

NIGHTS BLACK AGENTS

A VAMPIRE SPY THRILLER GAME BY

KENNETH HITE

BASED ON THE GUMSHOE SYSTEM BY ROBIN D. LAWS

DEMO BY
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GUMSHOE SYSTEM: ROBIN D LAWS

EXCESS BAGGAGE IS DESIGNED AS A SHORT DEMO GAME AND INTRODUCTION TO THE
NIGHT'S BLACK AGENTS WORLD. THE CORE RULES AND SUPPLEMENTS ARE AVAILABLE FROM

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EXCESS

BAGGAGE

DEMO GOAL

Your job is to give new players a fast 20 minute experience that feels like it could have been torn from the best James Bond, Jason Bourne or Mission Impossible movies. This requires a cinematic demo that stays rules-light, even as it explores some of the game's major mechanics and themes. A quick game like this gives the player the cinematic feel of "we're badass spies!" lets them save the day against high stakes, and lets them see how general and investigative skills work.

Ignore all extraneous rules and skills and only focus on the relevant ones. Don't explain any rule until it actually becomes necessary in the demo. When the players ask for something, your default answer should be "Yes, and..." instead of "No."

DEMO SUMMARY

The PCs chase a terrorist through the streets of Krakow Poland. The car they are chasing contains Nikolai Limrovich, a sleazy Russian arms dealer. The car is driven by his bodyguard. The players believe that Nikolai stole a suitcase-sized nuclear device from a secret Polish military facility. The PCs have to stop him before he and his bodyguard escapes with the goods.

What the PCs don't know is that Limrovich is also a Renfield, the hand-picked assistant of a vampire. This makes

him tougher and more resilient than most people; despite looking cadaverously thin, he has enough unnatural strength to rip a man in two.

During the demo the players will stop his car (probably by crashing it), kill or capture Limrovich and his bodyguard, and recover the nuclear device.

SETUP

- **2 players:** Use Oliver "Ashcan" Quinn (driver) and either Felix DuBois (assassin) or Gabriella Castellanos (thief).
- **3 players:** Use Oliver "Ashcan" Quinn (driver), Felix DuBois (assassin) and Gabriella Castellanos (thief).
- **4 players:** Use Oliver "Ashcan" Quinn (driver), Felix DuBois (assassin), Gabriella Castellanos (thief) and Jackson Lee (hacker).
- **5 players:** Use Oliver "Ashcan" Quinn (driver), Felix DuBois (assassin), Gabriella Castellanos (thief), Jackson Lee (hacker) and Persephone Cardiff (analyst).

You'll need several index cards to track the chase distances. No other miniatures or battlemat are needed for combat. You'll need 1d6 and a pencil.

A map of Krakow is included to show how the Wisla River snakes back and forth across the city. The PCs will be racing along these roads and bridges at

the game's start. Describe the roadway and make up any detail you want; the players aren't going to know Krakow any better than you do.

CHASE RULES

This is a perfect opportunity to use the Thriller Chase rules (page 53), although it seems a little odd in a demo to use a non-typical rules mechanic. You can either use the Thriller rules (if you're familiar and comfortable with them) or handle driving checks traditionally and have Limrovich crash when he fails his driving check. In either case, have the driver (Oliver "Ashcan" Quinn) make driving checks while the other characters in the car take offensive actions to stop or slow Limrovich down. The chase should be dramatically narrated, so allow the players to add detail as needed.

NIGHT'S BLACK AGENTS - DEMO GAME



THE VILLAINS

NIKOLAI LIMROVICH (2 OR 3 PCS)

A Vampiric Renfield (p. 152)

General Abilities: Aberrance 7,
Explosive Devices 5, Hand-to-Hand
6, Health 9, Shooting 5, Weapons 7

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

Damage Modifier: -1 (fist), +0 (knife),
+1 (9mm Makarov PMM pistol)

Power: Vampiric strength - each 2
Aberration spent add +1 melee dmg

NAMELESS BODYGUARD DESTINED TO BE KILLED MESSILY (2 OR 3 PCS):

General Abilities: Athletics 6,
Driving 6, Hand-to-Hand 4, Health
6, Shooting 6, Weapons 6

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: -1

Damage Modifier: -2 (fist), -1
(blackjack, knife), +0 (club), +1
(9mm Makarov PMM pistol)

*Note that the strength of both Limrovich and
his bodyguard increase if there are more than
3 players.*

NIKOLAI LIMROVICH (4+ PCS):

A Vampiric Renfield (p. 152)

General Abilities: Aberrance 9,
Explosive Devices 5, Hand-to-Hand
8, Health 12, Shooting 5, Weapons 7

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

Damage Modifier: -1 (fist), +0 (knife),
+1 (9mm Makarov PMM pistol)

Power: Vampiric strength - each 2
Aberration spent add +1 melee dmg

NAMELESS BODYGUARD DESTINED TO BE MESSILY KILLED (4+ PCS):

General Abilities: Athletics 8,
Driving 8, Hand-to-Hand 6, Health
9, Shooting 8, Weapons 8

Hit Threshold: 4

Alertness Modifier: +0

Stealth Modifier: -1

Damage Modifier: -2 (fist), -1
(blackjack, knife), +0 (club), +1
(9mm Makarov PMM pistol)



SCENES

STAGE 1: THE CHASE

QUESTIONS TO ASK

- Ask the players what time of day or night it is.
- Ask the players if they have the faster or the more maneuverable car (their choice).
- Ask the players to describe their car, which must be able to hold all of the PCs. They're welcome to have anything from a stolen bread truck to an armored SUV to an expensive sports car.

SETTING THE SCENE

Describe an aerial view of the city, as if from a camera on a helicopter at the start of a movie. Describe the choked highways. As the camera moves in, describe the flashing lights of emergency vehicles and the multiple accidents choking traffic. Finally, tell the players that *they're* responsible for those accidents, and that they're racing after a terrorist who has stolen a suitcase-sized nuke from a local military arms depot. Time to get it back before he can escape.

TYPICAL GENERAL ABILITIES USED:

- Athletics (to climb onto the car roof or leap from car to car)
- Digital Intrusion (to hack into OnStar or the traffic light network)
- Driving (to catch up)
- Hand-to-Hand (once the car is stopped)
- Mechanics (for use as Preparedness by Quinn)
- Network (to have a local friend in law enforcement)

- Preparedness (to have extra weapons or countermeasures already in place)
- Shooting (for obvious reasons)
- Weapons (once the bad guys manage to close, or vice versa)

TYPICAL INVESTIGATIVE ABILITIES USED:

- Architecture (to know old bridges or alleys that may be a natural, narrow trap)
- Cop Talk or Intimidation (to keep away or manipulate local law enforcement)
- Electronic Surveillance (to tap into the traffic camera network)
- Notice (miscellaneous advantages by noticing local features that may be fun to include. "Look! A local amusement park to our right!")
- Traffic Analysis (to know local traffic patterns)

In playtest, Quinn typically drives offensively to catch up while other PCs lean out of the window to shoot (with the target number raised based on the distance and difficulty of what they're trying to shoot; if the default number is 4, target numbers could climb as high as 8 with many distractions and impediments), or clamber onto the car roof (Athletics checks) in preparation for jumping onto Limrovich's car. It's also common for Jackson Lee to hack traffic lights (Digital Intrusion or a spend from Traffic Analysis), or for any PC to use their Network (or Preparedness) to control the flow of traffic.

Meanwhile, the chasing cars weave in and out of traffic, plunge through crowded market squares, speed through narrow back alleys or along pedestrian paths, and cause numerous accidents from other nearby vehicles. When in

doubt, describe whatever you'd expect to see in a Bourne movie. Encourage the players to add detail.

