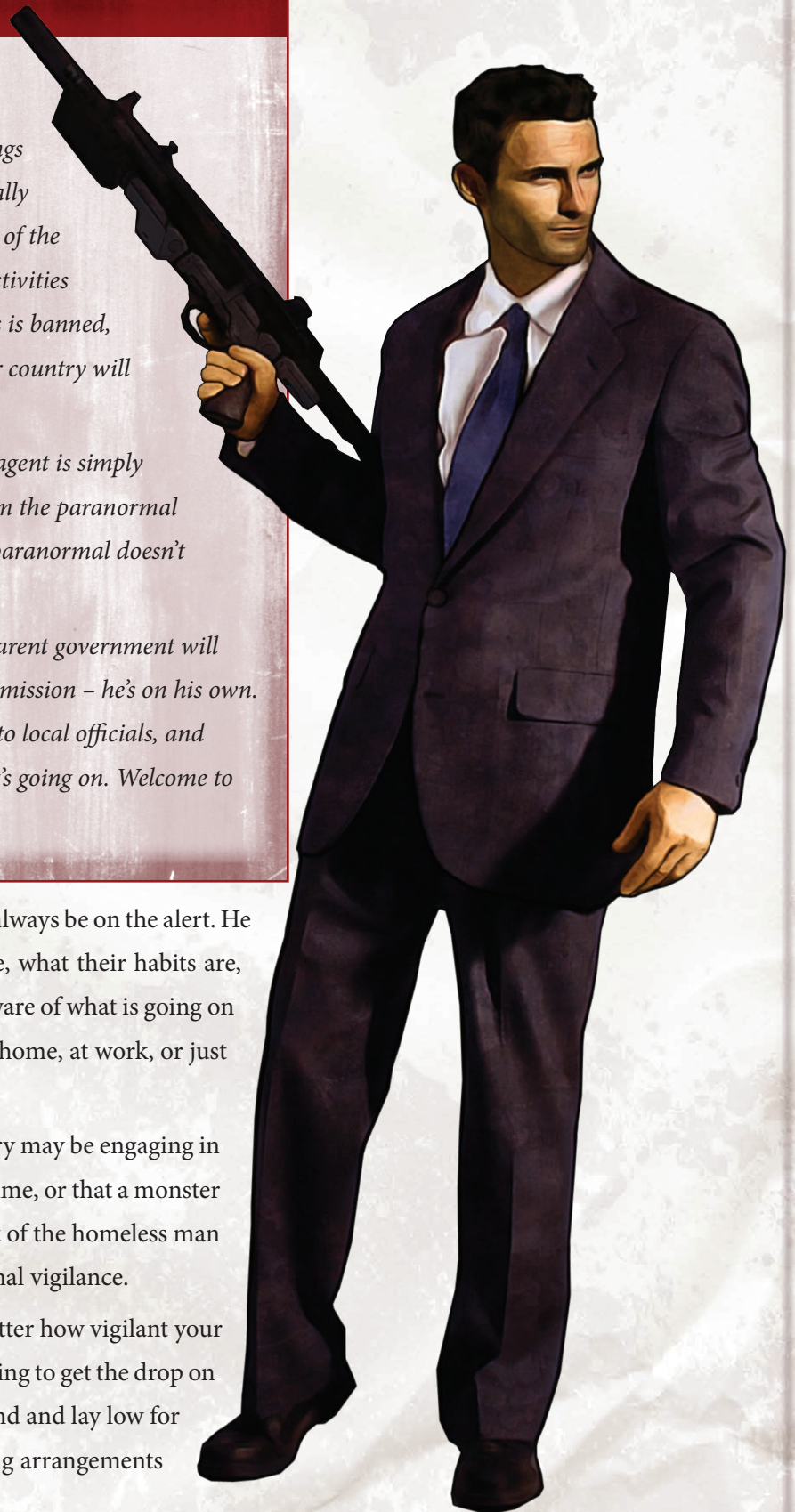
It also just won't do to declare an agent is simply "trying to protect innocent people from the paranormal threats lurking in the shadows". The paranormal doesn't exist, and neither does the SPA.

In fact, if an agent is caught, his parent government will disavow any knowledge of him or his mission – he's on his own. So... No flashing badges; no running to local officials, and absolutely NO telling loved ones what's going on. Welcome to the business.

Eternal Vigilance: Your character is always be on the alert. He must be aware of who his neighbors are, what their habits are, and who their friends are. He must be aware of what is going on around him at all times, whether he's at home, at work, or just outside walking about.

