

AGENTS OF OBLIVION

THE PERFECT COCKTAIL OF HORROR & ESPIONAGE

PLAYERS' GUIDE
BETA EDITION v1.0



REALITY BLURS

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THE PERFECT COCKTAIL OF HORROR & ESPIONAGE

PLAYERS' GUIDE **BETA EDITION**

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A very special thanks to all the Savages out there for supporting us over the years!

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AGENTS OF OBLIVION

-ORIENTATION-

WELCOME TO OBLIVION.

Those are the three words you read on the plain, white postcard the day before your life officially changed forever. The next day, you became part of the covert agency, Oblivion. Now, your task is to protect humanity, battling threats both natural and supernatural, across the globe, as assigned by your Director.

A WORD TO NEW RECRUITS

We know you're anxious to get into the field, but have patience. The threats are not going away any time soon. Some may even be older than our planet, but I'm getting ahead of myself. You don't even have proper clearance yet! Let me tell you what you are cleared for which, admittedly, isn't much. It's enough to tell you what we've already done and allow you an opportunity to pick the career path best suited to you. Don't fear. If you decide down the road that you'd like to explore a different branch, that's quite all right. Just fill out a few of the proper forms and you're reassigned without compromising your team's integrity. Yes, you'll probably be working in a team. Few new recruits are capable of fielding solo missions right off the bat. So remember: patience.

A THUMBNAIL HISTORY

Project Bluebook officially shut its doors on December 17, 1969. That's possibly before many of you were born, but they investigated UFOs and the kinds of things you've only seen in the movies or on TV. The very next day (a Saturday), three non-descript men and an attractive redhead cleaned out a rather spacious supply room next to the janitor's office in the basement of National Reconnaissance Office's (NRO) main building. It is understood that some of the original files and bureaucratic headaches Oblivion suffers today come from the Founders' close affiliation with Bluebook.

THE LURKER ON THE THRESHOLD

We've all had nightmares. I'm sure you've glimpsed vague shapes in the bedroom doorway while drifting off to sleep, or awakened bolt upright in your bed, screaming about monsters coming down the hall. Those are inklings, atavistic protective mechanisms heralding back to our ancestors to be alert, to be aware, that something out there, somewhere, does not like us very much and wants us to go away, permanently. Some of our finest writers and artists have gazed through this dark lens, and it has driven some to drink, to madness or worse. Know you this: the dreams of fancy are real. The nightmares do exist. They were there in our past. Our mythologies speak of them. For a while, they were dormant, lost interest and went away, but they are back. They are back with a vengeance. Your job will be to use your talents, varied though they may be, to deal with the innumerable threats that challenge mankind. We have many enemies, ranging from madmen to monsters to abominations somewhere in-between.

Now, let me tell you why we wish to maintain a low profile.

THE REASONS FOR SECRECY

Where Bluebook and other past organizations went wrong was that they expected the world to hail them as heroes, but that was not the case then, and in Oblivion that will never be the case. If we do our job properly, no one should know we even exist. We are Oblivion. We are Zeros: Nothingness in the eyes of our friends as well as our enemies. We don't appeal to common sense, for that is quickly decaying in our modern world. We know better, and we act accordingly.

DWELLERS IN DARKNESS

Another agency exists that rivals our own: The Pandora Institute. On the surface, a more placid think tank cannot be found, but underneath all their talk of the common good, behind their mask of benevolence, lies a darker aspect, a face corrupted by their contact with the Forgotten and other eldritch forces.

CREATING AN AGENT

1. THE ROAD TO OBLIVION

As far as you know, all agents are human, just like you. You begin play with one free Edge or one attribute die type increase. Your choice.

Once you were ordinary, but something happened to you, something that changed you forever, and brought you to the Agency's attention. While you begin play as an agent, your background was probably quite ordinary. Carefully consider who you were and what set you on your path. Keep in mind that your background also determines what is considered "Common Knowledge" for your agent, and is what sets him apart from every other man in black.

2. POINT OF ORIGIN

Decide your nationality and native tongue. Details on languages are found later on, but your primary language is written as Language (Native).

3. AGENCY TRAINING

All Oblivion candidates undergo a rigorous six-week training program. At the end of that time, they gain the following starting skills:

Fighting d4

Knowledge (Languages) d4 (Spoken Languages: Interlingua (Basic) + 1 additional language point to allocate as appropriate)

Shooting d4

Tradecraft d4

And the following new Hindrance:

Obligations (Major): Oblivion

4. TRAITS

Traits are broken down into two categories:

Attributes, which define who you are (how strong, agile, smart, and so on), and Skills, which define what you know and how well you do things (Driving, Streetwise, and so on). Carefully select those that fit your overall character concept. While it might be nice to be a terrific

fighter, that may not be the best approach when creating a guy who used to be a grocery store clerk. On the other hand, his skill at brawling could become his most notable feature.

ATTRIBUTES

Your investigator begins with a d4 in each of the five basic attributes: Agility, Smarts, Spirit, Strength, and Vigor. Distribute 5 points among them in any way you wish. Raising an attribute one die type costs 1 point, and you may not raise any attribute above d12.

SKILLS

Next, distribute 15 points among your agent's skills. Raising a skill by a die type costs 1 point as long as it is no higher than the linked attribute. Raising a skill above its linked attribute costs 2 points per die type. All skills in the *Savage Worlds* core book are available, along with a number of new ones found within these pages.

DERIVED STATISTICS

Pace is 6"

Parry is equal to 2 plus half your Fighting.

Charisma is a combination of your agent's appearance, manner, and general likeability. It is added to Persuasion and Streetwise rolls. The Director also uses it to see how NPCs react to you. Your Charisma modifier is +0 unless changed by Edges or Hindrances.

Toughness is equal to 2 plus half your Vigor.

Resources is equal to 2 plus half your Red Tape. It is what you use to kit out your agent. For more details, jump ahead to the Setting Rules section and look for Resource Management.

5. EDGES & HINDRANCES

Agents can take additional Edges and attribute increases by balancing them out with hindrances. You can take 1 major and 2 minor hindrances or 2 major hindrances. Check out the Setting Rules section to see what is and isn't allowed from the core book, and flip these pages for all new stuff.

6. WEALTH

All agents are considered Standard Income (Middle Class), unless they take the Perk Enhanced Wealth.

7. CHOOSE YOUR BRANCH

Each new agent is considered a Zero (an unassigned operative) in whatever division they go into. Only through specialized training is this moniker lifted. Many distinguished Zeros have arisen over the years. From time to time, senior agents refer to those in lower tiers as Zeros as well, whether distinguished or not.

The three basic branches available to you are: Assault, Occult, and Operations.

They each have their own unique benefits and you can read about them fully in the Branches section where you will also find Specialty Edges listed for each.

8. DEFINING INTERESTS

Every agent is a sum of their parts, and, in addition to their skills and attributes, possesses a number of hobbies and other interests that may have nothing whatsoever to do with their professional pursuits, or may, at best, complement them on occasion. Your investigator

begins with a number of defining interests equal to half their Smarts. Any permanent increase in an agent's Smarts grants them the appropriate number of additional defining interests that should be selected at the time of the increase. A defining interest gives the agent a base +1 to their Common Knowledge roll when the subject is called into question.

