NIGHT'S BLACK AGENTS

A VAMPIRE SPY THRILLER GAME BY KENNETH HITE
BASED ON THE GUMSHOE SYSTEM BY ROBIN D. LAWS

DEMO BY KEVIN KULP
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 www.pelgranepress.com
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.

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.

SETUP

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

You’ll need several index cards to track the chase distances. No other miniatures or 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.
THE VILLAINS

NIKOLAI LIMROVICH (2 OR 3 PCS)
A Vampiric Renfield (p. 152)
General Abilities: Aberrance 7,
Explosive Devices 5, Hand-to-Hand
6, Health 9, Shooting 5, Weapons 7
Hit Threshold: 4
Alertness Modifier: +1
Stealth Modifier: +1
Damage Modifier: -1 (fist), +0 (knife),
+1 (9mm Makarov PMM pistol)
Power: Vampiric strength - each 2
Aberration spent add +1 melee dmg

NAMELESS BODYGUARD DESTINED TO BE KILLED MESSILY (2 OR 3 PCS):
General Abilities: Athletics 6,
Driving 6, Hand-to-Hand 4, Health
6, Shooting 6, Weapons 6
Hit Threshold: 3
Alertness Modifier: +0
Stealth Modifier: -1
Damage Modifier: -2 (fist), -1
(blackjack, knife), +0 (club), +1
(9mm Makarov PMM pistol)

NIKOLAI LIMROVICH (4+ PCS):
A Vampiric Renfield (p. 152)
General Abilities: Aberrance 9,
Explosive Devices 5, Hand-to-Hand
8, Health 12, Shooting 5, Weapons 7
Hit Threshold: 4
Alertness Modifier: +1
Stealth Modifier: +1
Damage Modifier: -2 (fist), -1
(blackjack, knife), +0 (club), +1
(9mm Makarov PMM pistol)

NAMELESS BODYGUARD DESTINED TO BE KILLED MESSILY (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)
**Stage 1: The Chase**

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

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

**Typical General Abilities Used:**
- Athletics (to climb onto the car roof or leap from car to car)
- Digital Intrusion (to hack into OnStar or the traffic light network)
- Driving (to catch up)
- Hand-to-Hand (once the car is stopped)
- Mechanics (for use as Preparedness by Quinn)
- Network (to have a local friend in law enforcement)
- Preparedness (to have extra weapons or countermeasures already in place)
- Shooting (for obvious reasons)
- Weapons (once the bad guys manage to close, or vice versa)

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

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

Meanwhile, the chasing cars weave in and out of traffic, plunge through crowded market squares, speed through narrow back alleys or along pedestrian paths, and cause numerous accidents from other nearby vehicles. When in doubt, describe whatever you’d expect to see in a Bourne movie. Encourage the players to add detail.

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

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

**Stage 2: The Fight**

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

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

Ideally, describe the area where the car grinds to a shuddering halt as one that has some interesting tactical options. This could be a children’s playground, a local street market, a traffic jam, or a square full of statues.
dedicated to Polish war heroes. The PCs may need to use their skills to delay or re-route Polish law enforcement officers in order to give themselves some privacy as they take Limrovich out.

**STAGE 3: CONCLUSION**

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

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

When the demo finishes, answer any questions for the players and tell them where they can buy the book. Be sure to mention supplements and adventures as well.
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, but you don't have to make it easy.

Dr. Felix duBois, French Assassin.

Mace Hunter, American Con Man.

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 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, but you still have to work with him, and for still pretending he cares. You still have to work with him, but you don't have to make it easy.

Quinn, Irish Explosives/Wheelman.

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

Feint:

Mook Shield:

Extra Unarmed Attacks:

Two Pistols:

Perfect Holdout:

Open Sesame:

Support Move:

Jump In:

Suppressive Fire:

Sniping:

Moving into an opponent's or an ally's line of sight while undistracted and not directly observed, describe an averted failure and gain a +1 to the roll for each 2 Filch points you spend.

Filch (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.

No Slipups:

Martial Arts:

With a firearm or weapon, attacking the head or throat (+3 Hit Threshold) or chest (+2 if target is facing) adds +3 damage. Unarmed, joint or throat (+3 Hit Threshold) adds +2 damage, eye (+4 Hit Threshold) adds +3 damage.

Feo del Tiempo (p67) You deal +2 damage at Point Blank Range.

Point-Blank Range:

All firearms deal +2 damage at Point Blank Range.

(p72) With a firearm or weapon, attacking the head or throat (+3 Hit Threshold) or chest (+2 if target is facing) adds +3 damage. Unarmed, joint or throat (+3 Hit Threshold) adds +2 damage, eye (+4 Hit Threshold) adds +3 damage.