If Jackson Lee is one of the characters, feel free to give the player the option of his character participating via remote quadrotor drone while his character lounges somewhere in a coffee shop simultaneously playing MMOs.

This scene ends when the PCs stop the terrorists' car, either by blowing out a tire, otherwise crashing it, or killing the driver. This will probably injure but not kill Limrovich, who will then fight for his life and threaten to detonate the device.

STAGE 2: THE FIGHT

Limrovich is a sleazy, backstabbing Renfield who is in thrall to his vampiric master (a man named Viktor Eschenko, not that it matters for the purposes of this scenario.) Limrovich is unwashed and heroin-thin, but is astoundingly and unnaturally strong. He could rip a man in half if he wanted to.

Limrovich may threaten to explode the bomb on the spot, and it's not a bluff; if the car chase is going badly he'll set the bomb to a short (one to five minute, your decision, whatever makes for the most excitement) countdown that he can cancel once the PCs let him go. He's use this as a bargaining chip to try and escape. Of course, the PCs are likely to just kill him and disarm the bomb themselves.

Ideally, describe the area where the car grinds to a shuddering halt as one that has some interesting tactical options. This could be a children's playground, a local street market, a traffic jam, or a square full of statues

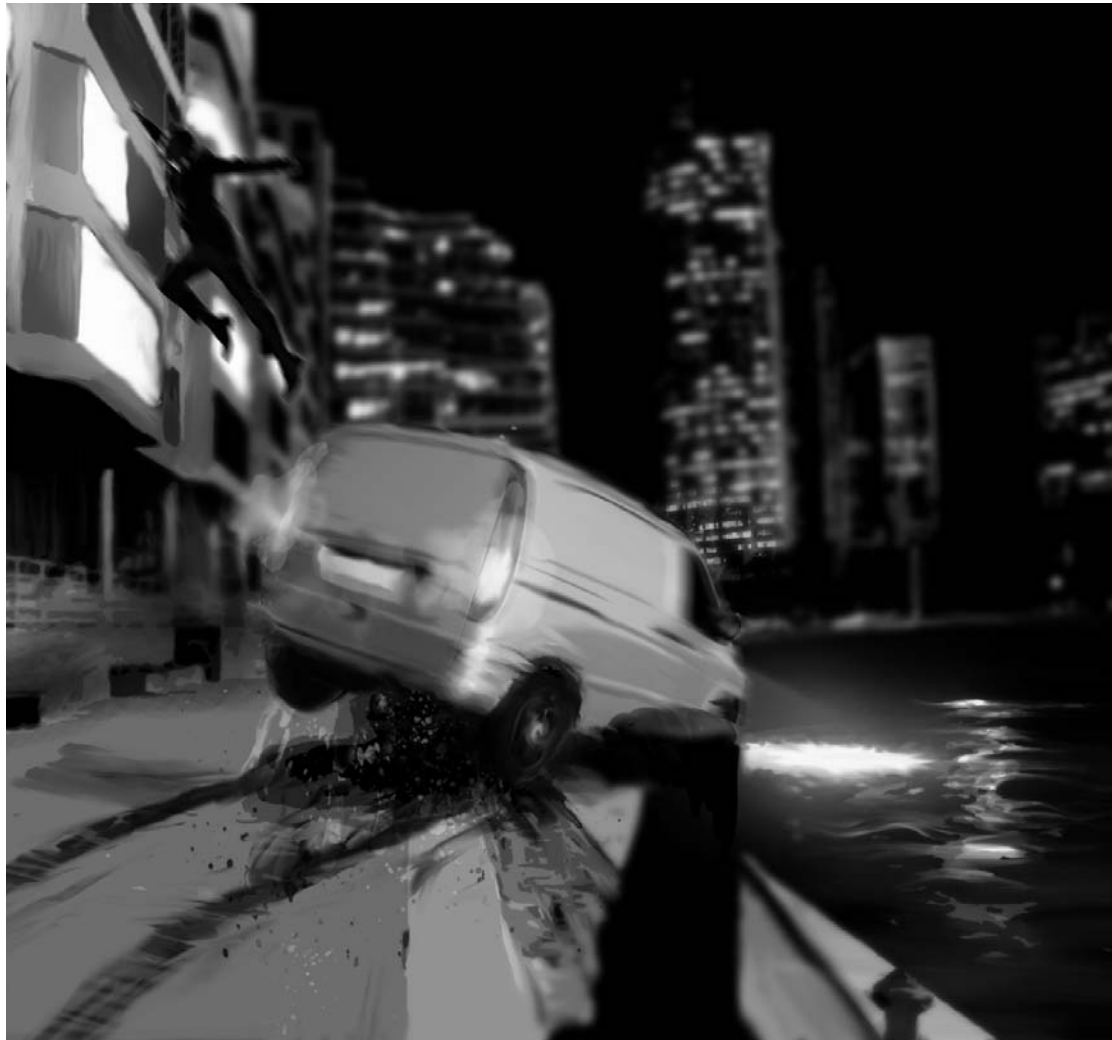
dedicated to Polish war heroes. The PCs may need to use their skills to delay or re-route Polish law enforcement officers in order to give themselves some privacy as they take Limrovich out.

STAGE 3: CONCLUSION

Wrap up the demo by having the PCs cinematically defeat Limrovich and disarm the ticking nuclear device. The bomb can be easily disarmed using Quinn's MOS, which makes the roll automatic, or he can roll for it at **Target Number 8** if he's already used his MOS during the demo. Ideally the bomb will be in its final few seconds when he makes the attempt.

The demo ends as the PCs escape with the disarmed nuclear device, just before Polish law enforcement authorities arrive on the scene.

When the demo finishes, answer any questions for the players and tell them where they can buy the book. Be sure to mention supplements and adventures as well.



PERSONALITY

Obsessive
Self-Reliant
Proud

Passionate
Stubborn
Vindictive

DRIVE

Revenge ☐

SOURCES OF STABILITY

Symbol: ☐
Solace: ☐
Safety: ☐

GENERAL ABILITIES

Athletics ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 8
Conceal ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 8
Cover ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 10
Digital Intrusion
Disguise ☐ ☐ 2
Driving ☐ 1
Explosive Devices ☐ 1
Filch ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 8
Gambling
Hand-to-Hand ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 8
Infiltration ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 10
Mechanics
Medic
Network ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 15
Piloting
Preparedness ☐ 1
Sense Trouble
Shooting ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 8
Shrink
Surveillance ☐ ☐ 2
Weapons ☐ 1

Gabriella Castellanos

Colombian Sneak Thief

TRUST

Hung-Ke Lee ☐ ☐ ☐
Persephone Cardiff ☐
Oliver Quinn ☐

LANGUAGES

English
Spanish
Czech
Russian
Serbo-Croatian
Israeli

ACADEMIC ABILITIES

Accounting
Archaeology
Architecture ☐
Art History
Criminology ☐ ☐
Diagnosis
History
Human Terrain
Languages ☐ ☐
Law
Military Science
Occult Studies
Research
Vampirology

INTERPERSONAL ABILITIES

BS Detector
Bureaucracy ☐ ☐
Cop Talk ☐
Flattery
Flirting ☐
High Society ☐
Interrogation
Intimidation
Negotiation
Reassurance ☐
Streetwise ☐ ☐
Tradecraft ☐

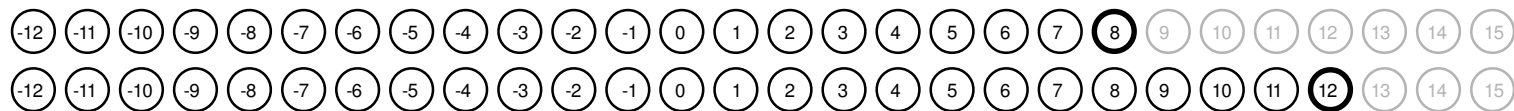
TECHNICAL ABILITIES

Astronomy
Chemistry
Cryptography
Data Recovery ☐
Electronic Surveillance ☐ ☐
Forensic Pathology
Forgery
Notice ☐ ☐
Outdoor Survival
Pharmacy
Photography ☐ ☐
Traffic Analysis
Urban Survival ☐



HIT THRESHOLD

Exposed: -1 ☐ 4 ☐ Full Cover: +1



PERSONALITY

Obsessive. Self-reliant, proud, passionate, stubborn, vindictive. When you want something, you don't rest until it's yours.