SAMPLE INTERESTS

Culture: Anthropology, Archaeology, Astrology, Astronomy, Biology, Botany, City Knowledge (Specific), Chemistry, Classical Literature, Cooking, Culture (Specific), Etiquette, Folklore, Forensics, Geology, Language (Pidgin), Knowledge (Specific), Natural History, Photography, Physics

Craft: Art (Specific), Mechanical Repair, Electrical Repair

Performance: Acting, Comedy, Dance, Disguise, Juggling, Oratory, Instrument (Specific), Puppetry, Singing

Languages: Taking a language as a defining interest indicates the agent has a small amount of experience with the language - enough to speak and read at a third grade level with some difficulty. This is denoted as Language (Pidgin), such as French (Pidgin). An agent is limited in his communication skills in a pidgin language to d4-1. (See The Language Barrier in the New Skills section for additional details).

This list is by no means exhaustive. Players are free to come up with additional items that suit their agent, subject to their Director's approval. Remember, a defining interest provides only a general Knowledge of a topic and is not nearly as detailed as someone who takes a specific Knowledge skill.

NEW HINDRANCES OBLIGATIONS(MINOR OR MAJOR)

The agent is connected to someone or something that demands a portion of his time. These obligations can include almost anything, such as a tenured professor giving lectures and teaching classes or an athlete checking in on a sick relative from time to time. Failure to fulfill such obligations will eventually have serious repercussions. A hero with Obligations and Connections to the same individual or organization has a special relationship with the person or group in question, and gains a +2 bonus to Persuasion rolls (+4 if Major Obligations) when dealing with them. In essence, the Connection has a vested interest in the agent, and is more likely to want them to succeed.

In the case of Obligations to an agency, an agent who regularly fails to meet his responsibilities to the organization, often ignoring rules to get the job done, may be considered a loose cannon. This type of behavior can impact his assignments and his ability to requisition key items at the Director's discretion. Continued failure to uphold the agency's principles may ultimately result in the agent being declared rogue. In this latter case, Obligations dissipate, replaced with the hindrance Wanted (Major) by the agency in question.

NEW EDGES BACKGROUND EDGES INNATE POWER

The agent was born with a genetic mutation that manifests as a Power through force of will (Spirit). The agent chooses 1 Power regardless of rank and he may also take Power Mod

edges, as normal. The penalty to use this power is the difference in the agent's rank and the power rank. When an agent rolls a modified result of 1 or less on the Spirit die, regardless of Wild Die, they suffer a level of Fatigue. A critical failure causes a wound.

Example: Sebastian, a novice agent, knows Bolt II, a seasoned power. His attempts to use it are at -1 until he achieves seasoned rank.

COMBAT EDGES

There are certain "edges as maneuvers" that break the normal Savage Worlds rules. When there is a deviation, both the standard way of doing things and the exception (the new way of doing things) are detailed.

BRAWLER

Requirements: Novice, Fighting d10+

Through luck or skill (or a combination of both), this agent is able to expertly defend himself against multiple foes. Opponents gain no gang up bonus against them.

DEADLY

Requirements: Heroic, Smarts d8+, Fighting or Throwing d10+

To this agent, everything is a weapon. He does not suffer the normal -1 Penalty for using improvised weapons and any object that would normally do negligible damage (such as a paper clip or a thimble) does Str+d4. Additionally, normally non-lethal items can be used to inflict deadly damage at the Director's discretion.

Example: Jake Britain is sitting on his own at a table of a street cafe when a Pandoran rushes toward him. He lunges with his plastic drinking straw, smashing it into the Pandoran's throat, causing d6+d4 damage! Leaving him wheezing in the road, Jake quickly and quietly flees the scene.

UNARMED COMBAT (BASIC)

Requirements: Novice, Fighting d6+

The agent is considered armed at all times (negating the Unarmed Defender bonus) and does Str +d4 unarmed damage when attacking.

Standard: A character throws a punch for Str damage and is treated as an Unarmed Defender, giving his opponents +2 to their Fighting rolls to strike him.

Example: Joe has Unarmed Combat (Basic). He is now treated as armed and, with his Str d6, does d6 + d4 damage with a punch, pummel, or kick.

UNARMED COMBAT (ADVANCED)

Requirements: Seasoned, Unarmed Combat (Basic), Fighting d8+

The agent's Unarmed Combat (Basic) damage increases to Str+d6. This damage is not restricted by a lower Strength die type, so even a character with a d4 Strength would do d4+d6 damage with this Edge.

FAST STRIKE

Requirements: Veteran, Agility d8+, Fighting d8+

The agent has learned to fight with great dexterity – moving in and striking quickly – then moving away before their opponent can react. If the character can move at least 2" before making an attack, he may attack and withdraw from combat without the target - or any

other opponents - receiving a free attack. The agent is still subject to First Strike attacks from foes he moves adjacent to, as normal.

GRAB AND HOLD

Requirements: Novice, Unarmed Combat (Basic)

The agent's intimate knowledge of wrestling maneuvers grants him a +1 to any opposed Strength or Agility grappling rolls. Additionally, he substitutes his Unarmed Combat (Basic) damage for normal grappling damage.

Standard: Snake has Unarmed Combat (Basic) and does 2d6 damage with his unarmed strikes. When he grapples, he does only his Strength in damage.

Example: Snake learns Grab and Hold. Now, he may apply his Unarmed Combat (Basic) damage to grappled opponents, doing 2d6 damage to anyone within his iron grasp.

GRIZZLED

Requirements: Seasoned, Spirit d6+, Vigor d8+

The agent's field work has toughened him up - even his scars have scars. He gets +2 to Soak rolls.

PACIFIER

Requirements: Novice, Unarmed Combat (Basic), Fighting d8+

You excel at removing an opponent's weapon in melee combat. Make an opposed Fighting roll against your opponent. With a success, he drops his weapon. If you get a raise, the opponent is Shaken and the weapon randomly flies 1d4 inches away (determine direction with a d12 per rules for blast deviation) or you may elect to take it, if you have one or both hands free.

RANGED PIN

Requirements: Seasoned, Shooting d8+ or Throwing d8+

You can use certain missile weapons (knives, arrows, spears, etc.) to pin opponents to nearby surfaces. The opponent must be within 1" of a wall, tree, or similar surface. Make a Shooting or Throwing roll at -2. If successful, the target takes normal damage and they are pinned and must make a successful Strength roll to break free. With a raise, the opponent must make his Strength roll at -2 or remain pinned.

SILENT KILL

Requirements: Veteran, Unarmed Combat (Advanced)

This agent has been trained in the art of stealth assassination. Whenever they successfully kill an enemy unnoticed in a single round, they may attempt one of two actions: They may pin the body in place with a Smarts roll or they may make a Stealth roll to catch the body and quietly move and/or hide the body with the remainder of their movement. Either choice is a free action.

Example: Agent Suzuki, creeping along the rooftop of a mafia safe house, drops down upon a sentry and kills him in one blow. He may then make a Stealth roll to catch the body and move it under the bushes before being spotted. With a success, the other guard at the end of the garden path never suspects a thing.

SUPERIOR DEFENSE

Requirements: Veteran, Block, Agility d8+

You have mastered special defensive techniques. When you use the Defend maneuver, your Parry is increased by +4 (instead of +2). If you choose the Full Defense maneuver, add +2 to your Fighting roll to determine your Parry score.

TAKEDOWN

Requirements: Novice, Fighting d8+

You have learned how to throw or trip an opponent. Make an opposed Fighting roll versus your target. For each size category difference, you incur a -2 penalty. On a success, you may place your opponent in any spot within 1" of your character and your opponent is now prone. With a raise, the opponent is prone and Shaken. If already Shaken, the opponent takes a wound.

