A VAMPIRE SPY THRILLER GAME BY

KEUUETH HITE

BASED ON THE GUMSHOE SYSTEM BY ROBIN D. LAWS

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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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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 handpicked 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.

SFTIIP

- 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).

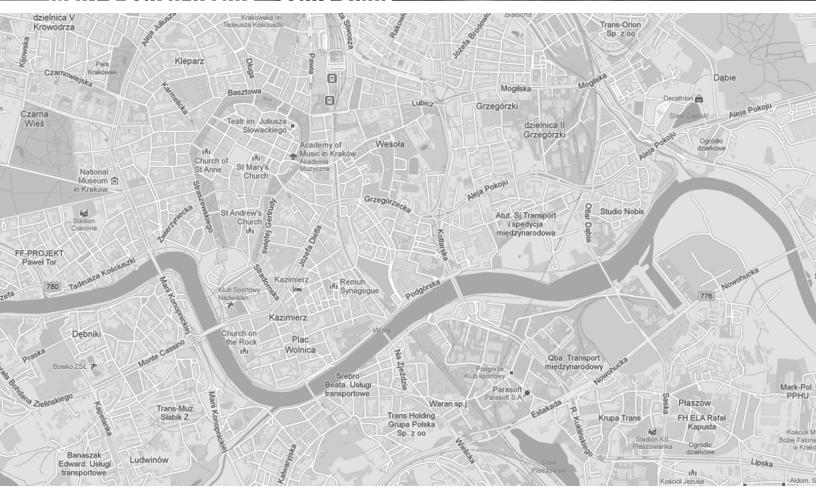
You'll need several index cards to track the chase distances. No other miniatures or battlemap are needed for combat. You'll need 1d6 and a pencil.

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: +| Stealth Modifier: +|

Damage Modifier: -1 (fist), +0 (knife),+1 (9mm Makarov PMM pistol)Power: Vampiric strength - each 2Aberration spent add +1 melee dmg

NAMELESS BODYGUARD DESTINED TO BE HILLED 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: +| Stealth Modifier: +|

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-

OUESTIONS 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

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.



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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

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.)

CHERRIES & REMINDERS

Parkour: (p58) Once per footchase, 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.

NETWORK CONTACTS

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.





DRIVING LICENSES

NOTES

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

APPEARANCE

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

BACKGROUND

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

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

KNOWN ASSOCIATES

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

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

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

to work with, but what is she hiding? What's her game? trying to be liked, and it unnerves you. You don't understand why. She's excellen Persephone Cardiff, British Analyst. Cardiff likes you, even when you're no

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

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FAMILIAR CITIES

DRIVING LICENSES

NOTES

CHERRIES & REMINDERS

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

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

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

attack. (Against a different opponent successful attack to make an additional 4 Shooting and 1 Stability after a Extra Shooting Attacks: (p74) Spend Breakfall: (p80) -2 from falling damage Hit Threshold increases by 2.)

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

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

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

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

at a target within Near range at Quincy Morris' Bowie Knife: (p35) You penalty to Difficulty or damage can throw any balanced hand weapor

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

Feint: (p74) Spend up to 3 Hand-toa 3-point Weapons refresh by uttering of your combat actions. a brief, evocative narrative description Martial Arts: (p75) Once per fight, gain

tollowing round. until the end of your action in the Hand points to reduce an opponent's Hit Threshold by the same amount

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

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

the heart (+3 Hit Threshold) adds +3 is facing) adds +2 damage; attacking weapon, attacking the head or throat Called Shots: (p72) With a firearm deal +2 damage at Point Blank Range even if your Medic pool is at 0. Hit Threshold) adds +2 damage, eye damage. Unarmed, joint or throat (+3 (+3 Hit Threshold) or chest (+2 if target Point-Blank Range: (p67) All firearms (+4 Hit Threshold) adds +3 damage (beyond point-blank range) or

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				Second contract of the contrac	TRUST	SOURCES OF STABILITY	Sou	Creative	nsightful
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athletic. A little too needy – for fame, for recognition, for praise, for excitement Risk-seeker and adrenaline junky. Funny, insightful, brilliant, inventive, creative for love and close friendship.

APPEARANCE

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

BACKGROUND

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

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

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

KNOWN ASSOCIATES

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

sure why. Perhaps you need to prove yourself. in seconds. You trust him, but he's probably not so sure about you. You're no professionally and on women. He can change appearances and personalities while you were in the CIA, but he's astonishing to watch work - both Mace Hunter, American Infiltrator and Con Man. You never heard about him

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

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

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

NETWORK CONTACTS

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UNTOUCHABLE FORGERIES

CHERRIES & REMINDERS

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

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

a brief, evocative narrative description

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

encrypted. electronic communications are Cracker's Crypto: (p28) Your team's Breakfall: (p80) -2 from falling damage

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

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

> a 3-point Weapons refresh by uttering Hit Threshold increases by 2.) attack. (Against a different opponent, Extra Weapon Attacks: (p74) Spend Martial Arts: (p75) Once per fight, gain successful attack to make an additional 3 Weapons and 2 Health after a

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

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

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

14 (15)		3 4 5 6 7	0 1 2 3		7 6 5 4	-12 -11 -10 d & 8 -12 -11 -10 d & 8	Cover: +1	HIT THRESHOLD Exposed: -1 4 Full Cover: +1	Exposed:
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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

Jump In: (p75)
Shooting, Weap
points at the
character's action
(A combat spend

NETWORK CONTACTS

FAMILIAR CITIES

UNTOUCHABLE FORGERIES

DRIVING LICENSES

CHERRIES & REMINDERS

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 the profession of the series of the street of the series o

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

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

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

APPEARANCE

Innocent looking

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

BACKGROUND

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

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

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

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

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

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

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

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

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

NETWORK CONTACTS

FAMILIAR CITIES

DRIVING LICENSES

PILOTING LICENCES

CHERRIES & REMINDERS

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

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

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

any standard civilian or police vehicle Grand Theft Auto: (p29) Spend 1 Breakfall: (p80) -2 from falling damage that you can drive. Driving pool point to steal and start

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

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

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

> attack. (Against a different opponent, Two Pistols: (p74) Spend 3 Shooting Hit Threshold increases by 2.) successful attack to make an additional 4 Shooting and 1 Stability after Extra Shooting Attacks: (p74) Spend

Sniping: (p76) Take a round to aim with pistols. Against two targets, choose one to gain a +2 to Hit Threshold.

and 2 Athletics to attack with two

a rifle to reduce target's Hit Threshold

crossing a line. weapon to discourage opponents from Shooting test with an automatic Suppressive Fire: (p77) Make a by 1, or by 2 if the target is unaware.

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

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

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

NOTES

OLIYER "AShean" QUINN

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9)			000	Mace Hunter	Symbol:	Suspicious S	Professional
			TRUST	TRI	SOURCES OF STABILITY	Thorough	Sarcastic
			British Analyst	British .	Patriotism $ riangle$	Cold-Blooded P	Brilliant
	7	life	ephone Card	Terseph	DRIVE	PERSONALITY (PERS
		11)			

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

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FAMILIAR CITIES

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.

NOTES

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 +3 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.

Tersephone Cardiff

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Gabriella Castellanos

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Dr. Felix duBois

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Hung-Ke Lee

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Mace Hunter

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