AGENTS

&

ASSETS

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(Italics indicates Boxed Text)

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Introduction

The Player Characters are Agents of a secret organisation, known as Salvator[1], that was set up to clean up, and rescue covert missions that have gone wrong.

They are mole hunters and spy stalkers. They are the last hope of burned agents. If no-one else can help, they will answer the call.

Agents are usually highly skilled in hand to hand combat and firearms. In addition they have expertise in certain specialities.

They are only ever called in when a mission has already gone wrong, and has to be saved.

The player characters will always know that a mission has gone awry, and that there is probably a traitor amongst the Assets in the field.

So they not only have to complete the mission, but work out who the traitor is, and deal with them.

Salvator was set up by former members of security services, special forces and law enforcement.

Started in early 2003 and fully operational by the 2009.

Initial members.
Charlie Grant was a CIA Field Officer.
Erika McClure was an FBI Agent who worked undercover for many years.
Russell J Neal was an MI6 Officer

Initially an adhoc and informal group, their reputation for being able to solve problems in the field and ability to act outside normal governmental structures led to them being tacitly approved of by several security agencies.

They see it as their role to take on rescue missions that would be too sensitive or problematic for an official government agency to attempt.

Salvator only works with, or for, democratic governments with a clear rule of law.

It usually only recruits individuals who have had Secret or Top Secret clearance, or individuals with special skills or talents, who is then subject to a thorough background check.

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[1] Their motto is Nisi Cito Venatores, Save Hunters Quickly.

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Character Creation

Specialities

Players create a character by choosing two specialities, and will have two (or possibly three) more that they can choose during the mission.

This mimics the way in many spy movies and TV shows a character suddenly turns out to have been a hacker at some point in the past, or just happens to know how to perform the perfect J turn. (It also means that the players are not stuck with a character that doesn't really fit with the adventure, or the direction the mission has suddenly taken. And they should always be able to add something constructive, or pick up a new Speciality and use it in an interesting way to get the team out of a sticky situation.)

They can pick from the list of Specialities or come up with something not on the list that makes sense for a secret agent to have.

Using that knowledge under pressure is where the skill checks come in, but more on that later.

Languages

If the PC's do not choose Languages as a speciality, then they will just have a smattering of the major world languages, Mandarin, Spanish English, Hindi, Arabic, Portuguese, Russian, Japanese, French. This is equivalent to a tourist understanding of the language. So they will be able to order food and drink, know how to say "I don't understand" and know the words for yes and no, but will have no hope of understanding the technical manual of a Topol-M Intercontinental Ballistic Missile. They will also have no idea about rare or unusual languages.

However, it is assumed that all the Player Characters will have a language common between them. So if you want to have a character who is Chinese and all the other Player Characters are American, then you can assume the Chinese Character can speak english.

Incompetency

A character can also have an incompetency, which is one of these specialities that they will never be able to do or which they know nothing about. So a character could take an Incompetency in Hacking, for instance, and say that they

are incapable of using computers for anything other than their most basic functions.

If a character takes an Incompetency, it will will allow them to have an additional speciality. This would allow them to have a total of five Specialities.

It is also possible to take Combat as an Incompetency, and if a PC has this then they will be unable to engage in any form of combat. It may be that the character is a pacifist, or extremely cowardly, or perhaps they are simply more technically minded, and their expertise is valued by Salvator.

Background
The player should now come up with five pieces of background information about their character.

These could be their nationality, the people they used to work for, their home town, any accent they have, their appearance, relationships, previous occupations, hobbies, the type of books they read, the films they like or hate, the fashion styes they wear, the music they like or hate, personal quirks. Anything that adds a little flavour and depth.

During the game the players will have to come up with Assets, who are people the player character already knows. These assets should be linked in some way to the Backgrounds the player has chosen.

At any point during a game, a player can add an additional piece of background information.
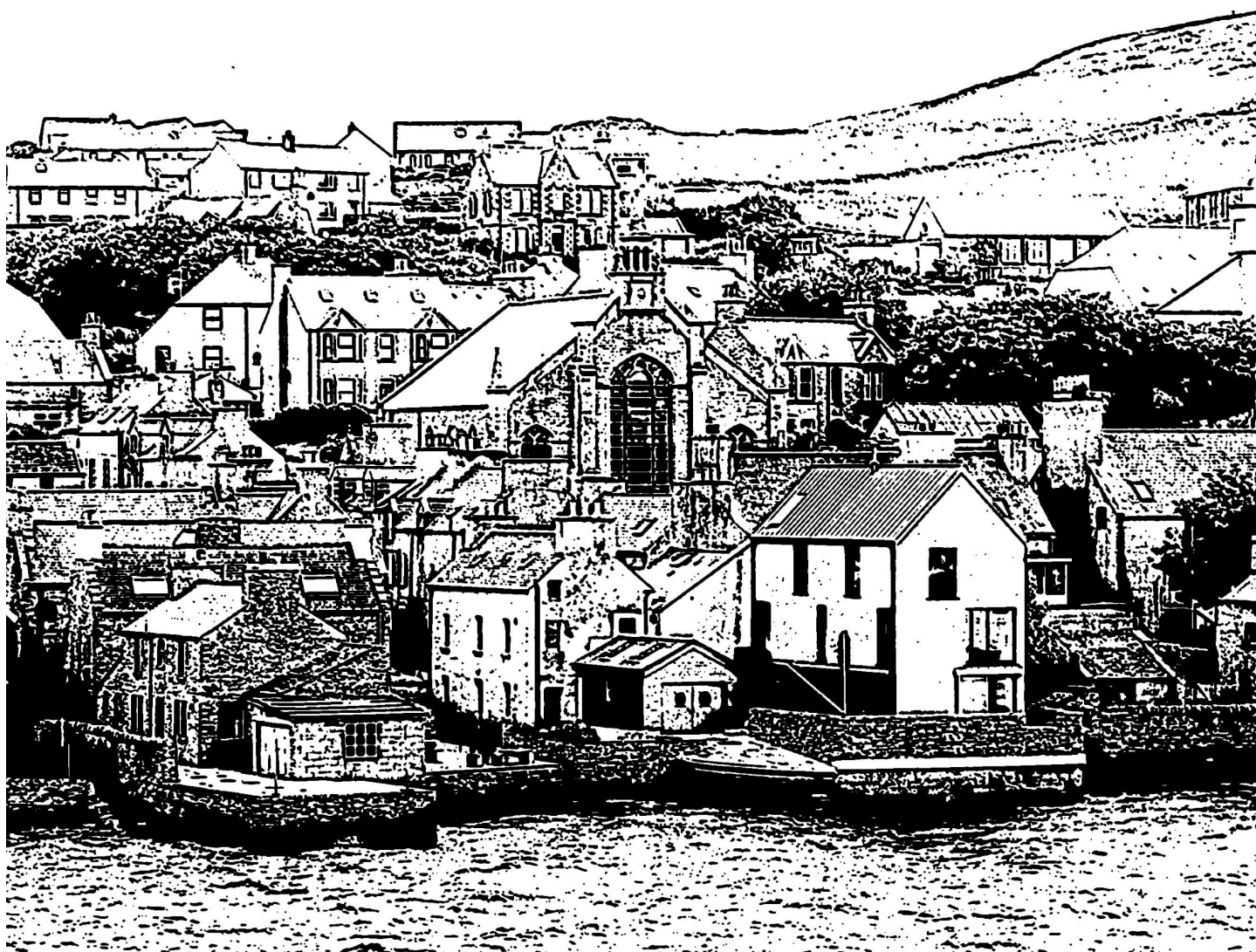
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List of Specialities