WHEELMAN

Requirements: Seasoned, Ace

You are comfortable enough behind the wheel that you can steer with one hand and shoot with the other. You incur no multiple action penalty to fire a pistol while driving.

POWER EDGES

ARCANE TRAINING (MAGIC, PSIONIC, SACRED)

Requirements: Knowledge (Arcana, Divine, or Paranormal) d6+ as appropriate

Through formal training or personal epiphany, the agent is capable of manifesting his knowledge in a practical form and is able to use powers through prayer, gesture, or mental focus. The Agent gains 2 powers. Using any power requires the Channeling skill.

POWER MASTERY

Requirements: Seasoned, Arcane Training or Innate Power

The agent has learned to control one of his powers and gains +2 to skill (or attribute) rolls with the chosen power in question. This edge may be taken once per rank, with the agent selecting a new power each time.

POWER MODS

These edges modify existing powers known to the caster, allowing them to be used in new and different ways. Each time a power mod is selected, it is applied to a specific power. Multiple mods may be taken for any given power.

AREA

Requirements: Veteran

This edge increases the influence of a power. When chosen, the caster must select the power it affects with as well as the shape of the area: small burst template, medium burst template, large burst template, or cone.

Note: this does not increase the range of the power nor provides selectivity of targets. The caster must take the selective or increased range power mods separately.

Example: Mary knows Deflection, which normally affects one target. She takes the Area power mod and defines it as a small burst template. When she casts it upon herself, all characters, friend or foe, standing near her are caught up in the blurring effect of her shadows.

INCREASED RANGE

Requirements: Novice

This power mod doubles the range of certain powers or grants range to a power that is touch only. The base range for a power that had none before is half the caster's Spirit in increments.

Example 1: Jeremy knows Bolt which has a range of 12/24/48. Increased Range doubles it to 24/48/96.

Example 2: Mary (Spirit d10) possesses the power, Healing which normally has a range of Touch. She takes the Increased Range power mod, giving her a range of 5/10/20!

SELECTIVE

Requirements: Heroic

This edge is generally used in conjunction with area effect powers such as Burst or Blast, or applied to powers to which the Area power mod has been added. When the power is used, the caster determines who (within range) is/is not affected.

Example: Boris and Natasha are in a crypt surrounded by ghouls. Boris decides to activate his Burst power with the two of them at ground zero. He has the Selective power mod, so he announces that it will only affect the ghouls in their midst and casts it. A moment later, the ghouls are ash!

SUBTLE

Requirements: Seasoned

This edge enables a power to be activated without any visible or audible effects. In essence, it is invisible and silent. It may still be sensed with Detect Arcana as usual. The caster must still activate the power normally.

TRIGGERED

Requirements: Seasoned

This edge enables a specific power to be cast in advance and then activated as the result of a specific condition or within a pre-arranged time frame. A triggered power requires a great deal of focus. Each instance of a maintained triggered power incurs a -2 to further casting rolls - double the normal penalty. The Director is advised to approve which powers he deems modifiable by the Triggered power mod and exactly how they may manifest.

Example 1: Jeremy Blood penetrates a Pandora lab, but is unable to bypass the computer's security. He casts Triggered Puppet on the terminal. The next time someone logs into the system, they will email him the pass codes.

Example 2: Miranda White is a wizard going into the field against a corrupter. She casts Dispel with the Triggered power mod that she casts on her person that is set to go off should a corrupter attempt to cast magic upon her. Anyone else, including herself, may cast magic, good or ill, upon her, as normal.

PROFESSIONAL EDGES

ENGINEER

Requirements: Novice, Smarts d6+, Repair 8+

The agent adds +2 to Repair rolls. With a raise, he halves the time normally required to fix

something. This means that if a particular Repair job states that a raise repairs it in half the time, an engineer could finish the job in one-fourth that time.

FORGER

Requirement: Novice, Smarts d8+, Forgery d8+, Notice d6+

The agent makes flawless forgeries, receiving +2 to all forgery rolls and +2 to Notice rolls to detect fakes (Forgery vs. Notice).

LINGUIST

Requirements: Novice, Knowledge (Languages) d10+

The agent gains an additional number of language points equal to half his Knowledge (Languages) skill. Additionally, he may make a Knowledge (Languages) roll to identify, speak, and read unknown languages as the situation warrants.

NETWORK

Requirements: Novice, Streetwise d8+

The agent has five associates he can tap into for street knowledge as the situation warrants. Each connection able to help him with a particular topic adds +1 to the agent's streetwise roll. Individuals must be denoted when this edge is taken, and cannot later change. Should a member of the network die, the agent may select a "replacement" when he earns an advance. This edge can be taken multiple times, each additional time adding 5 new associates to the network. The Director may opt to roll for the personalities of each contact according to SWEX p.99.

WEIRD EDGES

DATA CHIPS

Requirements: Novice

The agent is cybernetically enhanced to accept direct data relays via memory cards and gains two additional defining interests. Unlike other defining interests, these may be reassigned at the beginning of any session if the agents are not in the field.

Example 1: St. John is about to embark on a mission into Eastern Europe. He gets chipped with Knowledge (Germany) and Knowledge (Russia) providing him a general overview of both countries.

Example 2: Helena, also chipped, decides she'd rather focus on Russia, because she thinks that's where events will lead them, and takes Russia (pidgin) and Russian Folklore.

IMPROVED DATA CHIPS

Requirements: Veteran, Data Chips

The refined chips replace the previous ones and store more data. The agent gains an additional 2 defining interest slots, for a total of 4.

SKILL CHIP

Requirements: Novice

This edge makes the agent "chip-friendly"- they may take any one skill at d6. The skill may be reassigned at the beginning of each new mission.

IMPROVED SKILL CHIP

Requirements: Veteran, Skill Chip

This edge upgrades the existing chip slot, enabling the agent to take any one skill at d8. The skill may be reassigned at the beginning of each new mission.

VR IMMERSION TRAINING

Requirements: Wild Card, Special

The agent has been upgraded with a neurological data link and may take any one edge he normally qualifies for. This edge may be reassigned at the beginning of each new mission.

LEGENDARY EDGES

IMPECCABLE TIMING

Requirements: Legendary, Quick, Agility d10+

The character has amazing reaction speed. Should he be dealt less than a 10 for initiative, his card is treated as a 10 of the same suit (ties are resolved via opposed Agility rolls).

BRANCHES

Each branch helps define an agent's role on their team. While cross-training is encouraged and promoted, agents gain certain benefits while operating within a particular branch. Each time an agent earns an advance, he may opt to transfer into another branch. Specialty Training edges are only available to agents within each particular branch.

Agents with no specialties are commonly referred to as "Zeros" or "UCs" (Unclassifieds). Agents with specialized training are generally referred to by their titles in introductions, such as "Demolisher Reece," and those with two or more areas of specialty are referred to as "Elite Agent," sometimes followed by their specialty, such as "Elite Agent Smith, Channeler Spectre" or simply "Elite Agent Smith."

Example: Jared Blood (Fighting d10, Stealth d8) levels up while in Occult. If he wished to take the Specialty Training edge Wraith, he'd have to transfer to Assault where he'd have to remain until his next advance, after which he could transfer back to Occult, stay where he is, or move over to Operations. Upon taking this edge, he'd be known as "Wraith Blood." Pretty cool, huh?

ASSAULT BRANCH

Benefit: Agents in Assault receive Combat Immersion Training. This allows them to select any combat edge, they may normally qualify for, during the pre-mission phase.