He needs to be aware that an adversary may be engaging in counter-intelligence against him at any time, or that a monster is lurking and about to make a snack out of the homeless man in the alley. The price of freedom is eternal vigilance.

Escape Plans: Sooner or later, no matter how vigilant your character is, someone or something is going to get the drop on him and he'll need to escape, go to ground and lay low for a while. He should plan ahead by making arrangements



with the SPA. And a smart agent will set up a couple of contingency plans that don't involve the Administration or SPA resources. These should include easily accessible cash, alternate IDs, and hidden caches of equipment.

Other Obligations: If your character chooses to live a life that includes a lover, a family or another job, there are a couple of other things he'll want to keep in mind:

First of all, the SPA would prefer that families and friends don't know the truth about his employment – he's called a 'covert operative' for a reason. When your character is figuring out his escape plans, he'll need to decide if they'll include his family or lover; sometimes it's safer to leave them behind; sometimes it's better to hide them in the most secure bunker he can find... so he'll need to decide how best to deal with those situations should they come up.

Secondly, while the SPA will permit your character to have a second job other than being an agent, he must have a job that allows him to drop everything at a moment's notice and disappear for weeks at a time. Most such jobs are essentially research, freelance or consulting in nature as they allow an agent to work on a specific project away from a standard office environment and to decline other projects when he's 'overbooked'.

SPA RESOURCES AND ORGANIZATION

The SPA receives its resources from its parent organizations – most notably the CIA in the United States, with others contributing where they can. However, SPA agents are counted as 'deniable

assets'... none of those parent organizations, nor any of their controlling governments, will acknowledge an agent's existence.

This means the CIA, for example, doesn't want an SPA operative anywhere *near* one of their facilities on the off chance the agent is noticed and tied to the organization. For this reason, the SPA has no headquarters and no dedicated support staff.

The SPA has a Supervisor who assembles SPA teams as necessary (although most teams tend to have the same members working together over time), and the Supervisor only has contact with the parent agency through a 'Handler'. The Handler (for the United States) answers directly to the Director of Central Intelligence, although he occasionally needs to report to the Secretary of State or the National Security Advisor. There's also a Deputy Supervisor who assists the Supervisor, and who serves as Acting Supervisor in the event the current SPA Supervisor is unavailable. The structure is similar in the other supporting nations. The current SPA Supervisor for the United States is Roberta Gordon-Yancy, and the Deputy Supervisor is Larry Carlyle.

Each team has a Team Leader, who's the only person allowed direct contact with the Supervisor under most circumstances. How each Team Leader decides to conduct his team and its affairs is left to the individual – SPA teams are given carte blanche to do whatever is necessary to get the job done with the only caveat being they mustn't be caught. If they are, the team is hung out to dry, and has to face the legal (or illegal) repercussions of their actions on their own.

This isn't to say SPA teams have no resources. The CIA has a major research and development lab underneath the Guantanamo airbase in Cuba dedicated solely to the purpose of dissecting and understanding the nature of all things paranormal. Information learned there, as well as anything deemed useful for a team to conduct a mission (in terms of knowledge or resources) is funneled to the SPA through the Handler, and those things are in turn allocated to SPA teams by the Supervisor, however she deems it appropriate.

Additionally, individual teams occasionally get some unofficial funding or assistance – usually from some grateful individual saved from being eaten by a dragon (yes... dragons do exist as well). This assistance may be transitory or meager, but once in a while someone who's rich enough will hand over a very large check with lots of zeros on it.

Another occasional source of providence comes from particularly long-lived monsters that have accumulated vast fortunes in the form of land, artwork, stockpiles of precious gems and metals, and the occasional long-term investment yield. If those resources should 'disappear' once the monster is dealt with, in most cases no one asks any questions.

SAFE HOUSES

'Safe House' is a generic term for any location where an SPA team can go to lay low, regroup or recuperate. They usually go under the guise of vacation homes, self-storage lockers and other unobtrusive locations where disguises, money, false IDs, medical supplies and other survival tools can safely be stored.

Very few of these places are permanent in status... the nature of their work means a team can't usually stay in a single location for any length of time. The few that *are* permanent are usually unmanned locations such as a summer home in the mountains, which raise no questions if left unused for long periods of time or occupied for short periods.

These sorts of safe houses are dotted around North America and Europe. However, the farther south and east a team goes, the less likely they are to find such a location.

Temporary Safe House: A temporary safe house usually serves as the base of operations for a given mission. For the most part, the location of a temporary safe house is left up to the team that's using it, although the Supervisor will typically divert enough funds to make sure rent or other fees can be taken care of. These locations can be houses, hotels, apartments... essentially any place a few people can comfortably live for a time.