- ✦ Athletics - Run Really Really fast, and jump and parkour
- ✦ Biology - Knowledge of plants and animals.
- ✦ Boating - Yachts, Speedboats, Submarines, jet ski's, etc.
- ✦ Chemistry - Knowledge of chemicals, and how to combine them
- ✦ Connoisseur - Knowing the red wine doesn't go with the fish, and getting that reference
- ✦ Criminal Organisations - Knowledge of the makeup and traditions of criminal gangs
- ✦ Cryptography - Breaking the code, or creating one
- ✦ Driving - Cars, Trucks, Tanks, Bikes, Snowmobiles, etc.
- ✦ Emergency Medicine - Stabilising someone who is badly hurt.
- ✦ Escapology - Getting out of handcuffs, zip ties and other Houdini type stuff
- ✦ Explosives - Blowing stuff up, or cutting the blue wire and not the red.
- ✦ Forensics Science - CSI it up
- ✦ Forgery - Passports, money, paintings
- ✦ Hacking - Breaking into computers
- ✦ Interrogation - Not necessarily torture, but the skills to get information by talking
- ✦ Intrusion - Bypassing Electronic and Mechanical security and sneaking around
- ✦ Languages - Fluency in the major world languages, and a smattering of the rest
- ✦ Mechanics - Fixing and constructing machines
- ✦ Performance - Acting dear boy. Or singing, or Mime, if you are desperate.
- ✦ Personal Security - Being a bodyguard.
- ✦ Pharmacology - Recognising the effects and Chemistry of legal and illegal drugs
- ✦ Physics - Knowledge of the theoretical and the practical.
- ✦ Piloting - Planes, Helicopters, Autogyros, Drones, etc.
- ✦ Psychology - Understanding the behaviours and actions of people
- ✦ Riding - Horses, Ponies, Camels, Elephants, etc.
- ✦ Sleight of Hand - pickpocketing, palming and other examples of fine motor skills
- ✦ Socialising - Interacting with people and getting them to view you positively
- ✦ Surgery - Performing complex medical procedures.

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Mission Points

Player Characters start the game with Two Mission Points.

By completing objectives during the game, the Players get more Mission Points.

They also get a mission point if they fail a Speciality roll, when attempting to do it slowly. This represents they way you learn from your mistakes, and you learn more from the really big mistakes (that you survive).

To get Mission Points the player need to complete the following Objectives:

If they complete the original mission alive, they get 1 Mission Point.
If they uncover a black hat, they get 1 Mission Point.
If they kill or capture the Black Hat they get 1 Mission Point.
If they help find out what happened to the members of the previous team they get 1 Mission Point.
If they rescue the previous team members they get 1 Mission point.

Now that you have these Mission Points, what do you get to do with them?

You can spend them to add get more complex covers before a mission begins, or when travelling to a new location. See the Equipment Section for details.

At any time, for one Mission Point you can remove one of the specialities that you had previously chosen. This way you get to open more slots for new specialities that will be useful during the mission and in the next mission.

You can remove a maximum of 3 specialities during a game session.

You can remove any of the Specialities you have, which includes the two you started with and any Incompetences you chose.

This represents they way characters in spy movies and TV shows suddenly forget the things that got them out of trouble in previous shows. And how they can change personality when the writer decides they need the characters to do something particular for a story to work.

At the end of a Mission, you can spend a Mission Point to change one Paranoia Point to a Trust Point. You can spend as many point as you want to do this, but the trust and paranoia points still need to add up to 10.

If you don't use any Mission Points to change the Trust and Paranoia score, then it will remain unchanged between missions.

Agents & Assets

Equipment

When the mission starts the Player Characters only have some basic equipment. They are supposed to be undercover, as they know the previous mission failed, and that there is a traitor somewhere.

The agent will have to come up with a cover, the reason for them being in this particular location. The cover identity should usually be something mundane, such as a tourist, or businessman. If they are going somewhere off the beaten track then perhaps a cover of a volunteer for an NGO or a medic might be more appropriate. However, if they spend some of their Mission Points, they can create a more elaborate cover.

Normally, the only equipment the Agent would start off with is the type of equipment that their cover should have. This would include a change of clothes, a phone, laptop or tablet computer and around $1000 in spending money.

For every Mission point they spend on their cover they can have one of the following:
✦ An additional $5000
✦ A Personal Assistant
✦ An Expensive car
✦ A Chauffeur
✦ Expensive Clothes
✦ A Mid Lever Military Rank
✦ A Mid Level Police Rank
✦ A Mid level government position
✦ An invitation to an event already taking place in the location they are going to.

If they spend two Mission points they can start with the following:

✦ They can create an event in the location they are going to, and get an invitation. The event will be completely legitimate and will have attendees that the PC can determine.
✦ A High Level Military Rank
✦ A High Level Police Rank
✦ A High Level Political position.

These additions to the cover only apply for one mission, and are lost at the end of the mission.

They can also spend Mission Points to add to their cover when travelling to a new major location, such as a new city of Country.

No Matter what their cover is, they will not start with any weapons, or any specialist equipment needed for the mission. That, is where the Assets come in.

AGENTS & ASSETS
Assets

If the Agents need a piece of equipment, such as a weapon, vehicle, computer;
If the Agents need a piece of information, such as the location of a target, the details of a security system or the number of a Swiss bank account;
If the Agents need a specialisation that none of the players have or want to take;
Or if The Agents need to get out of a particularly difficult situation;
Then they can create an Asset, who is an Non Player Character that one Player Character has a connection to.

The Asset is someone who provides benefits for the whole group, not just the Player Character controlled by the player that creates them.

The Player will have to come up with a name for the Asset (Often a nickname), and a little back-story (the Meet-Cute), and also a quirk, which will set the Asset up as different and memorable.

This information is recorded on a note card or post-it.

The PC creating the Asset will know them because they have worked with them in the past. They must have had a close connection to them at some point. They should link the Asset to one of their Background Details that they created when they created their character.

Once the Asset has been created and introduced, the team needs to decide if they can be Trusted, or if the team are too Paranoid to accept their help.

Trust and Paranoia
New Player characters start with 8 points of Trust and 2 points of Paranoia.

The player should have two tokens that they can hide in their hand. One token represents Trust, and one which represents Paranoia.

When an Asset is introduced the player chooses either their trust or paranoia token, and hides it in their hand. Once all the players have chosen, they reveal and show how much they trust this new asset.

As long as they have some points of Trust, they can choose Trust.
As long as they have points of Paranoia, they can choose Paranoia.

The person who introduced the Asset has to choose Trust. If they do not have any points of trust, then they cannot introduce an Asset.
Who voted trust and who voted paranoia is recorded next to the Assets information.

Picking paranoia adds one to the character's Paranoia score, and reduces their Trust score by one.

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Once an Asset comes into play and the initial Trust, Paranoia decisions have been made, the players do get a chance to alter their decision. At any time before the Asset reveals their true nature, the player can swap a Trust for a Paranoia. This reduces the players Trust score by one and increases their Paranoia score by one.

This also happens if a player initially chose Trust but through roleplaying makes it clear that they no longer trust the Asset. The GM should warn the player that if they chose Trust then they have to treat the Asset as if they do trust them, but if they continue to act in a way that makes the GM believe that they no longer trust the asset then they suffer the same change of Trust and Paranoia.

If an Asset ever looses the Trust of all the players, then they cannot be used, and whatever information or equipment they provided has to be discarded, as clearly all the players have decided that it cannot be trusted. In addition, all the players loose another point of Trust and gain a point of Paranoia.