CARNIVORE

Requirements: Novice, Strength d8+, Fighting d8+, Berserk, Bloodthirsty

As a free action, the agent may make a Spirit roll to voluntarily go berserk. He may also go berserk automatically by spending a benny.

DEMOLISHER

Requirements: Novice, Smarts d8+, Demolitions d8+

The agent receives +2 on demolitions rolls when placing charges and damage with explosives may ace.

GHOST

Requirements: Novice, Agility d8+, Smarts d8+

This agent is trained to use subterfuge in hostile situations. He receives +2 to all Tricks.

TYPEWRITER

Requirements: Novice, Agility d8+, Fighting d8+

The agent knows how to strike foes with maximum effect. He receives +2 to unarmed damage rolls.

WRAITH

Requirements: Seasoned, Ghost, Stealth d8+

The wraith is a highly trained assassin able to catch his opponent off-guard and strike in an instant. He may spend a benny to automatically get the drop on an opponent.

OCCULT BRANCH

Agents in this branch may requisition relics or foci that enable them to better manipulate their powers. They may select one item that gives them a Power Mod they otherwise qualify for.

BLESSED

Requirements: Novice, Arcane Training (Sacred), Channeling d8+, Spirit d8+

The agent has been righteously blessed by the faith of his convictions and receives a +2 damage when attacking supernatural evil as well as a +2 to his Toughness when defending against supernatural evil.

CHANNELER

Requirements: Novice, Arcane Training (Any), Channeling d8+

The agent never suffers the effects of backlash or brainburn when using his powers.

COMBAT WIZARD

Requirements: Seasoned, Arcane Training (Magic), Smarts d8+

The wizard is trained to maintain his mental focus when engaged. He gains a +2 to all rolls to avoid disruption of his magic.

DREAMER

Requirements: Seasoned, Arcane Training (Psionics), Danger Sense

Dreamers are precogs that are cultivated from the ranks of the psychically gifted and trained to examine the past and future to aid the agency. They may look into the past with a successful Notice roll and into the future with a Notice -2 roll. Each success and raise reveals 1 fact/scene. Only one attempt per scene may be made.

OPERATIONS BRANCH

Agents in this branch all receive immersion training in their choice of Leadership, Professional, or Social edges prior to any mission.

CLEANER

Requirements: Seasoned, Investigator

The agent receives an additional +1 to Investigation, Streetwise, and Notice rolls when searching through information.

COPYCAT

Requirement: Seasoned, Forger

The agent makes flawless forgeries, receiving +1 to all Forgery rolls and +1 to Notice rolls to detect fakes. This stacks with Forger

HACKER

Requirements: Novice, Smarts d8+, Tech Ops d10+

The agent is a master of penetrating electronic and computer security systems. He receives +2 to all Tech Ops rolls and any Investigation rolls where he has access to a computer. Each attempt to penetrate a system's defenses takes 10 minutes.

MAVEN

Requirements: Seasoned, Knowledge (Tactics) d8+

At the beginning of each hostile encounter, the maven may make a Knowledge (Tactics) roll. For each success and raise, he receives a benny he may use for any agents on his team. Bennies not used by the end of scene are discarded. Note: If more than one maven is on a team, the test is treated as a cooperative roll (SWEX, p.57).

SPECTRE

Requirements: Seasoned, Agility d10+, Thief

A master of infiltration, Spectre unit members gain +1 to Climb, Lockpick, and Stealth rolls. These benefits stack with those gained from Thief.

SPONGE

Requirements: Novice, Jack-of-all-Trades

The agent is an amazing source of wide and varied information that can be dredged up at a moment's notice. He may spend a benny to have any Smarts-based skill at d6 for the remainder of the scene.

NEW SKILLS**CHANNELING (SPECIAL)**

Channeling is the ability to focus and direct occult energies. The governing attribute varies, depending upon the type of occult energy as follows:

Sacred uses Spirit as its governing attribute.

Psionics uses Vigor as its governing attribute.

Magic uses Smarts as its governing attribute.

DEMOLITIONS (SMARTS)

The ability to properly identify, handle, set, shape, and diffuse explosives.

Explosions are assumed to be focused and discrete, but may be "shaped" to cover a greater area.

AMOUNT OF EXPLOSIVE	MAXIMUM SIZE OF EFFECT
2d6	SBT
3d6	SBT
4d6	MBT, Cone
5d6	LBT, Cone

FORGERY (SMARTS)

The ability to fabricate, adapt, or imitate objects or documents with the intent to deceive. Attempting to make forgeries without the proper tools is done at -2. The tools vary wildly, depending upon the focus of the item in question.

KNOWLEDGE (LANGUAGES) (SMARTS)

The ability to read, speak, and communicate in foreign languages, an agent with this skill gets half its value in Language Points. Language points may be spent in two ways: 1 point gives the agent a basic level comprehension of a language, while 2 points grants an expert level of comprehension.

THE LANGUAGE BARRIER

At the basic level, the character is able to speak a language clearly, though with an accent, and any skill relying upon communication in the foreign language is inhibited by his ability to speak it. Mechanically, this means the agent uses the lower of his Knowledge (Languages) skill and the communication skill in question, be it Persuasion or Streetwise.

Example: Jordan Black is a British Oblivion agent based out of Germany. Like any good agent, he begins with Knowledge (Languages) d4. He is trained in Interlingua (basic) and German (basic). He has Streetwise d8. While on the seedy streets of Berlin, he is restricted to Streetwise d4.

At the expert level, the character has full mastery of the language in question, and may speak it like a native, adapting local and regional dialects as he sees fit. He is not restricted by his Knowledge (Language) skill when communicating in this non-native tongue.

Example: After a few months stationed in Germany, Jordan Black increases his Knowledge (Languages) to d6, gaining another Language Point, and learns German (expert). He can now speak like a native, and may use his full Streetwise d8 throughout Bundesrepublik Deutschland.

The native language of any character is the exception to this rule. The character's language is notated as Language (Native). The character ignores any language caps to skills with his native tongue, but speaks with a regional dialect, such as Southern, British, etc. To eliminate that, the character may spend a language point to have said language at the expert level.

RED TAPE (SMARTS)

Red Tape is the ability to deal with any sort of bureaucracy and paperwork. Knowing when and how to fill out the forms may sound boring, but the agent who takes the time to master this skill finds it worth their trouble. This skill provides each agent with Resources equal to half their Red Tape +2.

TECH OPS (SMARTS)

Technical Operations is the ability to operate, secure, and sabotage computer and electronic systems.

TRADECRAFT (SMARTS)

This skill reflects an agent's proficiency in the field. It covers a broad spectrum of competencies including dead drops, brief encounters, pickups, load and unload signals, danger and safe signals, and the fine arts of surveillance and counter-surveillance.

SETTING RULES

In this section, you'll find the little twists and turns of the Agents' universe.

ACCESS DENIED

The following Edges from the core rules have been eliminated or adjusted (as noted) in order to make them compatible with the universe of Agents of Oblivion.

RESTRICTED EDGES

Background: Noble, Rich, and Filthy Rich are not applicable to the setting.

Power Edges: All are gone except for New Power.

Professional Edges: Champion, Gadgeteer, Holy/Unholy Warrior, Mentalist, Mr. Fix It, Wizard

Legendary Edges: Followers, Sidekick.

For other options and alternatives, check out Resource Management.

CHANGES TO POWERS

Blast and Bolt are no longer treated as single powers, but are instead broken down into discrete iterations, each with varying degrees of strength. These powers must be purchased individually, hence an agent knowing Blast II cannot cast Blast I unless he possesses that particular power as well.