Mook Shield:

(p67) All firearms in Point-Blank Range (+2 Athletics points for Close Hand-to-Hand and 2 Health after a successful attack to make an additional attack. (Against a different opponent, Hit Threshold increases by 2.)

(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 Hand-to-Hand and 2 Health after a successful attack to make an additional attack. (Against a different opponent, Hit Threshold increases by 2.)

Feint:

(p76) Take a round to aim with a firearm or weapon (beyond point-blank range) or weapon, attacking the head or throat (+3 Hit Threshold) or chest (+2 if target is facing) adds +3 damage. Unarmed, joint or throat (+3 Hit Threshold) adds +2 damage, eye (+4 Hit Threshold) adds +3 damage.

(p77) Spend up to 3 Hand-to-Hand points to make a Hand-to-Hand attack against a mook in Point-Blank range (+2 Athletics points for Close Hand-to-Hand and 2 Health after a successful attack to make an additional attack. (Against a different opponent, Hit Threshold increases by 2.)

Feint:

(p77) Make 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.

Filch (p29) -2 from falling damage.

Cherries & Reminders

Covers

NOTES

Network Contacts

Known Associates

Appearance

Personality


Shining out your core: Coffee & Cigarettes, Skin that BRICKS dark eyes. High cheekbones. Intriguing Gene. Swift, dapper movements. When you smoke, you wear a faceless, expressionless façade, support, vindicate. When you smoke, you wear a faceless, expressionless façade, support, vindicate. Your eyes burn, your face a mask when you smoke, you wear a faceless, expressionless façade, support, vindicate.
until you decide for yourself.

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

Persephone Cardiff, British Analyst.

The boy is so proud of his every emotion and need, but he seems to have made it work for so long that he's finally on the brink of retirement. As unlikely as it may seem, you may have actually become friends. That's never happened before.

Hung-Lee "Quinn, Irish Explosives/Wheelman.

"You mostly welcomed you. You're fairly sure this pleases you. You already had quite the successful medical career when you were recruited by the DGSE. They'd learned that you lacked certain... scruples... about elderly patients who were already in ill health. With their evidence hanging over you it was a simple decision to go into professional governmental work. To work with the DGSE meant a better salary. Your grandmother called you a sociopath who cares too much, actually. I care with all your heart and soul about another creature, but it hasn't happened yet. You are currently with a superb UN anti-terrorist team who has..."

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

"You already had quite the successful medical career when you were recruited by the DGSE. They'd learned that you lacked certain... scruples... about elderly patients who were already in ill health. With their evidence hanging over you it was a simple decision to go into professional governmental work. To work with the DGSE meant a better salary. Your grandmother called you a sociopath who cares too much, actually. I care with all your heart and soul about another creature, but it hasn't happened yet. You are currently with a superb UN anti-terrorist team who has..."

Once per fight, gain a 3-point Shooting refresh by uttering a brief, evocative narrative description of your actions with technical jargon.

Sniping:
• Spend 1 Athletics and 1 Stability after a successful attack to make an additional attack. (Against a different opponent, Hit Threshold increases by 2.)

Extra Shooting Attacks:
• 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.)

Extra Weapon Attacks:
• Spend 4 Athletics and 2 Health to attack with two weapons.  Against two targets, choose one to gain a +2 to Hit Threshold, or if both are facing, +1.  Against one target, choose one weapon and attacks the second weapon at Point Blank Range.  Smashing into something hard or breakable deals -1 damage.  Unarmed, joint or throat (+3 Hit Threshold) adds +2 damage, eye (+4 Hit Threshold) adds +3 damage.
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<th>Exposed: -1</th>
<th>Full Cover: +1</th>
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**Academic Abilities**
- American Huckster
- American Scholar
- American Scholar (Criminal)
- American Scholar (Military)
- American Scholar (Science)
- American Scholar (Technology)
- American Scholar (Arts)
- American Scholar (Humanities)
- American Scholar (Languages)
- American Scholar (History)
- American Scholar (Archeology)
- American Scholar (Astronomy)
- American Scholar (Chemistry)
- American Scholar (Cryptography)
- American Scholar (Facebook)
- American Scholar (Photography)
- American Scholar (Traffic Analysis)
- American Scholar (Urban Survival)
- American Scholar (Military Science)
- American Scholar (Criminology)
- American Scholar (Diagnosis)
- American Scholar (Forensic Pathology)
- American Scholar (Forensic Pathology (2))
- American Scholar (Human Terrain)
- American Scholar (Languages)
- American Scholar (Law)
- American Scholar (Military Science)
- American Scholar (Occult Studies)
- American Scholar (Research)
- American Scholar (Vampirology)