When an asset is revealed not to be a traitor, e.g. their information proves to be accurate, the piece of equipment works as expected, or the Asset performs a task correctly, the players who chose Trust can reduce the number of Paranoia points they have by one.
Players who picked paranoia, don't get to reduce the number of paranoia points, but if that Asset happens to get used again they can choose to change their Paranoia to Trust, with the accompanying change in points.

However, when an Asset is revealed to be a traitor then in the scene that follows, only the characters who picked Paranoia get to act. All the characters who chose Trust are frozen in confusion and disbelief. They will probably be captured or killed in some kind of ambush or during a catastrophic failure of a piece of equipment. The characters

who guessed/intuited correctly get to escape, or start shooting, or try to get the rest of their team to safety, but the other team members can't help.
Also, the players who picked Trust, loose a point of trust and gain a point of Paranoia.

The points of Trust and Paranoia a character has should always add up to 10. If a player ends up with a total that is more than 10 then the points of Trust should be reduced until the Trust and Paranoia add up to 10.

For the Agents, the power of Paranoia always trumps the power of Trust.

If a player ever has 10 points of Trust, then clearly they trust everyone, and cannot add any points of Paranoia to any Asset. They can only gain Paranoia when a traitor appears.

If a player ever has 10 points of Paranoia, then they cannot benefit from any Asset until an Asset proves to be trustworthy. They can also never introduce an asset until they get some points of Trust.

The points of Trust and Paranoia should be recoded on the Asset's notecard. The amount of trust the players have given the Asset generally indicates the quality of the Asset.

If the Asset has only Trust, and no paranoia points, then they will work particularly quickly or quietly, or whatever is required. If they have mostly Trust, then they will be pretty useful. At an equal level of Trust and Paranoia, the Asset will be able to provide ordinary items and will take a reasonable amount of time. And if the Asset has very Little Trust, then they will take a lot of time or will only be able to provide substandard items.

Remember that the items, goods or services the Asset provides will always work, as long as they are not the traitor.

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If the resource that the Player wants to use the Asset to get is particularly expensive or deadly, such as an attack helicopter, or a missile strike on a target, then the GM can specify a Complication that the players will have to overcome in order to get what they want.

For example, if the PC wants to create an Asset in order to get a Cobra Attack Helicopter, then the GM may add the complication that the PC's have to bust the Asset out of Jail, or rescue his kids from a gang of kidnappers, or steal a piece of technology for him.

Whatever the complication is, the PC's cannot use another Asset to overcome it.

Also, if the group wants to use the same Asset twice, then the second time the GM will apply a Complication to the Asset.

Types of Complication
- Asset Knows Location of Equipment or information, but PC's will have to obtain it themselves. For example; an arms dealer may know where the Agents can get an attack helicopter, but they will have to hijack it themselves.
- A Friend or Family Member of the Asset is in trouble and the PC's will have to help them. For Example; a hacker's sister has joined a cult, and he will only help the Agents if they get her out the cult's compound.
- The Asset needs more time than the PC's want to provide.
- The Asset needs more money, and the PC's will have to obtain it themselves.
- The Asset may need a favour from the Agents, such as dealing with local criminals, or law enforcement, or military. For example; the Asset may need to be broken out of jail, or may need some local gangsters to get off his back.

When a player creates an Asset, they cannot create another Asset until all the other players have created an asset. So everybody gets a turn.

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The only exception to this rule is if it makes no sense to create a new Asset. For example the PC's need a safecracker, and so a player creates Tom "Fingers" McTavish Safecracker with a fondness for Panama hats. A little later in the game the PC's need a safecracker again, but not everybody has had a chance to create an Asset, so normally a new Asset would be created by a different player. But if the Players already know "Fingers" and, due to the circumstances at the time during the adventure, it doesn't make sense to bring in a new character, then they can just reuse "Fingers". But there would have to be a complication, as normal with the re-use of an Asset.

Players should also keep in mind that Assets will not normally come to the aid of the player characters if they are captured, or in danger. And it not possible for one of the High Value Target's goons to actually be an Asset all along. The role of the Asset is to be a way of progressing the story, if the PC's get into trouble it is up to them to get themselves out of it.

Assets can be introduced after a Traitor has been revealed, as there is noting to say there is only one traitor. Any asset, no matter when they are introduced, could be a traitor.

Assets can only be introduced if the PC's have some way of contacting them. They will not just magically appear.

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Skill Checks

Skill checks are based on the speed that the PC wants to do something. The player picks a time and then rolls a D10. They are trying to get a number in the following ranges:

Time	Roll*	Consequences of Failure
Quickly	1-4	You or another player can only retry once more at this difficulty.If any subsequent retries are failures then the players have catastrophically failed and suffer the worst outcome of failure.** However, if they stop after the first failure, then nothing bad happens, they just cannot achieve their goal.
Normally	1-6	Whatever you are trying to do fails, and you or any other player cannot retry the same action. Try creating an Asset
Slowly	1-8	Whatever you are trying to do fails, and your actions are discovered by he enemy. Gain a Mission Point.

*All rolls are inclusive, so to do something Quickly you need to roll a 1, 2, 3 or 4.
**The worst outcome won't be death, but may be something like being knocked unconscious or being captured, having equipment break or alerting nearby enemies.

Specialities are not rated or ranked in any way.

The player characters are highly skilled in their chosen speciality, and have had many years of practice. If a character has a speciality in Forensics, for example, then they will know everything they need to know to be considered an expert in that field. If they have a Specialisation in Piloting, then they will be able to fly any kind of aircraft.

Using that knowledge under pressure is where the skill checks come in.

And Skill Checks are only ever needed if the player characters are trying to do something special or difficult. Mundane tasks never need a skill check.

When a character wants to use their Specialisation they should describe the outcome they want to achieve, and decide how much time they are going to devote to the action. This also determines the consequence if they fail.

Quickly
If they are in a rush, they can choose to do something as quickly as possible. In order to succeed they will have to roll 4 or less on a d10.
If they fail, they or another character with the same specialisation, can try to roll 4 or less again. But they can only do this once.
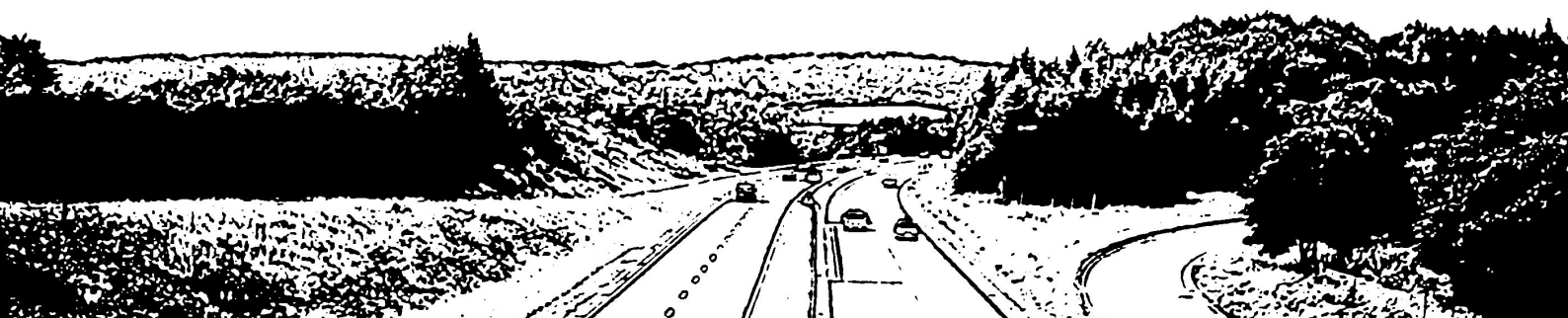
Or they can choose not to try again, and there is no penalty, it's just that the skill attempt fails, and the Player Character doesn't achieve whatever they were trying.