However, the SPA prefers these locations to be relatively innocuous – a group of agents running around le Castille in Paris is likely to draw unwanted attention. The safe house must be a place where the team can store equipment for the job at hand, and will usually act as a rendezvous point during missions. Occasionally, a temporary safe house may become semi-permanent if the team needs to perform a series of missions in a single location or a set of nearby locations.

Emergency Safe House: An emergency safe house is the sort of setup we were talking about earlier. Bear in mind that, while your character is a deniable asset, he's still an asset the SPA has invested time and money into training. No one will lift a finger to help him if he



gets in over his head, but these emergency safe houses have been put in place to give him a fighting chance if things end up going wrong.

Ideally, an agent can fall back on one of these places and try to cover his butt – that way the SPA doesn't lose a valuable resource. But don't let yourself be fooled. Agents who've been unable to pull out a hat trick have been lost when one of these safe houses was suddenly destroyed in a wildfire or other 'natural catastrophe.' Sometimes it may be better to handle things privately and not let the Administration know where they can find your character.

CHARACTER BASICS

Characters in *Millennium Knights* generally begin play at Novice Rank. This isn't to say they're

novices – most of them have been trained and have had experiences prior to joining the SPA. This just means they're beginning characters.

To that end, although players create Novice Rank characters as explained in the *Savage Suzerain* core rules, they also get the equivalent of one free Advance. This doesn't count as an actual Advance – the character still begins play with zero Experience – but the player can increase an Attribute, add or upgrade skills, or take a new Edge just like he normally would with an Advance. All the usual rules for requirements and the like still apply.

In return for that free Advance, each agent must also take the 'Vow' Hindrance. This doesn't count toward the character's starting Hindrances, and he gets no points for it. This Vow essentially reflects the agent's allegiance to the SPA, and the fact he can't tell anyone about The Truth.

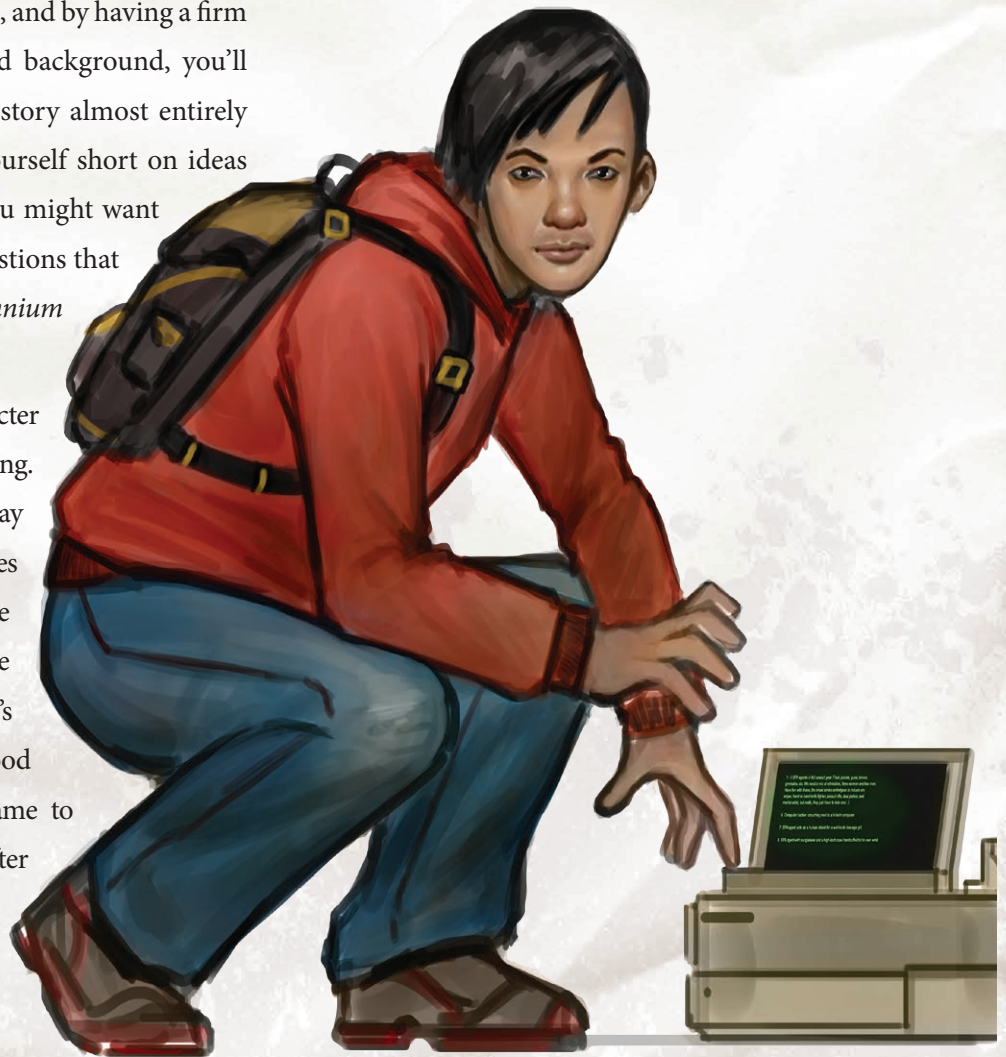
There are also two limitations on characters made for *Millennium Knights*. Characters must be human, so no Racial Edges or Hindrances may be taken, and characters can't have any Pulse Paths. Wizards, shamans, priests, scribes, shifters, stalkers, elementals and anything else of that ilk are what the characters are fighting. To be one is not allowed in the modern SPA. As we noted above, the whole point of this setting is to play a normal (if highly-trained and well-equipped) human who is pitting his skill and high-tech arsenal against beings with paranormal powers and abilities.