Blast I

Rank: Seasoned

Effect: 2d6 Medium Burst Template

Blast II

Rank: Veteran

Effect: 2d6 Large Burst Template or 3d6 Medium Burst Template

Blast III

Rank: Heroic

Effect: 3d6 Large Burst Template

Bolt I:

Rank: Novice

Effect: One 2d6 bolt

Bolt II

Rank: Seasoned

Effect: One 3d6 bolt or two 2d6 bolts.

Bolt III

Rank: Veteran

Effect: Two 3d6 bolts.

LIFESTYLES

WEALTH

While agents normally do not have to worry about funds, there are situations and circumstances where an agent may wish to flash some cash. Leveraging wealth in such a manner certainly invites situational modifiers to various rolls, such as persuasion, reaction, and so on. In such situations, Wealth adds a base +2 Charisma modifier to all those from lower tiers. When an agent takes the perk Enhanced Wealth, the agent is funded at his highest security clearance: for novice agents, this would be Funded, for veteran agents, it would be Deep Pockets. The amount of money that may be requisitioned is dependent upon the agent's security clearance. Societal equivalents are given so it is easy for the Director to know at a glance who is impressed and who isn't.

AGENT INCOME	SOCIETAL EQUIVALENT	SECURITY CLEARANCE
Standard	Middle Class	Novice
Funded	Upper Class	Novice
Well Funded	Rich	Seasoned
Deep Pockets	Very Rich	Veteran
High Roller	Filthy Rich	Heroic
Jet Set	Elite Rich	Legendary

USING OLD SKILLS IN NEW WAYS AND NEW SKILLS EXPLAINED

SKILL TESTS

While nothing beats the opportunity to roleplay certain scenarios, there are some functions that may not be central to a particular mission. In these instances, the Director may well elect to use various tests to advance the story.

PERSUASION AS DISGUISE

Want to actively pass yourself off as someone? That's an active use of the Persuasion skill. If you're just trying to pass yourself off in an anonymous role, you need a success. If you want to pass yourself off as a specific individual, that goes against a person's Notice with a -4 modifier if the person knows the individual in question. If you get into a prolonged interaction, you'll be making continuous opposed rolls, so this is not something you'd want to do for too terribly long unless you're extremely talented.

DISGUISE MODIFIERS

Situation	Modifier
Proper Disguise	+2
Specific Individual	-2
Different Class	-2
Individual Known to Target	-4

Note: These are cumulative modifiers.

FORGERY

Forgeries are opposed with Notice rolls if the target is actively scrutinizing the fraudulent document/item. Otherwise, the forger only needs a standard success to pass muster.

GAMBLING

While games of chance in Agents of Oblivion use the standard rules for Gambling, agents rarely waste their time at nickel slots and money is never an end in itself, but rather a means to an end used to ingratiate them with the enemy or otherwise advance their agency's agenda. The agent must be at least Funded to buy-in, otherwise he does not have enough capital to risk. Whether the agent is playing black jack or baccarat, should he win, he has broken even. Should he get a raise, his wealth level goes up one category, but should he lose, his wealth level goes down one category. This works equally well against either a rival or the house. A rival's wealth may vary anywhere from Funded to Jet Set, but the house is typically considered Jet Set. Using these rules provides guidelines for the agent to break the house, but doing so could certainly have serious repercussions.

HACKING

Security systems have two numeric ratings: Difficulty and Depth (x/y). The difficulty (x) indicates how secure the defenses are (a penalty to the Tech Ops roll), while depth (y) indicates the number of security levels (number of successes needed to penetrate the system/overcome the security). Each attempt takes one hour.

Each success over the needed number halves the attempt's required time. If a 1 is rolled on the skill die (regardless of the Wild Die), then the system has booted the hacker out or otherwise reset. All accumulated successes are gone. Should the hacker get booted a second time, then they are locked out and/or the system has alerted the authorities. Should the hacker roll snake eyes, then they have triggered the security system and it has permanently shut them out.

Example: Jordan Norcross is attempting to patch into a museum's security system. It has Security: -2/2. He must achieve two successes. Should he achieve an 11 with his initial roll, it takes him only an hour (2 successes on the first roll). On the other hand, Keys Wilson, who has the Hacker edge, can usually penetrate the system in 20 minutes or less.

INTERROGATION

Use Intimidation versus Spirit as an opposed roll to see if the subject crumbles.

MANHUNT

Streetwise versus Stealth. Again, the Director may use the difficulty/depth guidelines detailed under Hacking to indicate a full search.

OCCULT RULES

POWER POINTS

The use of Powers do NOT require Power Points.

CHANNELING

Channeling is the ability to focus and direct occult powers. When a power is activated, it may remain active until the character drops it, the conclusion of the scene, or until dispelled or disrupted. All spells require maintenance, making the activating of additional powers more difficult, but not impossible.

BACKLASH

Powers can be both taxing and dangerous to use. A modified result of a 1 or less on the Channeling die, regardless of Wild Die, causes the user to suffer a level of Fatigue and become Shaken. A modified result of 1 or less on both dice, a critical failure, causes a Wound instead.

RESOURCE MANAGEMENT

Each agent has a number of Resources equal to 2 plus half his Red Tape. These are referred to as Resource Points when requisitioning items.

REQUISITIONS

- 1 Resource Point = 4 Equipment Picks
- 1 Resource Point = 1 Perk
- 1 Resource Point = 1 Single Use Device (SUD)
- 2 Resource Points = 1 Spytech/ Special Training

STANDARD EQUIPMENT

1 Resource Point grants an agent 4 Equipment Picks. Each equipment pick may be spent on a "real world" item, subject to the Director's approval. Common items include weapons, vehicles, computers, communication devices, ammunition, explosives, restraints, and so on.

Weapons: Each Equipment Pick spent on a weapon gives the agent one weapon and two clips of ammunition as appropriate.

More Ammo: Each Equipment Pick provides 4 clips of ammunition.

Explosives: Agents with Demolitions d6+ may requisition explosives, such as C4. Each Equipment Pick provides 2d6 damage worth of explosive charges and detonators. Explosives are set in increments of 1d6 damage. A standard charge (d6) weighs 8 ounces, so there are 2d6 to a pound.

Grenades: Each Equipment Pick provides the agent with 3 grenades of their choice. Common types include flash-bang, concussive, and smoke.

The following items are also considered standard equipment picks for agents:

Comlink: This com device, looking similar to a Bluetooth earpiece, allows an agent to securely communicate with other agents while in the field.

The Suit: This is a suit made of a bullet resistant carbon-fiber weave providing the user with +1/+2 protection for torso, arms and legs. It also negates 2 points AP.

SPYTECH & SPECIAL TRAINING (ALPHA BY EDGE)

This category covers advanced technological devices and training techniques that enable the agent to better complete his missions. Due to their limited availability, each such "edge" costs 2 Resource Points. The interpretation of how these "edges" are imbued is up to the Director's discretion: for example, the flip chip could be implanted en route to a rendezvous point, or a makeover is done while being briefed in a limo. It is up to the Director to approve any agent's selections.