If there is a second attempt, and it is a success then it counts as if the first try was successful.
However, if the second attempt also fails then this counts as a catastrophic failure. The player character suffers the worst possible outcome of the skill attempt. This failure won't mean instant death or the total failure of the mission, but it might mean that the character is knocked unconscious, or is captured, or a piece of equipment breaks or nearby enemies are alerted.

Normally
If the player character wants to take little more time they can choose to take the normal amount of time the activity would take. Remember that the Player Characters are assumed to be experts in their Specialisations, and so when they do something at normal speed it is likely to be faster than an average person would be able. When trying to do something at Normal speed, they have to roll 6 or less on a d10.

This time if they fail then they do not get to retry, and neither does anyone else. Whatever they are trying to do just won't work. There is no other negative consequence of failing this skill check. The players will just have to come up with some other idea. Like using a Asset.

Slowly
If they want to take their time and make sure they get it right then the Player Character is going slowly. They have to roll 8 or less on a d10.
If they fail this check then as well as failing, whatever they are trying to do is instantly discovered by the enemy. They have been hanging around for so long that someone has become suspicious, or a patrol has stumbled on them, or they have shown up on CCTV. Whatever it is, the enemy is onto them. Again, there is no retry for this if they fail. However, they do receive a Mission Point
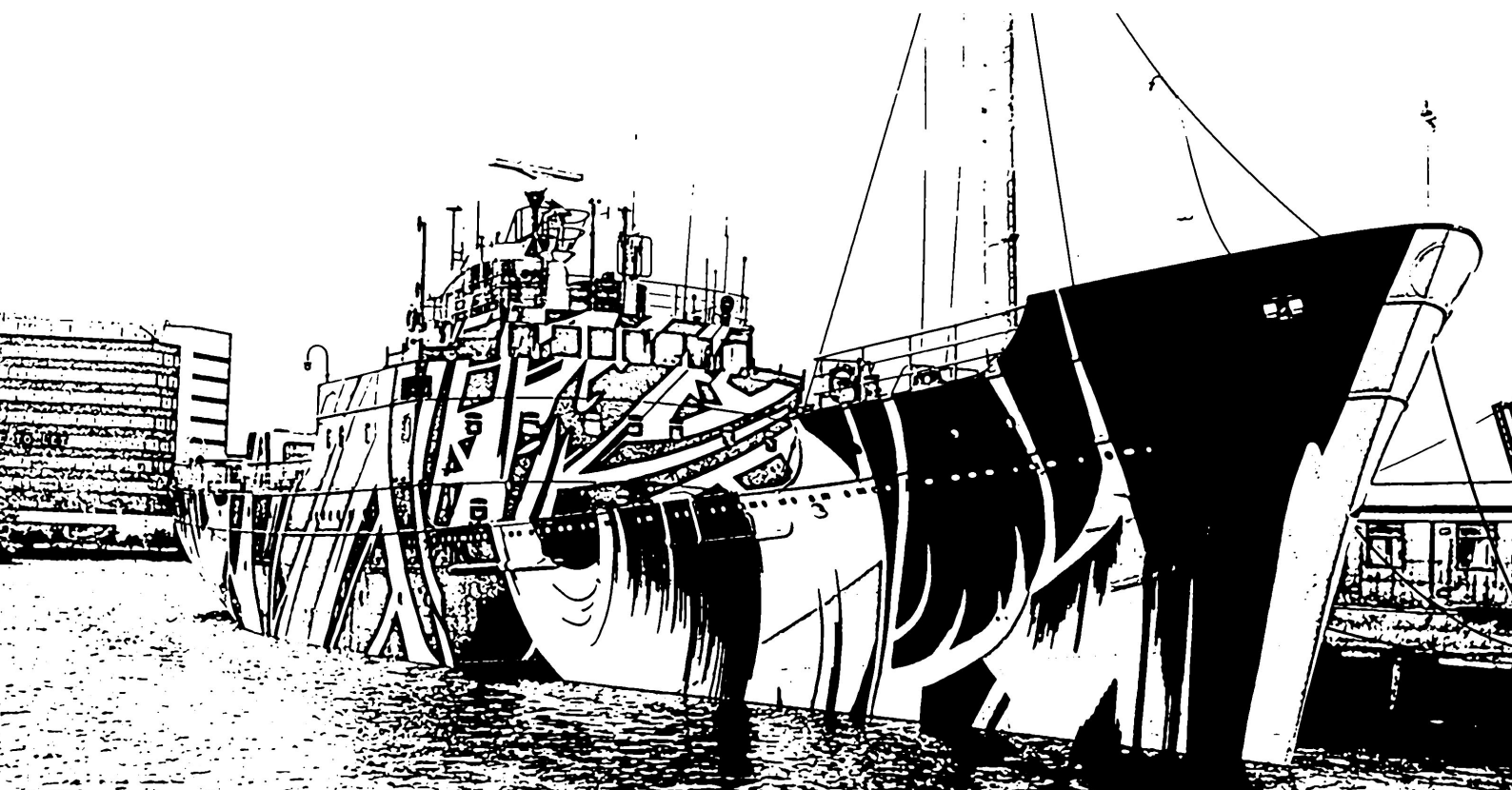
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Take Point

Sometimes during a game you may need to get the whole team to do something, but not everyone will have the appropriate specialisation. The most obvious example is when the team want to sneak around somewhere, but only one member of the team has Intrusion as a Speciality.

In these cases one player character can be selected to Take Point, with the success or failure of their skill roll being applied to all the members of the team. There is no additional difficulty associated with this, its just that all the characters covered by the Point Man will experience the same success or failure as the character Taking Point.

The person taking point to decides how much time to spend for the skill check.

Skill checks without Specialisation

It is not possible to make a skill check without having the appropriate Specialisation. So if you don't have Forgery, then you simply can't forge any documents. Perhaps you should get an Asset to do that for you.

Of course there many things people can do with a little training or experience. It is assumed that Characters can Drive without the Driving Speciality, but they can't do anything special with a car. They can use computers without having Hacking, but just to the same degree as any normal person. They can run without Athletics, but they will get out of breath sooner and won't have the physique of an Olympian.

Searching and Perception checks

In any spy story at some point an agent needs to search a location for clues. There isn't a particular Speciality for this, instead the player should describe how they are using one of their Specialities to find some clues, information or evidence. If there is a computer in the location perhaps they can hack it. If they want to collect fingerprints there is the Forensics Speciality. Want to see if they white powder is cocaine, then perhaps Chemistry is what you need.

The same is true for passive perception checks. If the GM thinks that a player character may have a chance to spot something, then they can ask if anyone has a particular speciality. If they are talking to someone the GM could ask if a character has the Psychology Speciality, if they do, or if character takes it, then they could make a skill check to notice the worried look on that persons face whenever they mention Mendoza.

Delayed Skill Rolls

Sometimes it creates more tension to delay a skill roll until a later point in the game. If you have used forgery to make a new passport, then it makes sense to make the roll when the passport is being checked, rather than when it is being made. In this case the player would decide how long they are taking on the skill roll when they make the passport, but only roll when it is being examined.