APPEARANCE

Striking but not beautiful: coffee-colored skin, long dark hair, dark eyes, high cheekbones. Haunted, hungry look. Intrinsic grace, superb wardrobe.

BACKGROUND

You grew up on the streets of Medellin, Colombia, running errands for the same *cabrón* drug cartel that ate up and spit out your parents. Your mother died when you were five, a diseased prostitute; your father was executed when you were seven, supposedly for disobeying the *jefe* of the cartel. You swore then that you'd find a way to make them pay. You taught yourself how to pick locks and get into places where you weren't wanted. In some ways, that's never changed.

You worked for the DAS as a black bagger until you realized that the Colombian drug lords were simply paying them off for immunity. Then you went freelance. The United Nations recruited you (quite politely, really) for their terrorist task force about a year ago. You haven't been back to South America since. You miss it.

Life is worth living as hard and fast as possible, because the end is always quick and ugly. There's a freedom knowing that you can go anywhere and take what you want. That's why it bothers you so much when there's something you can't have. You know it's a weakness, but it's a fun one.

KNOWN ASSOCIATES

Hung-Ke Lee, American Hacker. He does to data the same thing that you do to buildings, and you find it fascinating. You find him fascinating as well and take every opportunity to watch him, even if it means using slightly unorthodox means. You trust him completely, even if he finds your attention off-putting. He'll come around. The two of you are clearly soul mates.

Persephone Cardiff, British Analyst. She's cold and remote, but she's intriguing and can see patterns where you see only noise. Bring her intel and she'll find out what's at its core. You envy this, and the two of you have built an unsteady friendship.

Oliver "Ashcan" Quinn, Irish Explosives/Wheelman. Oliver feels like your father, if your father had drank continuously, told ghost stories, driven like a madman and delighted in blowing things up. You trust him, and it's a shame that he's retiring after this last mission.

Mace Hunter, American Con Man. You thought you loved him at first. Then you left his bed and found out that what you loved was just one more facade covering a blank, empty hole where his heart should be. You hate him for that, and for still pretending he cares. You still have to work with him, but you don't have to make it easy.

Dr. Felix duBois, French Assassin. This man secretly terrifies you. He's good at what he does; he is so suave, so secure; he'd smile at you reassuringly as he ever-so-gently slit your throat. You'll have to find a way to work with him, because you wouldn't want him as an enemy.

COVERS

NETWORK CONTACTS

FAMILIAR CITIES

DRIVING LICENSES

NOTES

CHERRIES & REMINDERS

Jump In: (p75) Spend 4 Athletics or 3 Shooting, Weapons, or Hand-to-Hand points at the end of any other character's action to take the next action. (A combat spend requires an attack.)

Parkour: (p58) Once per foot chase, gain a 3-point Athletics refresh by uttering a brief, evocative narrative description of your athletic endeavours.

Support Move: (p76) Make an Athletics maneuver to grant a comrade a bonus on a combat roll.

Breakfall: (p80) -2 from falling damage.

Perfect Holdout: (p27) Hide a small item on your person or in your clothing that cannot be found without an X-ray or strip search.

No Slipups: (p29) After rolling a Filch test while undistracted and not directly observed, describe an averted failure and gain +1 to the roll for each 2 Filch points you spend.

Eye of the Tiger: (p31) Spend 1 Hand-to-Hand pool point to assess an opponent's Hand-to-Hand rating relative to your own.

Extra Unarmed Attacks: (p74) Spend 3 Hand-to-Hand and 2 Health after a successful attack to make an additional attack. (Against a different opponent, Hit Threshold increases by 2.)

Martial Arts: (p75) Once per fight, gain a 3-point Hand-to-Hand refresh by uttering a brief, evocative narrative description of your combat actions.

Mook Shield: (p76) Spend 3 Hand-to-Hand points to make a Hand-to-Hand attack against a mook in Point-Blank range (+2 Athletics points for Close range). If successful, the mook provides Cover and Armor against incoming fire.

Feint: (p74) Spend up to 3 Hand-to-Hand points to reduce an opponent's Hit Threshold by the same amount until the end of your action in the following round.

Smash or Throw: (p76) Spend 2 Hand-to-Hand points to Smash or Throw an opponent in Point Blank Range. Smashing into something hard or breakable deals -1 damage; hard and projecting deals +0 damage. Throwing deals 1 less damage, but the opponent lands at Close Range and moves to the end of the combat rank order.

Open Sesame: (p31) Automatically pick or bypass any normal, commercial door lock or alarm (on buildings or vehicles) without a test.

Extra Shooting Attacks: (p74) Spend 4 Shooting and 1 Stability after a successful attack to make an additional attack. (Against a different opponent, Hit Threshold increases by 2.)

Two Pistols: (p74) Spend 3 Shooting and 2 Athletics to attack with two pistols. Against two targets, choose one to gain a +2 to Hit Threshold.

Sniping: (p76) Take a round to aim with a rifle to reduce target's Hit Threshold by 1, or by 2 if the target is unaware.

Suppressive Fire: (p77) Make a Shooting test with an automatic weapon to discourage opponents from crossing a line.

Technothriller Monologue: (p77) Once per fight, gain a 3-point Shooting refresh by uttering a brief narrative description of your actions with technical jargon.

Point-Blank Range: (p67) All firearms deal +2 damage at Point Blank Range.

Called Shots: (p72) With a firearm (beyond point-blank range) or weapon, attacking the head or throat (+3 Hit Threshold) or chest (+2 if target is facing) adds +2 damage; attacking the heart (+3 Hit Threshold) adds +3 damage. Unarmed, joint or throat (+3 Hit Threshold) adds +2 damage, eye (+4 Hit Threshold) adds +3 damage.

Gabrielle Castellanos

PERSONALITY

Self-Controlled Perfectionist
Precise Optimistic
Dispassionate Asexual

DRIVE

Nowhere Else To Go Δ

SOURCES OF STABILITY

Symbol: Δ
Solace: Δ
Safety: Δ

GENERAL ABILITIES

Athletics Δ $\circ \circ \circ \circ \circ \circ \circ \circ \circ \circ$ 8
Conceal $\circ \circ \circ \circ \circ \circ \circ \circ \circ \circ \circ \circ$ 10
Cover $\circ \circ \circ \circ \circ \circ \circ \circ \circ \circ \circ \circ$ 10
Digital Intrusion
Disguise $\circ \circ$ 2
Driving $\circ \circ$ 2
Explosive Devices $\circ \circ$ 2
Filch
Gambling
Hand-to-Hand $\circ \circ \circ$ 3
Infiltration $\circ \circ \circ \circ$ 4
Mechanics
Medic $\circ \circ \circ \circ \circ \circ \circ \circ \circ \circ \circ \circ$ 10
Network $\circ \circ \circ \circ \circ \circ \circ \circ \circ \circ \circ \circ \circ \circ \circ \circ$ 15
Piloting
Preparedness $\circ$ 1
Sense Trouble $\circ \circ$ 2
Shooting Δ $\circ \circ \circ \circ \circ \circ \circ \circ \circ \circ$ 8
Shrink $\circ \circ \circ \circ \circ \circ \circ$ 6
Surveillance
Weapons Δ $\circ \circ \circ \circ \circ \circ \circ \circ \circ \circ$ 8