EDGE

Ace
Acrobat
Alertness
Ambidextrous
Arcane Resistance
Improved Arcane Resistance
Attractive
Very Attractive
Beast Bond
Beast Master
Berserk
Block
Improved Block
Brawny
Charismatic
Combat Reflexes
Connections
Danger Sense
Dodge
Improved Dodge
Fast Healer
Fleet-Footed
Hard to Kill
Harder to Kill
Level Headed
Improved Level Headed
Luck
Great Luck
Marksman
McGyver
Mr. Fix It
Nerves of Steel
Improved Nerves of Steel
No Mercy
Quick

SPYTECH/TRAINING ANALOGUES

LSA Certified
Synaptic Overdrive
Shades
Flip Chip
Talisman
Greater Talisman
Makeover
Well Appointed
Augmented Collar
Pheromone Spray
Adrenal Pack
Defensive Training
Advanced Defensive Training
Physical Conditioning
Golden Tongue
Battle Booster
Emergency Contact
Threat Detector
Evasion Techniques
Advanced Evasion Techniques
Trauma Unit
Blood Doping
Clot Bots
More Clot Bots
Predictive Combat Scenarios I
Predictive Combat Scenarios II
Blue Envelope
Red Envelope
Fast Track Targeting System
Micro-tool Set
Menders
Tequila
Tequila Sunrise
Lethal Weapons
Advanced Combat Training

EDGE

Quick Draw
Rock and Roll!
Scholar
Sidekick
Steady Hands
Sweep
Improved Sweep
Strong Willed
Thief
Tough as Nails
Improved Tough as Nails
Trademark Weapon
Improved Trademark Weapon
Woodsmen

SPYTECH/TRAINING ANALOGUES

Spring-Loaded
Recoilless
Ready Reference PDA
Attaché
Auto-Stabilizer
Razor Sharp
Diamond Hard
Brass Collar
Infiltration Suit
Extreme Conditioning
Severe Conditioning
Customized
Premium
Outdoor Survival Training

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SPYTECH & SPECIALS TRAINING (ALPHA BY ITEM/SPECIAL TRAINING)

ADRENAL PACK

Requirements: Novice

Analogue: Berserk

The agent has undergone a surgical procedure to amplify the release of adrenaline in high-stress situations, granting him all the benefits of Berserk for the duration of the mission.

ADVANCED COMBAT TRAINING

Requirements: Novice, Red Tape d8+

Analogue: Quick

The agent has gone through pre-mission combat readiness scenarios that give him the benefits of Quick.

ATTACHÉ

Requirements: Wild Card, Legendary

Analogue: Sidekick

The agent requisitions a Novice agent to accompany him in the field (i.e. a "Sidekick").

AUGMENTED COLLAR

Requirements: Novice

Analogue: Beast Bond

The agent has been issued a high tech collar and a handheld remote that gives him the benefits of Beast Bond with a collared animal -- any normal animal with Smarts(A).

AUTO-STABILIZER

Requirements: Novice, Red Tape d8+

Analogue: Steady Hands

The agent's load-out weapons are equipped with miniature auto-stabilization devices that give him the benefit of Steady Hands with said weapons.

BATTLE BOOSTER

Requirements: Seasoned

Analogue: Combat Reflexes

The agent has been injected with shock-trauma drugs that give him the benefits of Combat Reflexes.

BLOOD DOPING

Requirements: Novice, Red Tape d6+

Analogue: Fleet-Footed.

A mixture of synthetic blood and metabolic accelerators are injected into the willing agent. He gains the benefits of Fleet-Footed.

BLUE ENVELOPE

Requirements: Novice

Analogue: Luck

Per the agent's request, the precogs have studied the probability matrix of his upcoming mission and have imparted advice to him, granting him the benefits of Luck.

RED ENVELOPE

Requirements: Novice, Blue Envelope

Analogue: Great Luck

An agent who requisitions a Blue Envelope may also request a deeper precognitive reading, granting him the benefits of Great Luck.

BRASS COLLAR

Requirements: Novice, Red Tape d6+

Analogue: Strong Willed

The BC, nicknamed the "Growler," adds a menacing tone to an Agent's voice, and constricts slightly when he is being threatened. This grants him the benefit of Strong Willed.

CLOT BOTS

Requirements: Novice, Red Tape d8+

Analogue: Hard to Kill

The agent is injected with medical nanobots that make it exceedingly difficult to kill him. He gains the benefits of Hard to Kill.

MORE CLOT BOTS

Requirements: Veteran, Clot Bots

Analogue: Harder to Kill

This agent is given a double dose of nanobots. He gains the benefits of Harder to Kill.

CUSTOMIZED

Requirements: Novice, Red Tape d10+

Analogue: Trademark Weapon

Each time this is requisitioned, one of the agent's load-out weapons is customized and personalized. This grants him the benefit of Trademark Weapon when using it.

PREMIUM

Requirements: Veteran, Customized

Analogue: Improved Trademark Weapon

Each time this is requisitioned, one of the agent's customized weapons is given extra-special care. This grants him the benefit of Improved Trademark Weapon when using it.

DEFENSIVE TRAINING

Requirements: Novice, Red Tape d8+

Analogue: Block

The agent learns some basic defensive techniques as per Block.

ADVANCED DEFENSIVE TRAINING

Requirements: Novice, Defensive Training

Analogue: Improved Block

The agent learns more complicated defensive maneuvers as per Improved Block.

EVASION TECHNIQUES

Requirements: Seasoned, Red Tape d8+

Analogue: Dodge

The agent learns basic duck and cover techniques giving him the benefits of Dodge.

ADVANCED EVASION TECHNIQUES

Requirements: Veteran, Evasion Techniques

Analogue: Improved Dodge

The agent learns more advanced maneuvers of avoidance giving him the benefits of Improved Dodge.

EXTREME CONDITIONING

Requirements: Legendary

Analogue: Tough as Nails

The agent undergoes arduous six-hour pre-mission training within "the Bubble". This gives him the benefits of Tough as Nails.

SEVERE CONDITIONING

Requirements: Legendary, Extreme Conditioning

Analogue: Improved Tough as Nails

The agent spends an additional six hours in "the Bubble" and gains the benefits of Improved Tough as Nails.

FAST TRACK TARGETING SYSTEM

Requirements: Seasoned

Analogue: Marksman

The FT2S (also known as the "black monocle") fits over the agent's dominant eye and provides the benefits of Marksman. The FT2SX also features the benefits of Shades, but requires an additional pick.

FLIP CHIP

Requirements: Novice, Red Tape d8+

Analogue: Ambidextrous

The agent is implanted with a device that enables his off-hand to function as well as his dominant hand. In essence, the flip chip fools the body by flipping the brain's signals to the limb in question. The agent gains the benefit of Ambidextrous.

GOLDEN TONGUE

Requirements: Novice

Analogue: Charismatic

The agent swallows a micro device that attaches to his larynx. The device enriches the quality of his voice, granting him the benefits of Charismatic.

INFILTRATION SUIT

Requirements: Novice, Red Tape d8+

Analogue: Thief

Better known to field agents as "The Ninja Suit," (or simply "The Ninja") the IS is crafted from Chameleon technology and when activated, constantly shifts its coloration lattice to match its surroundings (otherwise it is flat black). A form-fitting, full-body suit, The IS can be worn under normal clothing (where its benefits are hidden). It also comes with a set of sophisticated lockpicking tools and semi-adhesive microfiber gloves that aid in climbing. While wearing the suit, the agent gains all the benefits of Thief.

LSA CERTIFIED

Requirements: Novice, Red Tape d8+

Analogue: Ace

The agent undergoes intense vehicular immersion training with LSA (the advanced Land, Sea, and Air VR program). He gains the benefit of Ace for the duration of the mission.

LETHAL WEAPONS

Requirements: Seasoned

Analogue: No Mercy

The agent's requisitioned weapons are some of the best the agency has to offer. When wielding these weapons, the agent gains the benefit of the No Mercy edge.