Skill Examples

Rod is playing as Thomas King who has specialisations in Driving and Intrusion. Freddy is playing as Ricardo Khan who has specialisations in Forensics and Surveillance. Jane is playing as Harriet Juniper who has Specialisations in Languages and Cryptography. The characters are trying to break into the mansion owned by the HVT, Senator Mendoza.

Rod says that Thomas is going to use his Intrusion to defeat the security systems and get everyone inside. So Thomas will be Taking Point. Rod decides that Thomas is going to take the normal amount of time to do this, so Rod needs to Roll 6 or less. He gets a 2, and the security systems are defeated and the characters are inside. The characters want to sneak to Mendoza's office so Rod says Thomas will Take Point again and lead the characters there, avoiding the security patrols and cameras. Again Rod decides that he will take this at the normal speed, as he doesn't want any negative consequence of failure. This time he rolls a 5. The GM says the guards get close a couple of times, but Thomas uses hand signals to get everyone to stop and go quiet, so they are all safely to the office.

In the office Freddy says that Ricardo wants to see if he can find anyone else who has been in the room recently. So Ricardo uses his Forensics Speciality, to look for Clues, he doesn't want to spend very long on this, so Rod decides to do this quickly. Freddy needs to roll a 4 or less, but gets an 8. Since he doesn't want to jinx things, as they have just got to the office, he decides not to push his luck and try again. So GM tells Freddy that Ricardo does not find any evidence of anyone else having been in the room, from the brief look he has taken.

Jane asks the GM if there is a computer in the office and the GM says that there is. Jane wants Harriet to boot up the computer, and the GM says that once it boots up, it is password protected. Jane says that Harriet will take the Hacking Specialisation, and she wants to hack into the computer and copy any files on the computer to her phone. Jane writes the Hacking Specialisation onto Harriet's character sheet, and says that Harriet will take the normal amount of time to try and hack the computer. Jane needs to roll 6 or less, and she gets 1. The GM says the computer password is the date of Mendoza's birthday, and that the files quickly copy over to Harriet's phone.

Rod says that he wants to get everyone back out of the office and out of the Mansion, so he will get Thomas to Take Point again and use his Intrusion Speciality. This time he will do it slowly to give himself the best chance of success. Rod needs to roll 8 or less. Unfortunately he rolls 10. The GM says that while sneaking out of the building he fails to spot a surveillance camera, and the alarms go off. Looks like the group may have to fight their way out.

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Combat

At some point the player characters will come into conflict with the forces opposing them. This may well result in a fight.

The PCs decide amongst themselves who will go first, but if they can't decide, or if the circumstances dictate that a particular PC should go first, then the GM can decide who goes first.

The player chooses a location to attack, then describes how they are going to attack it.
It doesn't matter if the player is using a melee weapon, guns or fists and feet, it is always the same target number.

Location	Roll Range
Head	1-6
Arm	1-7
Leg	1-7
Abdomen	1-8
Chest	1-9
Grab	1-7
Head KO*	1-4

*A Head KO is an attack to the head of the target with will take them out in one hit. This is to simulate sniper attacks and those punches and kicks that will snap a neck.

They then roll to try and get less than or equal to the target number.
If they succeed, then they score a hit on the opponent, and then they can immediately choose a different location to try and hit and describe a different way they try to attack it. As long as they keep succeeding they can chain these attacks together until they reach the maximum number of hits the opponent can take. They can also stop after any successful attack, and the NPC will retain the number of hits taken.

The GM can also decide that a particularly well described or interesting attack should

inflict more damage, and they can add an additional hit of damage.
If the PC is fighting Mooks or Henchmen, then the attacks can also be chained to take out as many of them as the PC scores hits. The PC can choose to stop at any time after a successful attack.

If the player repeats a location or a description then the Roll Range of the attack goes down by one. For example a punch to the face starts off needing a roll of 1-6, but if the player follows up with another punch to the face then they will need a roll of 1-5. If they then follow that up with a punch to the chest they would need a roll of 1-9.

A player can also try to grab an opponent. If they succeed they don't do a hit but they can then make another attack on the same target with +1 to the roll range. After the hit they will have to re-roll the grab attempt at the normal difficulty, in order to keep hold of the opponent. If they do roll a success on the next grab attack then next attack gets +1 to the roll range. The maximum bonus any roll range can get is +1.

Combat Example
Rod, Freddy and Jane are playing as Thomas King, Ricardo Khan, and Harriet Juniper.

Thomas, Ricardo and Harriet are infiltrating a drug processing compound in the Colombian jungle, and find themselves facing off against three of the High Value Target's henchmen. Nobody has taken any damage yet. The Henchmen need 2 points of damage each to take them out.

The players decide that Thomas can go first, and he chooses to shoot one of the Henchmen in the chest. Rod needs to roll 9 or less on a d10. He rolls a 4, and so scores a hit. He can now choose to attack again, or he can choose to stop and leave the Henchman with one point of damage.

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He chooses to continue and shoots the Henchman in the chest again, so Rod will have to roll 8 or less. (as the range reduces for attacking the same location more than once in the same group of attacks.) This time he rolls a 9, which is a miss, and instead of the Henchman Taking Damage, Thomas takes a Hit, and his attacks stop.

Ricardo now starts his attack. Freddy decides to attack the same Henchman Thomas was attacking. He chooses to attack the Chest with a punch. He also needs to roll 9 or less, and gets a 7. So does a point of damage to the Henchman, which is enough to take him out. Ricardo could stop here and let Harriet take a turn, but he wants to press the attack, so chooses to attack the next Henchman. Freddy decides Ricardo will try to kick the Henchman in the Abdomen, which needs 8or less. Freddy gets a 3 and the henchman takes a damage. Ricardo can continue to attack, and he does. Freddy now wants to shoot the Henchman in the Chest. It's the same group of attacks as his previous targeting of the chest, so it still needs 8 or less. And Freddy gets a 6. So this Henchman also goes down. Freddy now decides not to push his luck, and Harriet steps up.

Jane tells the GM that Harriet eyeballs the remaining Henchman. Jane tells the GM that Harriet wants to roundhouse kick the Henchman in the chest so he flies back into a vat of sulphuric acid. Jane needs a 9or less, and rolls a 5. The GM decides that a vat of Sulphuric Acid does more than 1 point of damage, so the last Henchman is taken out.

Later on during their infiltration of the compound Thomas is trying to set an explosive amongst all the volatile chemicals. Rod decides Thomas will take this slowly, as he wants to get it right, but he rolls a 9, and the group are discovered by 4 more Henchmen. The GM decides that, as Thomas is busy with the

explosives, either Ricardo or Harriet can go first.

Jane wants Harriet to go first, and Freddy agrees. Jane tells the GM that Harriet wants to lay down suppressive fire on the Henchmen, so that Ricardo can grab Thomas and they can get out of here. Jane needs to roll a 7 or less, and she gets a 3.

Harriet blasts away at the Henchmen, and they all duck down, giving Ricardo the chance to grab Thomas and for them all to get away. As they are running away Freddy tells the GM that Ricardo is going to lob a grenade at the barrels of chemicals. Freddy needs to roll a 8 or less in order to get the grenade in the right place, and he rolls a 4. The GM decides that the grenade sets off the chemicals, and there is a massive explosion that takes out the Henchmen, and a large part of the compound. Mendoza will have to find somewhere else to purify his cocaine.

AGENTS & ASSETS

Player Character Injury

If an Agent rolls an attack and fails then the opponent does a hit on the player, and that players turn is over.

Also, if a PC runs from a gunfight without using Suppressing Fire, they will also take a hit.