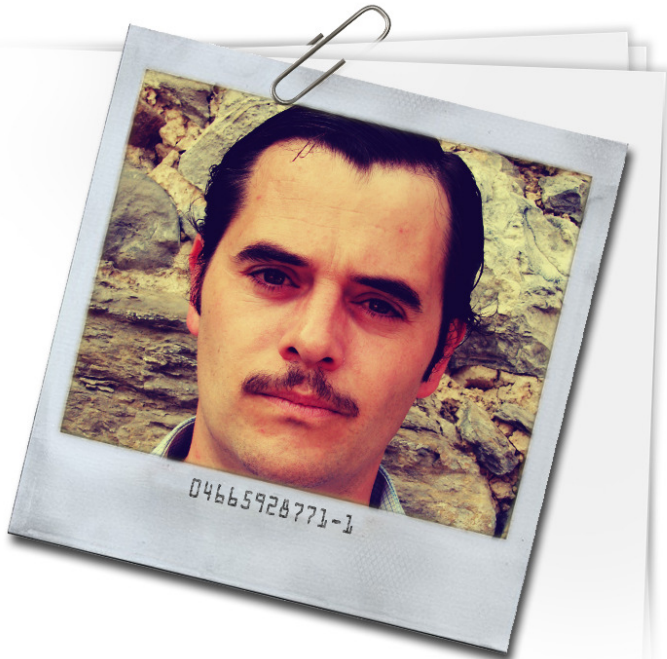
Dr. Felix duBois
French Assassin

TRUST

Oliver Quinn $\circ \circ \circ$
Mace Hunter $\circ$
Hung-Ke Lee $\circ$

LANGUAGES

English
French
Czech



ACADEMIC ABILITIES

Accounting
Archaeology
Architecture
Art History
Criminology $\circ$
Diagnosis $\circ \circ$
History
Human Terrain $\circ$
Languages $\circ$
Law
Military Science $\circ \circ$
Occult Studies
Research $\circ$
Vampirology

INTERPERSONAL ABILITIES

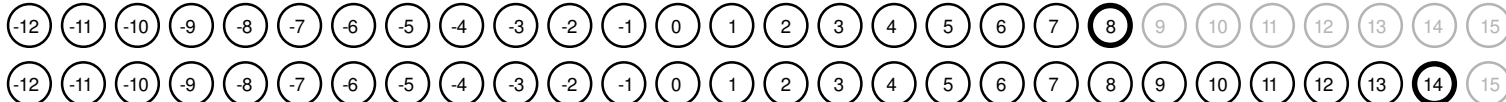
BS Detector $\circ$
Bureaucracy
Cop Talk $\circ$
Flattery $\circ$
Flirting
High Society $\circ$
Interrogation $\circ$
Intimidation $\circ$
Negotiation
Reassurance $\circ$
Streetwise $\circ$
Tradecraft $\circ$

TECHNICAL ABILITIES

Astronomy
Chemistry $\circ$
Cryptography
Data Recovery
Electronic Surveillance
Forensic Pathology $\circ$
Forgery
Notice
Outdoor Survival $\circ \circ$
Pharmacy $\circ$
Photography
Traffic Analysis
Urban Survival $\circ$

HIT THRESHOLD

Exposed: -1 Δ 4 Full Cover: +1



PERSONALITY

Self-controlled. Others see exactly what you want them to see, and no more. Precise, dispassionate, perfectionist, and something of an optimist. Asexual, except when you need someone to think otherwise.

APPEARANCE

Always groomed, dapper and self-assured. Black hair, black mustache, dark eyes. Long pianist's fingers – "strangler's hands," your grandmother called them – and a reassuring little smile.

BACKGROUND

You already had quite the successful medical career when you were recruited by the DGSE. They'd learned that you lacked certain... scruples... about elderly patients who were already in ill health. With their evidence hanging over you it was a simple decision to go into professional, governmental network. To your surprise, you very much enjoyed it. You were good at it, and for the first time in your life you found that you were caring about something other than yourself or playing the piano. It was a revelation.

Well, you may have changed, but the governmental blackmail didn't, and you've been shuttled around on any number of missions. You welcome and applaud the challenge. You dream of a time that your work leads you to actually care with all your heart and soul about another creature, but it hasn't happened yet. You are currently with a superb UN anti-terrorist team who has mostly welcomed you. You're fairly sure this pleases you.

KNOWN ASSOCIATES

Oliver "Ashcan" Quinn, Irish Explosives/Wheelman. This man bewilders and pleases you. You don't understand him at all. He's a raw mess of emotions and needs, but he seems to have made it work for so long that he's finally on the brink of retirement. As unlikely as it may seem, you may have actually become friends. That's never happened before.

Mace Hunter, American Con Man. He's a sociopath who cares too much, and it's driving him insane. You're not sure if anyone else sees this or not. It'll be fascinating to watch. Hunter assumes role after role, and he's never able to fully disengage from the ones where he's supposed to feel. You understand him well enough to trust him.

Hung-Ke Lee, American Hacker. The boy is so proud of his every accomplishment. He's afraid of you, but you understand how to manipulate him well enough that you trust him in the field. His talent is notable.

Persephone Cardiff, British Analyst. Cardiff likes you, even when you're not trying to be liked, and it unnerves you. You don't understand why. She's excellent to work with, but what is she hiding? What's her game?

Gabriella Castellanos, Colombian Sneak Thief. This girl fears you although you've given her no cause. She's the reverse of you in many ways: passionate, stubborn and vindictive. While you don't care about this at all, you worry it may make it hard for her to work with you professionally. You are reserving judgment until you decide for yourself.

COVERS

NETWORK CONTACTS

FAMILIAR CITIES

DRIVING LICENSES

NOTES

CHERRIES & REMINDERS

Jump In: (p75) Spend 4 Athletics or 3 Shooting, Weapons, or Hand-to-Hand points at the end of any other character's action to take the next action. (A combat spend requires an attack.)

Parkour: (p58) Once per foot chase, gain a 3-point Athletics refresh by uttering a brief, evocative narrative description of your athletic endeavours.

Support Move: (p76) Make an Athletics maneuver to grant a comrade a bonus on a combat roll.

Breakfall: (p80) -2 from falling damage.

Extra Shooting Attacks: (p74) Spend 4 Shooting and 1 Stability after a successful attack to make an additional attack. (Against a different opponent, Hit Threshold increases by 2.)

Two Pistols: (p74) Spend 3 Shooting and 2 Athletics to attack with two pistols. Against two targets, choose one to gain a +2 to Hit Threshold.

Sniping: (p76) Take a round to aim with a rifle to reduce target's Hit Threshold by 1, or by 2 if the target is unaware.

Suppressive Fire: (p77) Make a Shooting test with an automatic weapon to discourage opponents from crossing a line.

Technothriller Monologue: (p77) Once per fight, gain a 3-point Shooting refresh by uttering a brief narrative description of your actions with technical jargon.

Quincy Morris' Bowie Knife: (p35) You can throw any balanced hand weapon at a target within Near range at no penalty to Difficulty or damage.

Extra Weapon Attacks: (p74) Spend 3 Weapons and 2 Health after a successful attack to make an additional attack. (Against a different opponent, Hit Threshold increases by 2.)

Martial Arts: (p75) Once per fight, gain a 3-point Weapons refresh by uttering a brief, evocative narrative description of your combat actions.

Feint: (p74) Spend up to 3 Hand-to-Hand points to reduce an opponent's Hit Threshold by the same amount until the end of your action in the following round.