**Technical Abilities**
- Audio Detection
- Audio Detection (B.S.)
- Audio Detection (M.S.)
- Audio Detection (Ph.D.)
- Audio Detection (EFIR)
- Audio Detection (SIS)
- Audio Detection (Military)
- Audio Detection (Science)
- Audio Detection (Technology)
- Audio Detection (Arts)
- Audio Detection (Humanities)
- Audio Detection (Languages)
- Audio Detection (History)
- Audio Detection (Archeology)
- Audio Detection (Astronomy)
- Audio Detection (Chemistry)
- Audio Detection (Cryptography)
- Audio Detection (Facebook)
- Audio Detection (Photography)
- Audio Detection (Traffic Analysis)
- Audio Detection (Urban Survival)
- Audio Detection (Military Science)
- Audio Detection (Criminology)
- Audio Detection (Diagnosis)
- Audio Detection (Forensic Pathology)
- Audio Detection (Forensic Pathology (2))
- Audio Detection (Human Terrain)
- Audio Detection (Languages)
- Audio Detection (Law)
- Audio Detection (Military Science)
- Audio Detection (Occult Studies)
- Audio Detection (Research)
- Audio Detection (Vampirology)

**Languages**
- English
- Spanish
- Chinese

**Other Skills**
- BS Detector
- BH Detector
- BH Detector (B.S.)
- BH Detector (M.S.)
- BH Detector (Ph.D.)
- BH Detector (EFIR)
- BH Detector (SIS)
- BH Detector (Military)
- BH Detector (Science)
- BH Detector (Technology)
- BH Detector (Arts)
- BH Detector (Humanities)
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- BH Detector (Occult Studies)
- BH Detector (Research)
- BH Detector (Vampirology)
A risk-seeker and adrenaline junky. Funny, insightful, brilliant, inventive, creative, athletic. A little too needy – for fame, for recognition, for praise, for excitement, for love and close friendship.

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

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

You were born in San Diego to parents raised in Hong Kong. They think you're an accountant. It's tough not maintaining contact with old friends and family; you're in this line of work because ... tell them the truth. That'll never happen, though. You can't take a risk of getting burned and forced out of the trade.

You're a little lonely, though. It's tough not being able to make close friends. You take great pride in your skill as a hacker and electronic craftsman. You personally constructed most of the team's electronic equipment, and you know how to wield data like a sword. You also know how to wield a sword... and a knife, and a club, and a garrote. That's half the fun.

Persephone Cardiff, British Analyst.

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

Mace Hunter, American Infiltrator and Con Man.

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

Oliver "Ashcan" Quinn, completely insane Irish Explosives/Wheelman.

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

Gabriella Castellanos, Colombian Black Bagger and Cleaner.

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

Dr. Felix Dubois, French Assassin.

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

Jump In:

(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:

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

Support Move:

(5) Make an Athletics maneuver to grant a comrade a bonus on a combat roll.

Breakfall:

(6) -2 from falling damage.

Cracker's Crypto:

(2) Your team's electronic communications are encrypted.

Swiss Army Prep:

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

Quincy Morris' Bowie Knife:

(9) You can throw any balanced hand weapon at a target within Near range at no penalty to Difficulty or damage.

Extra Weapon Attacks:

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

Martial Arts:

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

Feint:

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

Point-Blank Range:

(8) All firearms deal +2 damage at Point Blank Range.

Called Shots:

(5) 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 +3 damage. Unarmed, joint or throat (+3 Hit Threshold) adds +2 damage, eye (+4 Hit Threshold) adds +3 damage.
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**Languages**
- English
- Spanish
- Russian

**Personalities**
- American Con Man
- Face Hunter

**Trust**
- Dr. Felix duBois
- Persephone Cardiff
- Gabriella Castellanos
- Atonement

**Academic Abilities**
- Forensic Pathology
- Electronic Surveillance
- Data Recovery
- Cryptography
- Chemistry
- Accounting
- Archaeology
- Russian
- Spanish
- English

**Technological Abilities**
- Urban Survival
- Traffic Analysis
- Pharmacy
- Outdoor Survival
- Notice
- Forgery
- Electronic Surveillance
- Data Recovery
- Cop Talk
- Chemistry
- Astronomy

**Interpersonal Abilities**
- Forging
- Intimidation
- Commission
- High Society

**General Abilities**
- Cover
- Conceal
- English
- Drive
- Personality
- Sources of Stability
- Charm
- Haunted
- Continuing