There are a number of archetypes you can choose to play in this setting, and by having a firm grip on both archetype and background, you'll have your character's back story almost entirely put together. If you find yourself short on ideas for the type of character you might want to play, here are a few suggestions that would work well in *Millennium Knights*:

Cat Burglar: Your character is just plain good at stealing. Well, it would be fairer to say he's good at getting into places so he can steal things. Why he does this is unimportant. The fact that he does it is what's important. It's because he's good at getting into places he came to the attention of the SPA... after getting caught breaking into the wrong (or perhaps it was the 'right') place. At the

time, getting recruited to legally break into places seemed a lot better than twenty years in prison, so your character signed the contract. Now it doesn't seem like such a cakewalk, but at least he still gets to practice his craft.

Computer Genius: Your character has always been better with computers than with people. So while other people were getting better at social skills, he was learning the ins and outs of software and hardware – and now he can make computers dance. He can rip them apart, put them back together, and rewrite all their code. It didn't





take long for the SPA to see the advantages of your character's abilities, and he jumped at the opportunity to have access to more sophisticated equipment, and even greater challenges.

Conman: Your character has the gift of the gab, a silver tongue... or maybe just a trustworthy face. Whatever the case, he's always been able to fit into any crowd and any situation – and he learned to use that to his advantage.

The problem is, no con can last forever. When it all came down around your character, he was fortunate enough to be noticed by the SPA and they had a use for his unique talents. Not all covert operations can be done through computers and remote cameras, so when the Powers That Be need to mingle at a party or bluster into a private office, you're the one they call on. And you're more than happy to don the charm and be the center of attention once again.

Former Soldier: Your character has generally been a military man. He may or may not have been involved in intelligence, but he definitely saw some combat – and that's why the SPA wanted him. Like it or not, there's a war going on, and that means soldiers are needed. Since it's what your character knows, and what he's good at, he agreed. The rest is history.

Mercenary: Your character grew up fighting. Maybe it was for a cause, or maybe it was for personal gain... In the end, it doesn't really matter. He learned things the hard way, and that made him a hard person. Tough warriors are needed, and there are people like the SPA who are willing to pay them well. And they do pay your character well – well enough to ensure something akin to loyalty.

Besides... Even a jaded and weathered person like him realizes there are certain things that shouldn't be talked about, and certain things that should be fought.

Occult Expert: Your character knows things about things most people assume aren't real. He's been fascinated by the 'unexplained' as long as he can remember, and worked his way up from hanging out in metaphysical bookstores and ghost hunting to actually making a decent living at it.

It was a godsend to him when the SPA approached him in all seriousness to work for them. After all, your character knows what's what and some of that esoteric knowledge comes in pretty darned handy out in the field. Besides... It's nice to be working for (and with) some people who take your opinions seriously.

Professional Agent: Your character has chosen to live his life in the intelligence arena, and there's nothing else he'd rather be doing. Whether moving up from local law enforcement, crossing over from military intelligence, or training directly for his chosen agency, he set his sights and worked until he was accepted. Being driven to succeed in his profession, he eventually caught the attention of the SPA, who view his training as perfect, his record as exemplary, and his loyalty – at least to his country – as impeccable.