MAKEOVER

Requirements: Novice, Red Tape d6+

Analogue: Attractive

The agent is professionally made-up and/or styled before the mission, giving him the benefit of Attractive.

WELL APPOINTED

Requirements: Novice, Makeover

Analogue: Very Attractive

The agent is given fine attire to go with his makeover, granting him the benefit of Very Attractive.

MENDERS

Requirements: Novice, Red Tape d10+

Analogue: Mr. Fix It

The agent requisitions a box of menders, specially crafted nanites engineered for repair. They give the agent the benefits of the Mr. Fix It edge.

MICROTOOL SET

Requirements: Novice, Red Tape d8+

Analogue: McGyver

This handy device contains a broad spectrum of tools that can handle most any situation. Additionally, the agent may tear it apart to create a single one-shot device (as per the

McGyver edge), after which the tool set is rendered useless for the rest of the mission.

OUTDOOR SURVIVAL TRAINING

Requirements: Novice, Red Tape d8+

Analogue: Woodsman

The agent receives accelerated VR training in outdoor survival techniques granting him the benefits of the Woodsman Edge.

PHEROMONE SPRAY

Requirements: Novice, Red Tape d8+

Analogue: Beast Master

This agent is dosed with a matrix-shifting pheromone spray granting him the benefits of Beast Master. He is also given an imprinted animal to take with him into the field, should he so desire.

PHYSICAL CONDITIONING

Requirements: Novice, Red Tape d6+

Analogue: Brawny

The agent goes through rigorous training granting him all the benefits of Brawny.

PREDICTIVE COMBAT SCENARIOS I

Requirements: Seasoned, Red Tape d8+

Analogue: Level Headed

The agent undergoes rigorous pre-cog assisted combat scenarios that enable him to better gauge threats in the field. He gains the benefits of Level Headed.

PREDICTIVE COMBAT SCENARIOS II

Requirements: Seasoned, Predictive Combat Scenarios I

Analogue: Improved Level Headed

After PCS I, the agent is fed subliminal scenarios and precog permutations that are presented to him as situations arise. He gains the benefits of Improved Level Headed.

RAZOR SHARP

Requirements: Novice, Red Tape d8+

Analogue: Sweep

The agent's load-out edged weapons are extremely well-balanced and custom crafted of hardened supersteel, granting him the benefits of Sweep.

DIAMOND HARD

Requirements: Veteran, Razor Sharp

Analogue: Improved Sweep

The agent's load-out edged weapons are quenched in a diamond-polymer thermoplastic bath, granting him the benefits of Improved Sweep.

READY REFERENCE PDA

Requirements: Novice, Red Tape d8+

Analogue: Scholar

The agent gets a wrist PDA preloaded with information on two specific Knowledge skills. He gains the benefit of Scholar with said skills. Should he take this multiple times, the

additional information is loaded into the same PDA. Responding to either manual input or voice activation, it has gained the nickname of "the R2 unit".

RECOILLESS

Requirements: Novice, Red Tape d8+

Analogue: Rock and Roll

The agent's load-out weapons have been tweaked to all but eliminate recoil. He gains the benefit of Rock and Roll with said weapons.

SHADES

Requirements: Novice

Analogue: Alertness

Start-of-the-art polymers interwoven with a liquid-crystal HUD provide the user with both a classic look and a piece of cutting edge surveillance equipment. This gives the agent wearing them the benefit of Alertness.

SPRING-LOADED

Requirements: Novice

Analogue: Quick Draw

The agent's load-out weapons are designed with breakaway holsters and spring-loaded scabbards as appropriate. He gains the benefit of Quick Draw with said weapons.

SYNAPTIC OVERDRIVE

Requirements: Novice, Red Tape d8+

Analogue: Acrobat

This agent has his reflexes increased through a series of biochemical treatments. He gains the benefits of Acrobat.

TALISMAN

Requirements: Novice, Red Tape d8+

Analogue: Arcane Resistance

The agent requisitions an amulet granting him the benefits of Arcane Resistance.

GREATER TALISMAN

Requirements: Novice, Talisman

Analogue: Improved Arcane Resistance

The agent requisitions a more powerful amulet giving him Improved Arcane Resistance.

TEQUILA

Requirements: Novice, Red Tape d8+

Analogue: Nerves of Steel

The agent imbibes a chemical cocktail that gives them the benefit of Nerves of Steel.

TEQUILA SUNRISE

Requirements: Novice, Tequila

Analogue: Improved Nerves of Steel

An agent given a shot of Tequila can also requisition a Tequila Sunrise to give them the benefits of Improved Nerves of Steel.

THREAT DETECTOR

Requirements: Novice

Analogue: Danger Sense

This sonic device makes passive sweeps of the surrounding area, alerting the agent of any untoward dangers. It gives the user the benefit of Danger Sense.

TRAUMA UNIT

Requirements: Novice, Red Tape d8+

Analogue: Fast Healer

Though rarely requisitioned since the advent of stimpacks, this auxiliary healing device gives the agent the benefit of Fast Healer.

PERKS

These particular benefits cost 1 Resource Point each.

AIR STRIKE

Requirements: Heroic, Red Tape d10+

The agent can spend a benny to call in an air strike on a specific position/target once per mission.

COVER IDENTITY

Requirements: Novice

The agent is assigned a new identity that integrates with his lifestyle.

DISGUISED GEAR

Requirements: Novice, Red Tape d4+

The agent may assign half their Red Tape score in disguised items. The exact appearance of these items is subject to Director approval. This perk may be taken multiple times.

Example: Winsome Sloane, Red Tape d4, takes Disguised Gear, allowing him to have any two pieces of equipment disguised. He opts to have his pistol look like a digital camera and his Kevlar vest look like a flight jacket. The Director approves.

ENHANCED WEALTH

Requirements: Novice, Red Tape d6+

The agent's bank account and credit lines are increased to the limits of his security clearance.

EMERGENCY CONTACT

Requirements: Novice

The agent temporarily gains the benefits of a friendly face. This contact functions like a Connection for one scene.

EMERGENCY EVAC

Requirements: Seasoned, Red Tape d8+

The agent can spend a benny to call for an Emergency Evac.

LEGAL ENFORCEMENT POWERS

Requirements: Seasoned

The agent is publicly registered as a government agent for the duration of the mission and gains a broad array of legal enforcement powers. If an agent wishes to have a lower profile, they should request a Cover Identity as well.

SINGLE USE DEVICES (ALPHA BY POWER)

Armor	Personal Shield Generator
Barrier	Wall
Beast Friend	Trans-Species Communicator
Blast	Mini-Rocket
Bolt	Micro Laser
Boost/Lower Trait	Slap Patch
Burrow	Remote Digger
Deflection	Displacer Field
Detect/Conceal Arcana	Harmonic Detector/Suppressor
Dispel	Energy Disrupter
Entangle	Tangler
Environmental Protection	E-Suit
Fear	N-Bomb
Fly	Anti-Grav Pack
Greater Healing	Medbots
Healing	Stimpack
Invisibility	Refraction Field Generator
Obscure	Blackout Bomb
Quickness	Microbubble
Smite	Modified Rounds
Smite	Poison
Speak Language	Universal Translator
Speed	Rocket Fuel
Stun	Sonic Beam
Teleport	Trans-Dimensional Jumper

SINGLE USE DEVICES (ALPHA BY ITEM)

This category of gadgets is known in agent parlance as SUDs or “throwaways” - single use devices that contain a distillation of advanced technical, scientific and/or medical capabilities able to deliver a specific effect by the mere press of a button or pull of a trigger. They have all been thoroughly tested in the Vault. Many items are powered by Tesla Cells, better known as TCs; TCs are safely able to generate the massive charges required to power many of these devices. Each SUD costs one Resource Point.