**Descriptions**
- Dr. Felix duBois: American Con Man
- Persephone Cardiff: Face Hunter
- Gabriella Castellanos: Atonement
- Atonement: Dr. Felix duBois
- Persephone Cardiff: Face Hunter
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<td><strong>Negotiation</strong></td>
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<td><strong>Weapons</strong></td>
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<td><strong>Streetwise</strong></td>
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<th>Languages</th>
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<td><strong>Russian</strong></td>
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<td><strong>French</strong></td>
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<td><strong>Loyalty</strong></td>
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<td><strong>Comradeship</strong></td>
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<td><strong>Thrill-Seeker</strong></td>
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<td><strong>Determined</strong></td>
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<td><strong>Perseverance</strong></td>
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bastard broke Gabriella's heart, but it's more than that. He reminds you of something that you've never been able to ... man possessed by the ghosts of the dead? Is it his politics? Don't trust him. Keep him off balance. One day he'll break.

You don't like him and you don't know why. The Mace Hunter, American Con Man.

"Pfft. The Auggh 120 mph through Regent Circle is a bad idea."

"Don't blow up the taxi cab, Ah, little Miss "

Dr. Felix duBois, French Assassin.

Gabriella has a bit of a crush on him, but he

Hung-Ke Lee, American Hacker.

She's the closest thing to a consummate professional if you've ever met one – but he's also a high-functioning sociopath. He just hides it well. You wonder sometimes if he's actually human, or if

Gabriella Castellanos, Colombian Sneak Thief.

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

(beyond point-blank range) or weapon, attacking the head or throat (+3 Hit Threshold) or chest (+2 if target is facing) adds +3 damage. Unarmed, joint or throat (+3 Hit Threshold) adds +2 damage, eye (+4 Hit Threshold) adds +3 damage.

Called Shots:

With a firearm

Point-Blank Range:

Once per chase, gain a 3-point Driving refresh by uttering a brief narrative description of your actions in transportive detail.

Grand Theft Auto:

Once per chase, gain a 3-point Shooting refresh by uttering a brief narrative description of your actions with technical jargon.

Swiss Army Prep:

Bigger Bang:

Gear Devil:

Support Move:

Extra Shooting Attacks:

Jump In:

Extra Shooting Attacks:

Jump In:

Two Pistols:

Jump In:

Two Pistols:

Go for it, why not? You're a maniac, you love to make things go boom, and you'll damn well be doing both for as long as you can.It's been a long ... drove cars for the IRA, but you're still better at it than anyone else you've ever met. You do things Old School, and that means professionalism. You're not even sure if your upcoming retirement is a good idea. You have the feeling that you're going to miss the lifestyle. Will you wake up one morning and wire C4 to your neighbor's yorkie because it won't stop barking? Will you be racing your electric scooter down the street? Will you

You've heard them, seen them. No one believes you. So screw 'em. You love to drive love to drive

Innocent looking, balding, neatly trimmed white beard, sparkling eyes, burn-scarred hand. Your daughter and three grandchildren died years ago. You're alone except for your

Proud, jovial, risk taker, mischievous, superstitious, storyteller, thrill-seeker. You interrogate folks by asking them questions nicely, politely, all while smiling at the detonator in your hand and the

Other people think you've perhaps gone a bit soft just because you interrogate folks by asking them questions nicely, politely, all while smiling at the detonator in your hand and the

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though, you're just not sure where his loyalties lie. His driving is superb. Considering how much he seems to hate Hunter, his talents and intelligence are unarguable, but his judgment is suspect.

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 Hunter's the proudest moment of your life, not that you can tell any of your old friends. They all think you were burned and... 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, calculated approach to any of the six languages you speak. You were promoted to the UNIT task forces (United Nations International Terrorism) when your team was the proudest moment of your life, and you often don't show it.

(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... +0 damage. Throwing deals 1 less damage, but the opponent lands at Close Range and moves to the end of the combat rank order.

(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.

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

(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.

(p74) Spend 3 Shooting points at Point-Blank Range:
- Called Shots:
  - a rifle to reduce target's Hit Threshold by 1, or by 2 if the target is unaware.

(p67) All firearms allow a Called Shot: a rifle to reduce target's Hit Threshold by 1, or by 2 if the target is unaware.

(p34) Use your Combat Intuition: plan a surprise with a Preparedness test and a narrated flashback.

(p33) Retroactively In the Nick of Time: +2 from falling damage.

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

(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.)

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

(p80) -2 from falling damage.

(p29) A quick, light coordination can usually pass as coordination.

(p30) A quick, light coordination can usually pass as coordination.