A player Character can take 5 Hits before falling unconscious. And 6 before they are dying

If they are facing a mixture of opponents then the Players have to take out all the enemies of lower ranks before they can engage the higher ranks. So if the HVT has the Black Hat, two Henchmen and 6 Mooks with them then the PC's would have to take out the Mooks first then go for the Henchmen, Right Hand and Black Hat before they could attack the HVT. There is no point having a posse if they don't try to protect the boss.

Explosive Ordinance

Explosives do damage based on the Kill Radius of the blast.

Grenades

Can be thrown up to 30 Meters
The Roll Range for thrown grenades and grenade launchers is 1-8

A roll within this range means the grenade has landed where the combatant intended.

A roll of 7-8 means it was thrown long, and 9-0 means it was thrown short.

Range	Grenade Damage
0 - 5 Meters	5 Hits
5 - 10 Meters	3 Hits

Flash and Stun grenades have a smaller range and are designed to disorientate opponents.

Range	Grenade Damage
0 - 2 Meters	4 Hits
2 - 5 Meters	2 Hits

Smoke grenades can be used as an alternative to Suppressive Fire, in order to get the characters out of a fire-fight without taking hits.
As long as a smoke grenade is thrown successfully between the PC's and the opponents in a firefight, then the PC's can move without taking Hits.

Categories of NPC's

Type	Hits required to take them out
Civilians	0 - The Agent can take out any untrained civilian without rolling
Mooks	1 - NPC's who have a basic level of training such as Police, Security Guards, Low Level Criminals, Most Front Line Military
Henchmen	2 - Better Trained NPC's such as S.W.A.T. Teams,
Right Hands	3 - Military Special forces, the personal bodyguards of the HVT
Black Hats	4 - Assets that turned out to be Traitors and any NPC the GM wants to be particularly tough.
HVT	5 - High Value Targets, usually the main focus of the mission.

Body Armour adds 1 to the number of Hits a character can take.

Suppressive Fire
This is firing at a group but not trying to hurt them, just trying to keep their heads down so they are not shooting at you. If you only have a handgun then this only works on Mooks, Henchmen, and Right Hands. Black Hats and HVT's will usually only be suppressed by Sub Machine Guns, or Machine Guns.

Roll 1-5, on a success the bad guys duck down, and stop firing back. This will give the PC's a chance to move position which could be a chance to escape.

On a fail then The PC's can still try to escape, or move, but will each take a hit when they move.

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Healing

If untreated, the wounds an agent receives simply hang around until the end of the adventure, when they can get medical treatment.

If a Player Character has the Emergency Medicine or Surgery Speciality they can try to heal a PC who has taken damage.

The player picks a speed and rolls as normal.

If a PC has taken 6 hits, for any reason, then they are dying. They will need immediate medical attention, or they will die.

If a dying character takes any more damage from any source, such as a failed surgical procedure they will be completely dead.

Time	Roll	Success	Consequence of Failure
Quickly	1-4	Heals 1 Hit	0 Hits Healed and cannot try again at this level
Normally	1-6	Heals 2 Hits	0 Hits Healed, can try again in 24 Hrs
Slowly	1-8	Heals 3 Hits	0 Hits Healed, PC Loses 1 hit, try again in 24 Hrs

Levels of Damage to Agents

Hits	Descriptor	Triage Level
1 Hit	Bruised	Non-Urgent
2 Hits	Lacerated	Less Urgent
3 Hits	Haemorrhaging	Urgent
4 Hits	Wounded	Emergent
5 & 6 Hits	Unconscious	Resuscitation
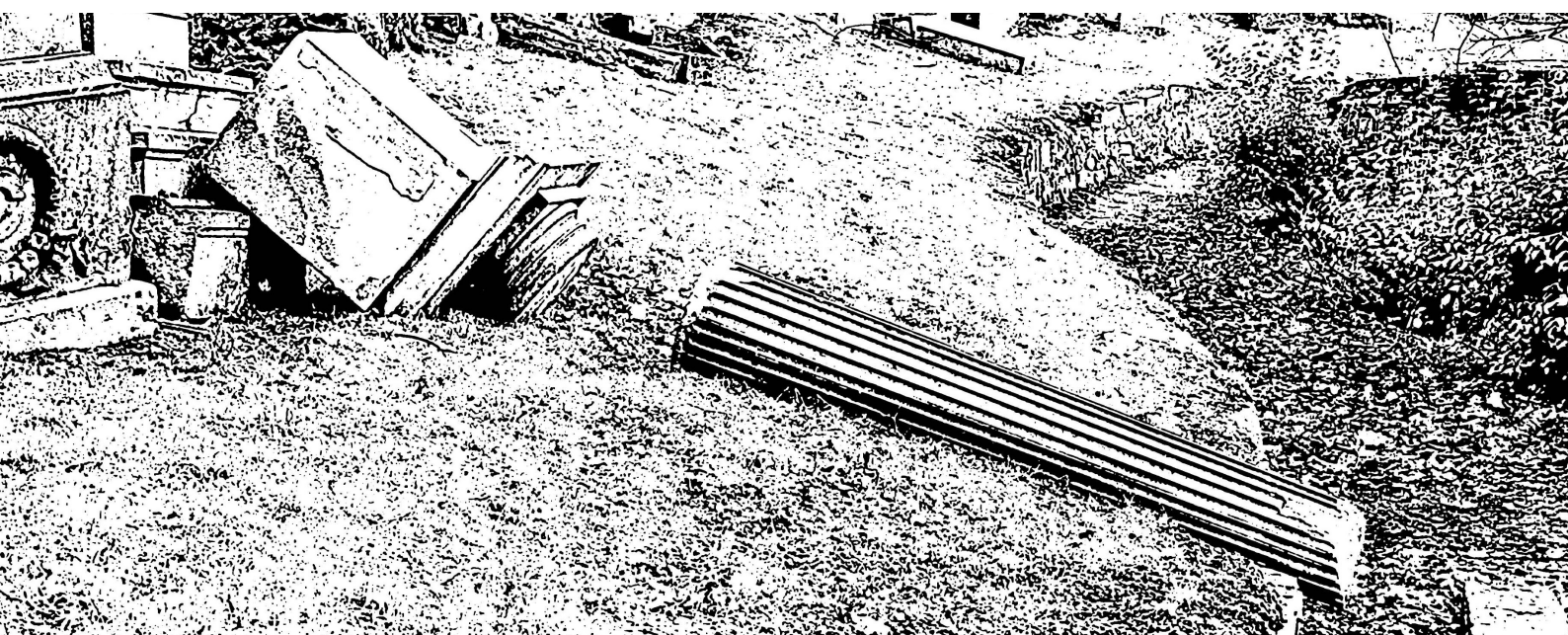
AGENTS & ASSETS

Healing From Assets

Players can create Assets who are medics or surgeons, in order to save a dying comrade, or just to heal themselves.

The normal rules regarding Assets apply, but the Asset cannot be introduced by a Dying Character, and if an Agent is unconscious , they do not get to vote on Trust/Paranoia. And, of course, the medic could always be a traitor.

When an Agent receives healing from an Asset, they will heal fully, but it takes time. The Agent will heal to full strength in a number of days equal to the number of Hits Healed. So if they have taken 4 Hits, it will take 4 days. They come back at one point per day of care by the Asset, so the Agent has the option to continue their mission before they have been fully healed.

AGENTS & ASSETS

Chases

Starting a Chase

When you are trying to catch up to someone, or when someone is trying to catch up to you, you are in a chase.

The first thing to do is work out who is chasing who?