Smash or Throw: (p76) Spend 2 Hand-to-Hand points to Smash or Throw an opponent in Point Blank Range. Smashing into something hard or breakable deals -1 damage; hard and projecting deals +0 damage. Throwing deals 1 less damage, but the opponent lands at Close Range and moves to the end of the combat rank order.

First Aid: (p62) Restore 2 Health to another agent for each Medic point you spend (or 1 Health to yourself). Once per scene, you can restore 1 Health even if your Medic pool is at 0.

Point-Blank Range: (p67) All firearms deal +2 damage at Point Blank Range.

Called Shots: (p72) With a firearm (beyond point-blank range) or weapon, attacking the head or throat (+3 Hit Threshold) or chest (+2 if target is facing) adds +2 damage; attacking the heart (+3 Hit Threshold) adds +3 damage. Unarmed, joint or throat (+3 Hit Threshold) adds +2 damage, eye (+4 Hit Threshold) adds +3 damage.

Dr. Felix duBois

PERSONALITY

Funny Adrenaline Junky
Insightful Creative
Brilliant Athletic
Inventive A Little Needy

DRIVE

Thrill-Seeker Δ

SOURCES OF STABILITY

Symbol: Δ
Solace: Δ
Safety:

GENERAL ABILITIES

Athletics Δ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 8
Conceal ☐ ☐ ☐ ☐ 3
Cover ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 10
Digital Intrusion Δ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 10
Disguise ☐ ☐ 2
Driving
Explosive Devices ☐ ☐ 2
Filch
Gambling
Hand-to-Hand
Infiltration ☐ ☐ ☐ ☐ 4
Mechanics ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 10
Medic
Network ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 15
Piloting
Preparedness ☐ 1
Sense Trouble ☐ ☐ 2
Shooting ☐ ☐ ☐ ☐ 4
Shrink
Surveillance ☐ ☐ 2
Weapons Δ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ 8

Itang-Ke Lee
American Hacker

TRUST

Persephone Cardiff ☐ ☐ ☐
Mace Hunter ☐
Oliver Quinn ☐

LANGUAGES

English
Spanish
Chinese



ACADEMIC ABILITIES

Accounting ☐
Archaeology
Architecture ☐
Art History ☐
Criminology ☐
Diagnosis
History ☐
Human Terrain ☐
Languages ☐
Law
Military Science
Occult Studies
Research ☐
Vampirology

INTERPERSONAL ABILITIES

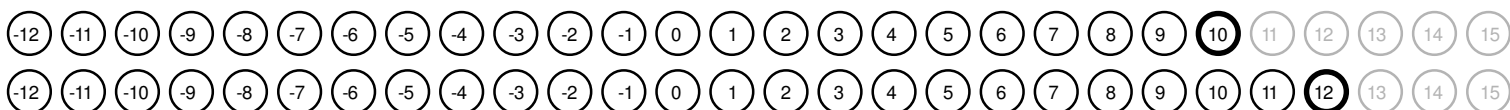
BS Detector ☐
Bureaucracy
Cop Talk
Flattery
Flirting
High Society ☐
Interrogation
Intimidation
Negotiation
Reassurance
Streetwise ☐
Tradecraft ☐

TECHNICAL ABILITIES

Astronomy
Chemistry ☐
Cryptography ☐
Data Recovery ☐ ☐
Electronic Surveillance ☐ ☐
Forensic Pathology
Forgery ☐
Notice ☐
Outdoor Survival
Pharmacy
Photography ☐
Traffic Analysis ☐
Urban Survival ☐

HIT THRESHOLD

Exposed: -1 **4** Full Cover: +1



PERSONALITY

Risk-seeker and adrenaline junky. Funny, insightful, brilliant, inventive, creative, athletic. A little too needy – for fame, for recognition, for praise, for excitement, for love and close friendship.

APPEARANCE

Black hair, dark eyes, athletic build, medium height. Great smile. Contact lenses. Looks more like an athlete than a hacker, with hands that show signs of tool use.

BACKGROUND

You were recruited out of MIT as a Sophomore and you haven't looked back once. You were CIA until it got boring. They pushed back when you asked for more hands-on work. The UN Task Force for International Terrorism (UNIT) proved to be a lot more amenable. You hacked their systems to put yourself at the top of their recruitment lists, and the rest is history.

You were born in San Diego to parents raised in Hong Kong. They think you're an accountant. It's tough not maintaining contact with old friends and family; you're in this line of work because there's nothing else more exhilarating, and you wish you could tell them the truth. That'll never happen, though. You can't take a risk of getting burned and forced out of the trade. You're a little lonely, though. It's tough not being able to make close friends.

You take great pride in your skill as a hacker and electronic craftsman. You personally constructed most of the team's electronic equipment, and you know how to wield data like a sword. You also know how to wield a sword... and a knife, and a club, and a garrote. That's half the fun.

KNOWN ASSOCIATES

Persephone Cardiff, British Analyst. She's the untouchable ice queen, all-knowing and up on a pedestal. She sees patterns in data that even you miss. You've never met anyone quite like her, and the fact that she wants nothing to do with intimacy makes her all the more interesting. You trust her completely.

Mace Hunter, American Infiltrator and Con Man. You never heard about him while you were in the CIA, but he's astonishing to watch work – both professionally and on women. He can change appearances and personalities in seconds. You trust him, but he's probably not so sure about you. You're not sure why. Perhaps you need to prove yourself.

Oliver "Ashcan" Quinn, completely insane Irish Explosives/Wheelman. Ollie's great. He's like your granddad, if your granddad liked to drink heavily, drive cars at 110 MPH and blow things up on a lark. He's probably not the sanest agent you've ever met – he has superstitions and prejudices -- but he's a professional and a friend. You'll miss him when he finally retires next month.

Gabriella Castellanos, Colombian Black Bagger and Cleaner. She's gorgeous, sure, but she's creepy. You'll never forget waking up to find her hanging from the ceiling of your bedroom, staring at you. If she was trying to psyche out the new member of the team, it worked. You have trouble trusting a woman who can pick a lock in the time it takes you to get your keys out.

Dr. Felix duBois, French Assassin. He's a professional in every sense of the word: a medical doctor who kills people in cold blood. He's just so... so *blasé* about it. He treats it like a boring job task. You can't understand a man like that.

COVERS

NETWORK CONTACTS

FAMILIAR CITIES

UNTOUCHABLE FORGERIES

CHERRIES & REMINDERS

Jump In: (p75) Spend 4 Athletics or 3 Shooting, Weapons, or Hand-to-Hand points at the end of any other character's action to take the next action. (A combat spend requires an attack.)

Parkour: (p58) Once per foot chase, gain a 3-point Athletics refresh by uttering a brief, evocative narrative description of your athletic endeavours.

Support Move: (p76) Make an Athletics maneuver to grant a comrade a bonus on a combat roll.

Breakfall: (p80) -2 from falling damage.

Cracker's Crypto: (p28) Your team's electronic communications are encrypted.

Swiss Army Prep: (p31) You can spend Mechanics pool points for Preparedness tests with a jaunty explanation. Alternatively, add 1 point to another agent's Preparedness test for each 2 Mechanics points you spend.

Quincy Morris' Bowie Knife: (p35) You can throw any balanced hand weapon at a target within Near range at no penalty to Difficulty or damage.

Extra Weapon Attacks: (p74) Spend 3 Weapons and 2 Health after a successful attack to make an additional attack. (Against a different opponent, Hit Threshold increases by 2.)

Martial Arts: (p75) Once per fight, gain a 3-point Weapons refresh by uttering a brief, evocative narrative description of your combat actions.