Professional Assassin: Your character is a killer. Sometimes, governments want someone dead or out of the way; it's a dirty little secret, but one your character knows well. Nothing personal, really... it's just what he does. And he does it well.

Well enough that someone sat up and took notice, and now your character has an exclusive contract to eliminate things that shouldn't be around in the first place. It meant he had to expand his skill list a bit. The types of 'spooks' the

SPA want taken out aren't always the types that'll go down with a well-placed bullet, but the pay is good, and the work is steady.

Survivalist: Your character learned to make his way by surviving in the wilderness. Not in the tribal sense of the phrase, but by learning how to hunt and track and generally move through the wilds on foot. He may have acted as a guide, or even as a ranger, but whatever the case, his skills were sufficient to see him approached by the SPA. Sometimes the evil things aren't so convenient as to be lounging in a big city, and agents have to trek through miles of uninhabited land to find the Big Bad.

That's where your character comes in, making sure all the guys who can fight and research and what not actually survive long enough to do their thing.

THE ENEMY OF MY ENEMY

While the governments who provide the majority of SPA agents are ostensibly allies, that doesn't mean they necessarily get along all the time. Nor does it mean agents aren't recruited from other countries – countries that sometimes hold very different world-views and ideologies.

However, covert operatives are expected to put those sorts of issues behind them when they join. They're fighting a war, and in this war there is a 'greater good' to be upheld. An agent who can't get past that might be able to request some sort of reassignment – but the odds are he won't last long in the Administration. Everybody is expected to act like adults and get along, at least until the monsters are all dead.

THEMES AND STYLES

The overriding themes for Millennium Knights are secrecy and the use of science and technology to defeat superstition and magic. First and foremost, this is a setting about normal (though well-trained) individuals fighting against a paranormal enemy that possesses abilities and weapons beyond mortal ken.

To compensate, characters must be smarter and more creative than their adversaries, and to that end they're given access to the latest technology to assist in their battle... a battle no one outside the SPA is allowed to know about.

How does all this play in practice? You decide. If you want one part James Bond, one part X-Files and two parts From Dusk Till Dawn then go for it. Mostly, the plot of the adventures in Millennium Knights play out just as well if you're playing it for fun or playing it seriously, going more investigative or cranking up the action to 11.

The American Grit realm in 1999 can be as dark and as adrenaline-infused as you want!

So what sorts of adversaries are SPA agents likely to face? While we won't rule out terrorists and enemy agents, they usually won't be quite so mundane.

Now for a little teaser of the main *Millennium Knights* campaign. The 'bad guy' is a group of sorcerers called the Ordo Octostium (Order of the Eight Portals), bent on molding the future into their image. This translates into hired thugs, fanatical cultists, the occasional wizard, and the otherworldly things those wizards might summon up. Get prepared!

In fact, there are a number of cults out there representing a threat to the free world. There are groups besides the Ordo with agendas of their own, like the Sons of Loki who seek to tap into ancient powers and bring about Ragnarok. Or the Blackwater Brotherhood, a group of assassins-for-hire who serve their dark, gorgon mistresses.

Did we say gorgon?

You bet we did. Because there are bigger and badder monsters out there than just madmen and sorcerers. We're talking about creatures out of darkness and shadow that terrorized humanity in days gone by, and who would love to see a return to their Glory days.

Fortunately, the characters won't be facing all of these nasty things right out of the gate. They'll have time to hone their skills before coming face-to-face with proper demons. And this is all for the greater good, because those who survive will be deemed prepared to go into the past to save the present.

**IT'S 1999 AND MONSTERS DON'T EXIST.
THEY'RE THE STUFF OF LEGEND AND MYTH, RIGHT? WRONG.
OUR WORLD IS FILLED WITH PARANORMAL CREATURES
JUST ITCHING TO ENSLAVE HUMANITY OR WIPE IT OFF
THE FACE OF THE EARTH.**

**ONLY THE WORLD'S FINEST AGENTS STAND BETWEEN THE
PARANORMAL HORROR AND AN UNSUSPECTING PUBLIC.
OUTFITTED WITH THE BEST TECHNOLOGY
AND TRADECRAFT, IT'S TIME TO GET TO WORK.**

WEAR THE TUXEDO,

LOAD THE WALTHER PPK,

AND SAVE THE WORLD!

*THIS BOOK GIVES YOU AN OVERVIEW OF THE
MILLENNIUM KNIGHTS SETTING AND THE ORGANIZATION
YOUR CHARACTERS WILL BE WORKING FOR...
THE SECRETIVE SPA.*