If the PC's are chasing Mooks or Henchmen, the PC's will usually catch them.

If the Mooks or Henchmen are chasing the PC's, then the PC's will normally get away.

However, if the chaser or chased is a Right Hand or higher level NPC, or if the vehicle being chased has something the PC's are after then the chase is on!

So, if the HVT is trying to escape in his Italian Sports Car, then there may be a chase. If its just some Mooks escaping a hideout, then the PC's will just catch up to them. But if the Mooks have the Ambassadors kidnapped daughter in the back of the car, then it would be a full on chase.

At the start of a chase at least one Agent will need to have the appropriate specialisation in driving, piloting, riding, athletics, boating etc.

Vehicles

Vehicles have their own Hits based on what size they are.

If there are multiple vehicles on either side of a chase, use the number of Hits for the largest vehicle involved as the total amount for all the Hits required to be dealt to end the chase.

Chase Actions

To score a hit on an enemy vehicle you need to perform a Chase Action. This works in the same way as combat with people. The Driver can try to roll under the target number and every success is a hit. Just like combat you have to change the action each time or the difficulty range goes down by one. And you can keep going until the target vehicle has taken all the hits it can take.

Also like combat, if the PC's fail a roll, their vehicle will take a Hit.

The types of action you can take depend on if you are chasing or are chased, as set out in the following table.

When a chased vehicle runs out of hits that means it has been destroyed, or it has been caught.

When a chasing vehicle runs out of Hits that means it has been destroyed or evaded.

Weapons

If your vehicle lets you lean out the window and shoot at your opponent, then this will add +1 to the roll range.

If the vehicle has weapons attached to it, like a Tank, Helicopter Gunship, or Technical (An improvised fighting vehicle usually a pickup truck, with a gun mounted in the back) And the other vehicle in the chase does not, then when a Hit is taken an additional Hit is scored as well.

Vehicle Hits

Small - Motorbikes, Autogyros, Rigid-Hulled Inflatable Boats, Hang-glider, Jet Ski - 3 Hits
Medium - An Average Car, Light Aircraft, Speedboat, Yacht, Riding Animals   - 4 Hits
Large - SUV, Truck, APC, Technical, Armoured version of Medium Vehicle   - 5 Hits
Huge - 18 Wheeler, Tank   - 6 Hits

AGENTS & ASSETS

Chase Actions

Chasing Actions

Ram - Driving directly at an opponent - 1-3*

Side-Swipe - Pulling up beside another vehicle and slamming into it - 1-7

Force into Obstacles - Force the other car to crash through Carts, Boxes, Etc. - 1-6

PIT Manoeuvre - The chased car is bumped from the side near the rear wheel, causing it to spin out - 1-5

Shunt - Driving into the rear of the vehicle you are chasing - 1-6

Push into traffic -Forcing the chased vehicle into oncoming traffic - 1-5

J Turn - a reversing vehicle is spun 180 degrees and continues, facing forward, without changing direction of travel - 1-5

*On a fail you take an additional hit

Chased Actions

Weave Through Traffic - Switching lanes at high speed - 1-7

Mount the Pavement - Leave the Road - 1-5

Wrong Way - Driving the wrong way down a road into traffic - 1-4

Create Crash - Force other vehicles to crash to create an obstruction - 1-5

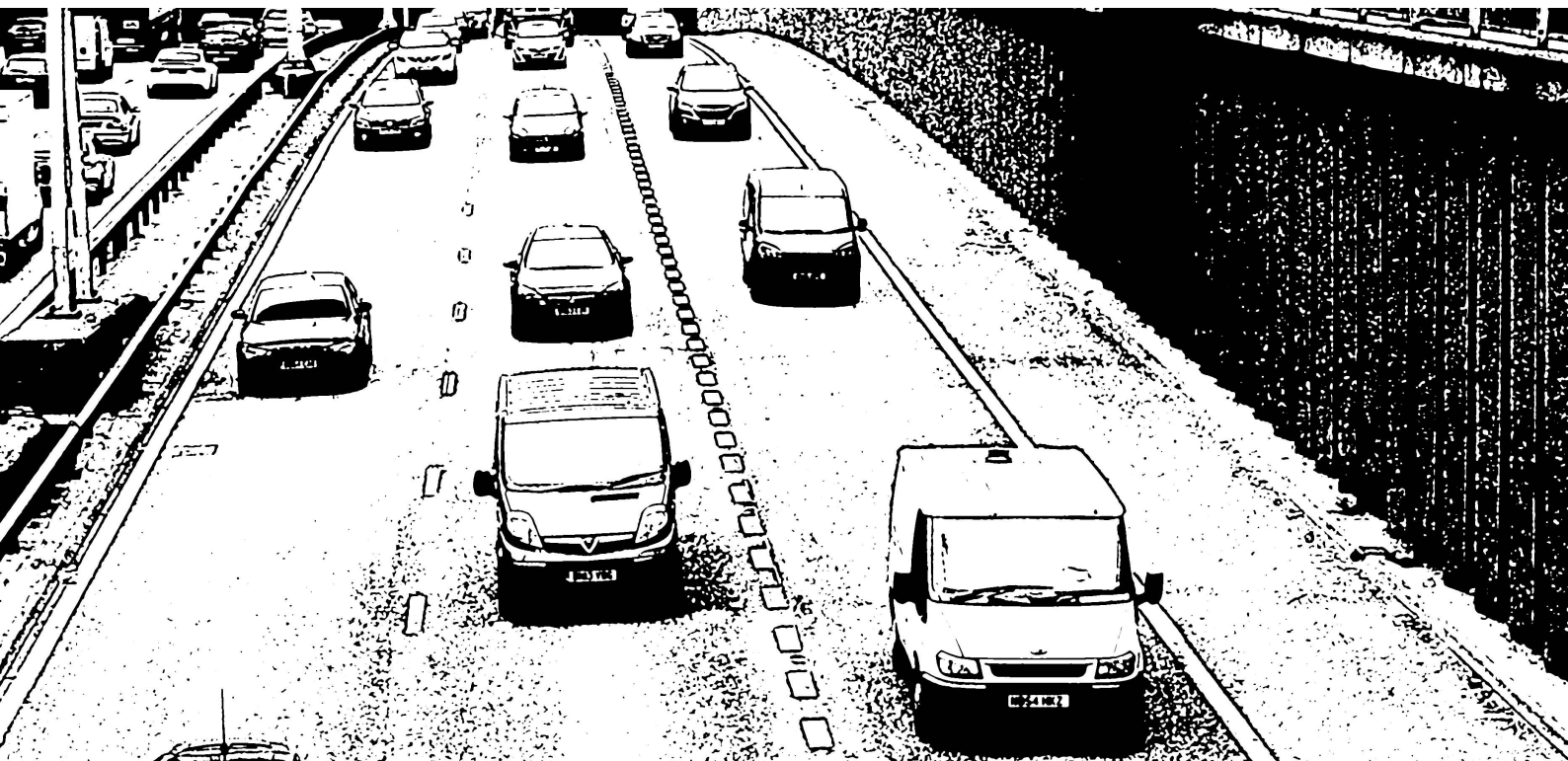Handbrake Turn - Tighter than normal turn - 1-6

Bootleg Turn - Spin the car 180° to the other lane - 1-5‡

‡Can then go into Wrong Way

Chased or Chasing

Playing Chicken - Driving directly at an opponent, but turning at the last second - 1-4*

*On a fail you take an additional hit

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Inspirations

Films
Haywire
The Bond Films
The Bourne Films
The Mission Impossible Films
Ronin
Enemy of the State
Salt
Red & Red 2
Safe House
Argo
Nikita
Clear and Present Danger
The Ipcress File
No Way Out

TV Shows
Alias
Chuck
Mission Impossible
The Man From U.N.C.L.E.
The Avengers
Callan
Burn Notice
Homeland
Person of Interest
Agents of S.H.I.E.L.D.