Feint: (p74) Spend up to 3 Hand-to-Hand points to reduce an opponent's Hit Threshold by the same amount until the end of your action in the following round.

Point-Blank Range: (p67) All firearms deal +2 damage at Point Blank Range.

Called Shots: (p72) With a firearm (beyond point-blank range) or weapon, attacking the head or throat (+3 Hit Threshold) or chest (+2 if target is facing) adds +2 damage; attacking the heart (+3 Hit Threshold) adds +3 damage. Unarmed, joint or throat (+3 Hit Threshold) adds +2 damage, eye (+4 Hit Threshold) adds +3 damage.

NOTES

Hung-Ke Lee

PERSONALITY

Engaging Seductive
Charming Chameleon-Like
Extroverted Hollow
Convincing Haunted

DRIVE

Atonement Δ
Symbol: Δ
Solace: Δ
Safety: _____

GENERAL ABILITIES

Athletics  ○○○○○○○○○○ 8
Conceal ○○○○○○○○○○ 8
Cover ○○○○○○○○○○○○○○ 12
Digital Intrusion
Disguise Δ ○○○○○○○○○○ 8
Driving ○○ 2
Explosive Devices
Filch ○○○ 3
Gambling ○○○○○○ 6
Hand-to-Hand ○○ 2
Infiltration
Mechanics
Medic
Network ○○○○○○○○○○○○○○○○ 15
Piloting
Preparedness ○○ 2
Sense Trouble ○○○ 3
Shooting  ○○○○○○○○○○ 8
Shrink
Surveillance ○○○○ 4
Weapons

Mace Hunter

American Con Man

TRUST

Dr. Felix duBois ○○○
Persephone Cardiff ○
Gabriella Castellanos ○

LANGUAGES

English
Spanish
Russian



ACADEMIC ABILITIES

Accounting
Archaeology
Architecture
Art History ○
Criminology
Diagnosis
History ○
Human Terrain ○○
Languages ○
Law
Military Science
Occult Studies
Research
Vampirology

INTERPERSONAL ABILITIES

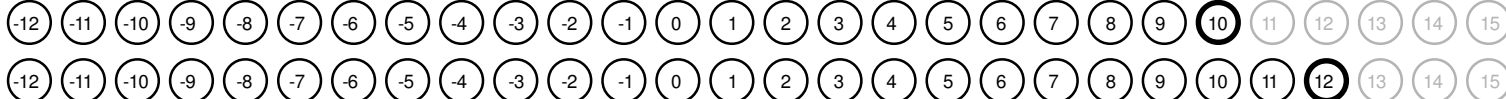
BS Detector ○○
Bureaucracy
Cop Talk
Flattery ○○
Flirting ○○
High Society ○○
Interrogation
Intimidation ○
Negotiation ○○
Reassurance ○
Streetwise ○
Tradecraft ○○

TECHNICAL ABILITIES

Astronomy
Chemistry
Cryptography
Data Recovery
Electronic Surveillance
Forensic Pathology
Forgery ○
Notice
Outdoor Survival
Pharmacy
Photography
Traffic Analysis
Urban Survival ○

HIT THRESHOLD

Exposed: -1  Full Cover: +1



PERSONALITY

Engaging, charming, extroverted, convincing, seductive, chameleon-like, hollow, haunted. You're so good at acting and thinking on your feet that almost no one knows how dead you are inside.

APPEARANCE

Whatever you want it to be. You're a master of disguise. Naturally, however, you're ruggedly handsome with brown eyes and a square chin.

BACKGROUND

Your time with the CIA was well spent. They took an ambitious, naive stage actor and turned him into a chameleon who would infiltrate terrorist groups, earn their trust, and then betray them. It starts to wear on you after a while, you know? The worst was the IRA cell where you turned the group in and the Brits flubbed the takedown. 28 people dead, including the woman who loved you and her three children. That's when you shut most of yourself off and walked away.

Not for long, though. The UN Task Force for International Terrorism (UNIT) contacted you and dragged you out of your self-imposed exile in the Florida Keys. You're back in the job again, but now you're making a bigger difference. Maybe it will help. You doubt it. Still, there's no reason to worry your team; with them you're all ambition and smiles, creativity and competence. They buy it, of course. It's what you do. And maybe you'll find a way to salve your conscience.

KNOWN ASSOCIATES

Dr. Felix duBois, French Assassin. You understand him and you trust him. He's a doctor who turned to state-mandated assassination, but he's good to talk to. You consider him a friend.

Persephone Cardiff, British Analyst. She's cold, hard, beautiful and ruthlessly efficient. She's also good fun to drink with. If competent women are sexy, she's a knockout, and you trust her professionally.

Gabriella Castellanos, Colombian Black Bagger. She can infiltrate damn near anything, and you work well enough together that you trust her. You're not sure she thinks much of you, though. You shouldn't have treated her like all the other faceless women who briefly meander through your life. Gabriella's special, and not just for her fierce temper.

Hung-Ke Lee, American Hacker. He hero-worships you, and only you know what a horrible idea that is. You're not worthy of idolatry. So you push him away, even if you'd otherwise be good friends.

Oliver "Ashcan" Quinn, Irish Explosives/Wheelman. The worst possible person to have on the team. He's former IRA from before your incident, but he seems to know everyone. Does he suspect? Will he take vengeance if he does? You can't be sure, and so you can't let him get close, although you can't let it seem as if you aren't letting him get close. Ugh. He's about two weeks from retirement, though, so you just have to get through this mission and you're good.

COVERS

NETWORK CONTACTS

FAMILIAR CITIES

UNTOUCHABLE FORGERIES

DRIVING LICENSES

CHERRIES & REMINDERS

Jump In: (p75) Spend 4 Athletics or 3 Shooting, Weapons, or Hand-to-Hand points at the end of any other character's action to take the next action. (A combat spend requires an attack.)

Parkour: (p58) Once per foot chase, gain a 3-point Athletics refresh by uttering a brief, evocative narrative description of your athletic endeavours.

Support Move: (p76) Make an Athletics maneuver to grant a comrade a bonus on a combat roll.

Breakfall: (p80) -2 from falling damage.

Perfect Holdout: (p27) Hide a small item on your person or in your clothing that cannot be found without an X-ray or strip search.

Connected Cover: (p28) You can use Cover pool points during play to create a connected cover identity, personally known to a given NPC.

Extra Shooting Attacks: (p74) Spend 4 Shooting and 1 Stability after a successful attack to make an additional attack. (Against a different opponent, Hit Threshold increases by 2.)

Two Pistols: (p74) Spend 3 Shooting and 2 Athletics to attack with two pistols. Against two targets, choose one to gain a +2 to Hit Threshold.

Sniping: (p76) Take a round to aim with a rifle to reduce target's Hit Threshold by 1, or by 2 if the target is unaware.

Suppressive Fire: (p77) Make a Shooting test with an automatic weapon to discourage opponents from crossing a line.

Technothriller Monologue: (p77) Once per fight, gain a 3-point Shooting refresh by uttering a brief narrative description of your actions with technical jargon.

Point-Blank Range: (p67) All firearms deal +2 damage at Point Blank Range.

Called Shots: (p72) With a firearm (beyond point-blank range) or weapon, attacking the head or throat (+3 Hit Threshold) or chest (+2 if target is facing) adds +2 damage; attacking the heart (+3 Hit Threshold) adds +3 damage. Unarmed, joint or throat (+3 Hit Threshold) adds +2 damage, eye (+4 Hit Threshold) adds +3 damage.

NOTES

Mace Hunter

PERSONALITY

Proud Superstitious
Jovial Storyteller
Risk Taker Thrill-Seeker
Mischievous

DRIVE

Comradeship Δ

SOURCES OF STABILITY

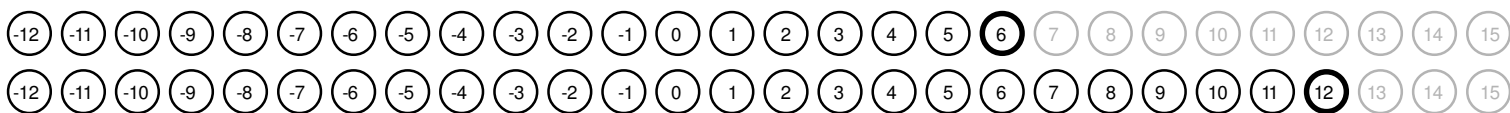
Symbol: Δ
Solace: Δ
Safety:

GENERAL ABILITIES

Athletics ○○○○○○○○○○ 8
Conceal ○○○○ 4
Cover ○○○○○○○○○○○○ 10
Digital Intrusion
Disguise
Driving ○○○○○○○○○○○○ 10
Explosive Devices Δ ○○○○○○○○○○ 8
Filch
Gambling
Hand-to-Hand
Infiltration ○○ 2
Mechanics ○○○○○○○○○○ 8
Medic
Network $\text{○○○○○○○○○○○○○○○○○○}$ 15
Piloting ○○○○ 4
Preparedness
Sense Trouble ○○○○ 4
Shooting ○○○○○○○○○○ 8
Shrink
Surveillance ○○ 2
Weapons ○○ 2

HIT THRESHOLD

Exposed: -1 **4** Full Cover: +1



Oliver "Ashean" Quinn

Irish Explosives/Wheelman

TRUST

Gabriella Castellanos ○○○
Hung-Ke Lee ○
Dr. Felix duBois ○

LANGUAGES

English
Gaelic
Russian



ACADEMIC ABILITIES

Accounting
Archaeology ○
Architecture ○○
Art History
Criminology ○○
Diagnosis
History
Human Terrain ○
Languages ○
Law
Military Science
Occult Studies ○○
Research
Vampirology

INTERPERSONAL ABILITIES

BS Detector
Bureaucracy
Cop Talk ○○
Flattery
Flirting
High Society
Interrogation
Intimidation ○○
Negotiation
Reassurance
Streetwise ○○
Tradecraft ○

TECHNICAL ABILITIES

Astronomy ○
Chemistry ○○
Cryptography
Data Recovery
Electronic Surveillance
Forensic Pathology
Forgery
Notice
Outdoor Survival
Pharmacy
Photography
Traffic Analysis ○
Urban Survival ○○

PERSONALITY

Proud, jovial, risk taker, mischievous, superstitious, storyteller, thrill-seeker.

APPEARANCE

Innocent looking, balding, neatly trimmed white beard, sparkling eyes, burn-scarred hand.

BACKGROUND

Your daughter and three grandchildren died years ago. You're alone except for your team.

Other people think you've perhaps gone a bit soft just because you interrogate folks by asking them questions nicely, politely, all while smiling at the detonator in your hand and their hastily wired new vest. Or maybe it's because you know there are some horrible things that lurk in the night, out at the corners of what most people see. You've heard them, seen them. No one believes you. So screw 'em. You love to drive like a madman, you love to make things go boom, and you'll damn well be doing both for as long as you can.

It's been a long time since you set bombs and drove cars for the IRA, but you're still better at it than anyone else you've ever met. You do things Old School, and that means professionalism. You're not even sure if your upcoming retirement is a good idea. You have the feeling that you're going to miss the lifestyle. Will you wake up one morning and wire C4 to your neighbor's yorkie because it won't stop barking? Will you be racing your electric scooter down the sidewalk of whatever arse-sucking "retirement community" you get stuck in? Nah, unless it's fun. Doing the UN's dirty work against terrorists has made you a rich man. You can afford a lot of whiskey to drink on the private beach you plan to buy. Maybe it's not a bad idea after all.

But for now, you're nostalgic. Treasure these moments and make the most of your last mission. You'll be remembering these memories for years to come.

KNOWN ASSOCIATES

Gabriella Castellanos, Colombian Sneak Thief. She's the closest thing to a daughter you have, and perhaps she feels the same way. Girl's had a dreadful life. Give her a hand, make her see joy, and she'll probably do just fine once you're off the team.

Hung-Ke Lee, American Hacker. Gabriella has a bit of a crush on him, but he hasn't learned to appreciate her quirks yet. See what you can do to play Cupid. Hung-Ke's good at computering but not so great at keeping friends. With any luck the two of you will work something out.

Dr. Felix duBois, French Assassin. You trust him to be good at his job – he's a consummate professional if you've ever met one – but he's also a high-functioning sociopath. He just hides it well. You wonder some times if he's actually human, or if there's something else hiding under that skin.

Persephone Cardiff, British Analyst. Ah, little Miss "Don't blow up the taxi cab," and little Miss "Auggh 120 mph through Regent Circle is a bad idea." Pfft. The woman has no sense of style.

Mace Hunter, American Con Man. You don't like him and you don't know why. The bastard broke Gabriella's heart, but it's more than that. He reminds you of something that you've never been able to place. Had you met him before? Is he a hollow shell of a man possessed by the ghosts of the dead? Is it his politics? Don't trust him. Keep him off balance. One day he'll break.

COVERS

NETWORK CONTACTS

FAMILIAR CITIES

DRIVING LICENSES

PILOTING LICENCES

CHERRIES & REMINDERS

Jump In: (p75) Spend 4 Athletics or 3 Shooting, Weapons, or Hand-to-Hand points at the end of any other character's action to take the next action. (A combat spend requires an attack.)

Parkour: (p58) Once per foot chase, gain a 3-point Athletics refresh by uttering a brief, evocative narrative description of your athletic endeavours.

Support Move: (p76) Make an Athletics maneuver to grant a comrade a bonus on a combat roll.

Breakfall: (p80) -2 from falling damage.

Grand Theft Auto: (p29) Spend 1 Driving pool point to steal and start any standard civilian or police vehicle that you can drive.

Gear Devil: (p56) Once per chase, gain a 3-point Driving refresh by uttering a brief narrative description of your actions in transportive detail.

Bigger Bang: (p29, p67) Spend 3 Explosive Devices points to add an extra die of damage to an explosive charge that you set, or 6 points to add 2 extra dice of damage.

Swiss Army Prep: (p31) You can spend Mechanics pool points for Preparedness tests with a jaunty explanation. Alternatively, add 1 point to another agent's Preparedness test for each 2 Mechanics points you spend.

Extra Shooting Attacks: (p74) Spend 4 Shooting and 1 Stability after a successful attack to make an additional attack. (Against a different opponent, Hit Threshold increases by 2.)

Two Pistols: (p74) Spend 3 Shooting and 2 Athletics to attack with two pistols. Against two targets, choose one to gain a +2 to Hit Threshold.

Sniping: (p76) Take a round to aim with a rifle to reduce target's Hit Threshold by 1, or by 2 if the target is unaware.

Suppressive Fire: (p77) Make a Shooting test with an automatic weapon to discourage opponents from crossing a line.

Technothriller Monologue: (p77) Once per fight, gain a 3-point Shooting refresh by uttering a brief narrative description of your actions with technical jargon.

Point-Blank Range: (p67) All firearms deal +2 damage at Point Blank Range.

Called Shots: (p72) With a firearm (beyond point-blank range) or weapon, attacking the head or throat (+3 Hit Threshold) or chest (+2 if target is facing) adds +2 damage; attacking the heart (+3 Hit Threshold) adds +3 damage. Unarmed, joint or throat (+3 Hit Threshold) adds +2 damage, eye (+4 Hit Threshold) adds +3 damage.