Books
The works of Ian Fleming

The initial inspiration for this game was the 2011 film Haywire, directed by Stephen Soderbergh. Also, many years of running the Cyberpunk 2020 RPG.

I ran Cyberpunk as a futuristic Film Noir, and as such, the games were filled with double and triple crosses. So after a few games, none of the players ever trusted any of the NPC's. So I tried to come up with a game where the players would trust the NPC's. So I thought that if the players came up with the NPC's then they would have to trust them.

Thinking about the way Serial TV Shows handle characters, I came up with the idea of the changing specialities. This represents the way that a character suddenly drops into conversation that they used to be a pilot, or a research scientist, or an army ranger, just when the writer of the episode needs a particular skill to get them out a corner they have written themselves into.
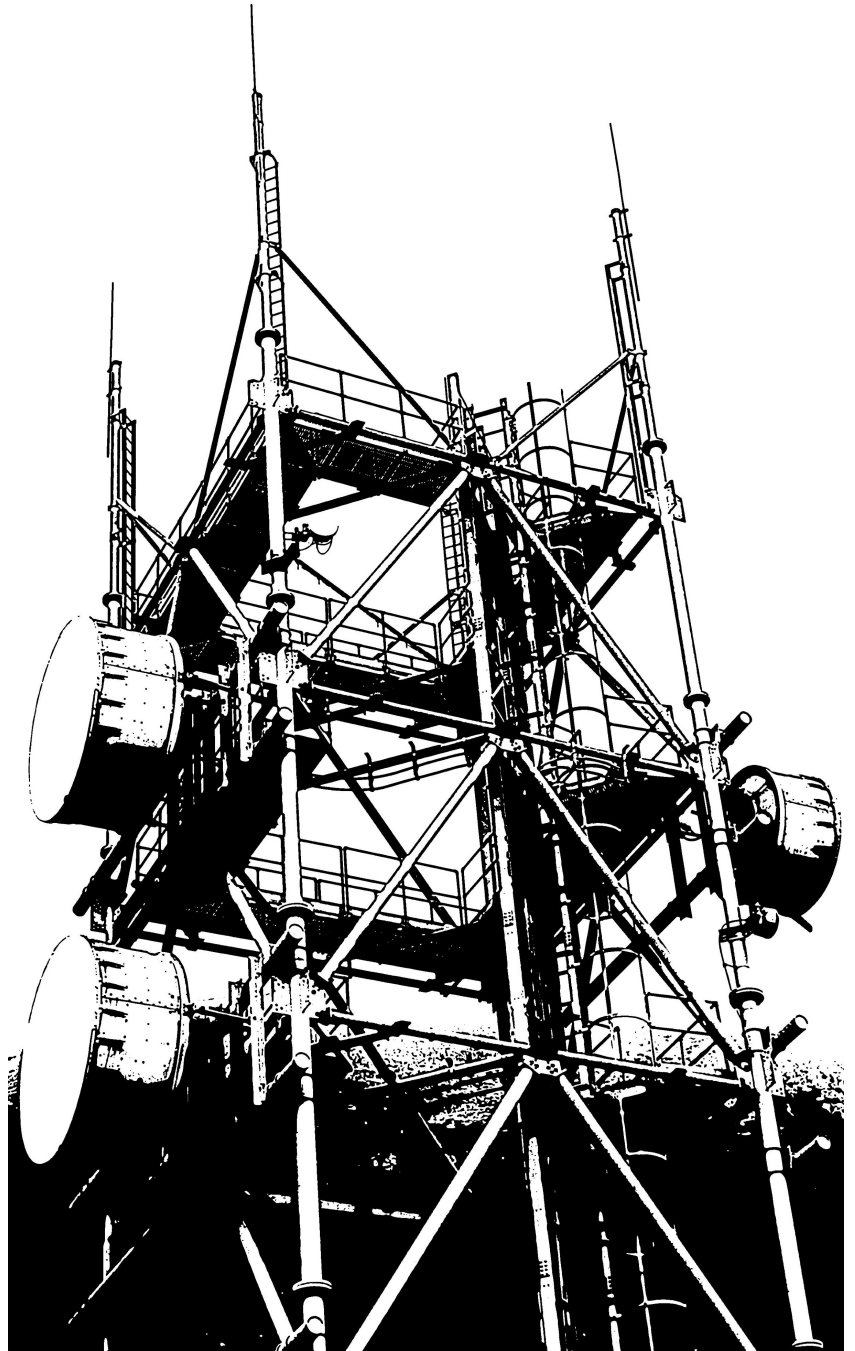
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Appendix i: Specialities

Athletics - Run Really Really fast, and jump and parkour
Biology - Knowledge of plants and animals.
Boating - Yachts, Speedboats, Submarines, jet ski's, etc.
Chemistry - Knowledge of chemicals, and how to combine them
Connoisseur - Knowing the red wine doesn't go with the fish, and getting that reference
Criminal Organisations - Knowledge of the makeup and traditions of criminal gangs
Cryptography - Breaking the code, or creating one
Driving - Cars, Trucks, Tanks, Bikes, Snowmobiles, etc.
Emergency Medicine - Stabilising someone who is badly hurt.
Escapology - Getting out of handcuffs, zip ties and other Houdini type stuff
Explosives - Blowing stuff up, or cutting the blue wire and not the red.
Forensics Science - CSI it up
Forgery - Passports, money, paintings
Hacking - Breaking into computers
Interrogation - Not necessarily torture, but the skills to get information by talking
Intrusion - Bypassing Electronic and Mechanical security and sneaking around
Languages - Fluency in the major world languages, and a smattering of the rest
Mechanics - Fixing and constructing machines
Performance - Acting dear boy. Or singing, or Mime, if you are desperate.
Personal Security - Being a bodyguard.
Pharmacology - Recognising the effects and Chemistry of legal and illegal drugs
Physics - Knowledge of the theoretical and the practical.
Piloting - Planes, Helicopters, Autogyros, Drones, etc.
Psychology - Understanding the behaviours and actions of people
Riding - Horses, Ponies, Camels, Elephants, etc.
Sleight of Hand - pickpocketing, palming and other examples of fine motor skills
Socialising - Interacting with people and getting them to view you positively
Surgery - Performing complex medical procedures.
Surveillance - watching a location, and using bugs and trackers, and following someone
Survival - Living in the wilds
Tracking - Following people and animals in the wild and urban jungle

AGENTS & ASSETS

NAME:

HITS ☐ ☐ ☐ ☐ ☐

BACKGROUND:

SPECIALITY 1

SPECIALITY 2

SPECIALITY 3

SPECIALITY 4

INCOMPETENCY

SPECIALITY 5

EQUIPMENT

MISSION POINTS

TRUST

PARANOIA

Time	Roll	On Fail
Quickly	1-4	1 Retry, 2nd Fail = catastrophe
Normally	1-6	No Retry, Try new idea or use Asset
Slowly	1-8	Discovered and gain a Mission Point

Location	Range	Location	Range
Head	1-6	Chest	1-9
Arm	1-7	Grab	1-7
Leg	1-7	Head KO	1-4
Abdomen	1-8	Suppression	1-7
		Weak Point	1-5