NOTES

Olive "Ashcan" Quinn

PERSONALITY

Brilliant	Cold-Blooded
Sarcastic	Thorough
Professional	Suspicious

DRIVE
Patriotism 

SOURCES OF STABILITY

Symbol: _____ Δ

Solace: _____ Δ

Safety: _____

GENERAL ABILITIES

Athletics   8

Cover ○○○○○○○○○○○○ 10

Digital Intrusion ○○ 2

Disguise ○○ 2

Explosive Devices

Gambling ○○ 2

Hand-to-Hand ○○ 2

Infiltration ○○○○ 4

Medic 00 2

Network ○○○○○○○○○○○○○○○○○ 15

Preparedness Δ	○○○○○○○○○○ 8
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Sense Trouble ○○○○○○○○○○ 8

Shooting   10

Surveillance ○○○○○○○○○○ 8

TRUST	
Mace Hunter	○○○
Gabriella Castellanos	○
Dr. Felix duBois	○

LANGUAGES

English

Spanish

French

Russian

German

Swedish

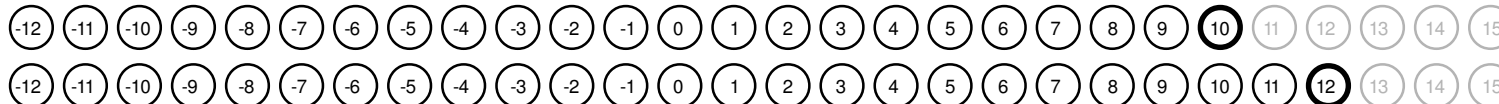
ACADEMIC ABILITIES	
Accounting	☐
Archaeology	
Architecture	
Art History	
Criminology	☐
Diagnosis	
History	☐
Human Terrain	☐
Languages	☐ ☐
Law	☐
Military Science	☐
Occult Studies	
Research	☐
Vampirology	

INTERPERSONAL ABILITIES	
BS Detector	☒
Bureaucracy	☒
Cop Talk	☒
Flattery	
Flirting	
High Society	
Interrogation	☒
Intimidation	
Negotiation	
Reassurance	☐ ☒
Streetwise	☒
Tradecraft	☒

TECHNICAL ABILITIES	
Astronomy	
Chemistry	
Cryptography	
Data Recovery	○
Electronic Surveillance	○
Forensic Pathology	
Forgery	
Notice	○○
Outdoor Survival	
Pharmacy	
Photography	
Traffic Analysis	○○
Urban Survival	



HIT THRESHOLD
Exposed: -1 **4** Full Cover: +1



PERSONALITY

Brilliant, sarcastic, professional, cold-blooded, thorough, with an unexpected talent for improvisation and leadership when you can get past your natural suspicion. The ends justify the means.

APPEARANCE

Pale blond hair. Hard, pale blue eyes. Light complexion. Can usually pass as Scandinavian; no accent in any of the six languages you speak.

BACKGROUND

You were an MI5 Threat Analyst, and a damn good one. The moment you were promoted to the UNIT task forces (United Nations International Terrorism) was the proudest moment of your life, not that you can tell any of your old friends. They all think you were burned and bounced out of the service. It doesn't matter; serving Britain and her interests gives you a reason to put your life on the line.

You're what they call an "active" analyst, which means you're usually in the field and taking fire. You don't always have to figure out what questions to ask, but you're usually the one who comes up with the answers. You take a cold, savage pride in delivering bad news and succeeding anyways.

Your one vice is a tendency to drink to excess, even if you often don't show it. Alcohol - especially good scotch - tends to make you warmer and friendlier to your comrades than you normally are, and more hostile to everyone else.

KNOWN ASSOCIATES

Mace Hunter, American Infiltrator and Con Man. You trust him fully. Agent Hunter is a former American stage actor who used his talent for improvisation with great success for the CIA, but something he did drove him into retirement. It doesn't matter what; he has your back and he's good in a pinch.

Gabriella Castellanos, Colombian Sneak Thief. You trust her. Agent Castellanos raised herself from poverty on the streets of Medellin by becoming a superb burglar. She was recruited by the DAS for black bag operations until she faked her own death to join UNIT. She has secrets, but who doesn't? You suspect she has a crush on Hung-Ke Lee. If so, it's unprofessional.

Dr. Felix duBois, French Assassin. You like him and trust him. Dr. duBois is suave, debonair and a mass murderer many times over, but he's your mass murderer. He handled wet work for DGSE for more than a decade before you met him. He's good at it.

Hung-Ke Lee, American Hacker. You don't entirely trust him. Agent Lee is a cowboy, a thrill seeker all too ready to show off or throw himself into peril. His talents and intelligence are unarguable, but his judgment is suspect.

Oliver "Ashcan" Quinn, Irish Explosives/Wheelman. Close to a security risk. Agent Quinn is weeks away from retirement, former IRA, and is probably insane. As far as you can tell he's on your team to hang out, sip drinks and tell stories. To be fair, he's also the best explosives expert you've ever seen, and his driving is superb. Considering how much he seems to hate Hunter, though, you're just not sure where his loyalties lie.

COVERS

NETWORK CONTACTS

FAMILIAR CITIES

NOTES

CHERRIES & REMINDERS

Jump In: (p75) Spend 4 Athletics or 3 Shooting, Weapons, or Hand-to-Hand points at the end of any other character's action to take the next action. (A combat spend requires an attack.)

Parkour: (p58) Once per foot chase, gain a 3-point Athletics refresh by uttering a brief, evocative narrative description of your athletic endeavours.

Support Move: (p76) Make an Athletics maneuver to grant a comrade a bonus on a combat roll.

Breakfall: (p80) -2 from falling damage.

In the Nick of Time: (p33) Retroactively plan a surprise with a Preparedness test and a narrated flashback.

Combat Intuition: (p34) Use your Sense Trouble rating, instead of pool, to determine your order of action.

Extra Shooting Attacks: (p74) Spend 4 Shooting and 1 Stability after a successful attack to make an additional attack. (Against a different opponent, Hit Threshold increases by 2.)

Two Pistols: (p74) Spend 3 Shooting and 2 Athletics to attack with two pistols. Against two targets, choose one to gain a +2 to Hit Threshold.

Sniping: (p76) Take a round to aim with a rifle to reduce target's Hit Threshold by 1, or by 2 if the target is unaware.

Suppressive Fire: (p77) Make a Shooting test with an automatic weapon to discourage opponents from crossing a line.

Technothriller Monologue: (p77) Once per fight, gain a 3-point Shooting refresh by uttering a brief narrative description of your actions with technical jargon.

First Aid: (p62) Restore 2 Health to another agent for each Medic point you spend (or 1 Health to yourself). Once per scene, you can restore 1 Health even if your Medic pool is at 0.

Point-Blank Range: (p67) All firearms deal +2 damage at Point Blank Range.

Called Shots: (p72) With a firearm (beyond point-blank range) or weapon, attacking the head or throat (+3 Hit Threshold) or chest (+2 if target is facing) adds +2 damage; attacking the heart (+3 Hit Threshold) adds +3 damage. Unarmed, joint or throat (+3 Hit Threshold) adds +2 damage, eye (+4 Hit Threshold) adds +3 damage.

Feint: (p74) Spend up to 3 Hand-to-Hand points to reduce an opponent's Hit Threshold by the same amount until the end of your action in the following round.

Smash or Throw: (p76) Spend 2 Hand-to-Hand points to Smash or Throw an opponent in Point Blank Range. Smashing into something hard or breakable deals -1 damage; hard and projecting deals +0 damage. Throwing deals 1 less damage, but the opponent lands at Close Range and moves to the end of the combat rank order.

Persephone Cardiff

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