Each device emulates a power found in the core rules. Where variations come up, details listed below take precedence. As with other powers, these devices extend the durations of powers greater than instant to the length of the scene (or as dictated by the Director). Remember, some powers have different degrees of success. As throwaway gadgets work instantaneously, the only way to increase a power’s efficacy is to spend additional Resource Points to gain additional uses or access to an advanced form of the device; each gadget details what specific options are available to it.

Devices with an Instant duration may be used repeatedly within a scene until a 1 comes up on the skill die (regardless of Wild Die).

Example: Agent Blood is using a Laser. He may continue firing it throughout the scene until he rolls a 1 on his Shooting die indicates his Laser has run out of power.

ANTI-GRAV PACK

Clearance: Veteran

Power: Fly

This unit consists of two parts: A belt that generates a negative mass field around the wearer and a network of miniaturized Electro Hydro Dynamic (EHD) thrusters that enable the user to easily control their direction of movement giving them the appearance of true flight. Sustained trips greater than one minute is not currently possible—the TCs simply burn out.

BLACKOUT BOMB

Clearance: Novice

Power: Obscure

Available either as a single-shot, hand held launch unit or as a mounted attachment to any pistol or rifle, the blackout bomb generates a LBT size field of complete darkness radiating out from its point of impact. Light-absorbing particles are attributed to its superiority over standard smoke bombs.

DIGGER

Clearance: Novice

Power: Burrow

Nicknamed "the mole," the Digger is a robotic unit that fits handily into a suitcase. When deployed and activated, it is capable of moving a large volume of earth in a short amount of time. While active, an agent must maintain a hold on the Digger's leash which houses its controls.

DISPLACER FIELD

Clearance: Novice

Power: Deflection

A small microgenerator manipulates and effectively slows light waves, making the user blurry and difficult to precisely pinpoint.

ENERGY DISRUPTOR

Clearance: Seasoned

Power: Dispel

This unit is available either as a standalone or it may be mounted to any pistol or rifle. The Energy Disruptor generates a harmless beam of tachyons that can negate occult energies. As there are three broad classifications of occult energies (Arcane, Divine, and Paranormal), there are three types of energy disruptors available.

E-SUIT

Clearance: Novice

Power: Environmental Protection

The E-Suit looks like a motorcyclist's gear - form-fitting pants, boots, jacket, gloves and a helmet. However, when activated, nanites generate a temporary seal, and parse available oxygen from the surrounding area (such as the ocean), providing up to 12 hours of protection unless compromised. In the void of space, however, it must rely on its secondary systems to convert the user's CO₂ back to O₂. Secondary systems can run for two hours before a total systems failure.

FORCE WALL GENERATOR

Clearance: Seasoned

Power: Barrier

A mounted wrist unit, the FWG is capable of temporarily projecting a semi-opaque, immobile shield of energy. Energy attacks against the shield treat it as Medium cover (-2) and pass right through. All other attacks treat the wall as normal (per the rules for Barrier).

HARMONIC DETECTOR/SUPPRESSOR

Clearance: Novice

Power: Detect/Conceal Arcana

This device can easily be integrated into Shades and serves two basic functions: It is able to either track or suppress one of the three known Occult energies when activated.

LASER

Clearance: Novice

Power: Bolt I

This small handheld unit is about the size of a penlight and is capable of discharging one scathing beam of focused energy at 2d6 before its TC burns out.

LASER II

Clearance: Seasoned

Power: Bolt II

This unit is about the size of an average pistol and is capable of discharging a single beam at 3d6 or two beams at 2d6 before burning out. A coil amplifier increases the energy output.

LASER III

Clearance: Veteran

Power: Bolt III

This unit is about the size of a rifle and is capable of discharging either two beams at 2d6 or one powerful beam at 3d6. An array of coil amplifiers increases the energy output.

MEDBOTS

Clearance: Veteran

Power: Greater Healing

Sometimes called "the capsule," medbots contain highly reactive medical nanites. The capsule can either be taken orally or broken over an open wound. In either case, the medbots instantly analyze and encode themselves to handle the task at hand, whether it be neutralizing poison, curing disease, or repairing damaged tissues.

MICROBUBBLE

Clearance: Seasoned

Power: Quickness

No larger than a billiard ball, the microbubble projects a personal quantum field around the user.

MINI-ROCKET I

Clearance: Novice

Power: Blast I

Available as a standalone unit the size of a pistol or mounted to a handgun or rifle, the MR-I is a small, self-propelled rocket that explodes in a 2d6 Medium Burst Template at its point of impact.

MINI-ROCKET II

Clearance: Seasoned

Power: Blast II

The MR-II is a standalone unit the size of a rifle that contains a magazine of two rockets that can be twin-fired in a shotgun burst increasing its area of effect, or directed towards a single point of impact, increasing its damage. It causes either 2d6 damage in a Large Burst Template or 3d6 in a Medium Burst Template.

MINI-ROCKET III

Clearance: Veteran

Power: Blast III

The MR-III is a standalone unit the size of a rifle. It is capable of releasing a half-dozen mini-missiles that explode at its designated target area causing 3d6 damage in a Large Burst Template.

MODIFIED ROUNDS

Clearance: Novice

Power: Smite (Ranged)

Modified rounds reflect alterations made to any standard clip of ammunition to increase the damage. They can be mercury filled, high explosive, hollow points, or anything else subject to the Director's approval, such as "rune-scripted." Each additional requisition for modified rounds either increases the number of clips by 1 or increases the damage for 1 clip; increased damage is treated as a raise result with Smite. These rounds should be carefully tracked, as they do not lose their efficacy over the course of a mission.

N-BOMB

Clearance: Novice

Power: Fear

The N-Bomb is available either as a standalone, pistol-sized unit, or it may be mounted to any ranged weapon. Nicknamed "the Nightmare Rocket", the N-Bomb releases an invisible, rapidly dissipating, neurotoxin at its point of impact. Additional requisitions can either increase the number of N-Bombs or increase its efficacy (treat as Raise).

PERSONAL SHIELD GENERATOR

Clearance: Novice

Power: Armor

The PSG is the size of a deck of playing cards. It's capable of creating a nimbus of energy around its user when activated. Powered by TCs, the amount of energy poured into the unit increases the level of protection it offers its user. When additional Resource Points are assigned to the PSG, they increase the number of TCs it has by 1 (every two TCs used simultaneously are treated as a Raise).

POISON

Clearance: Novice

Power: Smite (Melee)

When used to coat a personal weapon, Poison lasts for the duration of one combat. Additional vials of poison can be requisitioned and used to increase the damage effects if a weapon is double-coated. If used to "slip someone a mickey," poison may cause extreme nausea and discomfort but it is rarely fatal. (A victim ingesting poison must pass a Vigor roll or suffer a level of Fatigue per dose. A 1 on the Vigor Die, regardless of Wild Die, indicates an allergic reaction causing 1 wound per dose).

REFRACTION FIELD GENERATOR

Clearance: Seasoned

Power: Invisibility

Known as "the lightbender" or "the ice cube" for its outward appearance, the RFG manages to redirect light waves around the user with the press of a thumb. An advanced version of the unit, the RFG II, requiring 4 Resource Points, provides enough energy to grant full invisibility, but burns up the TC much more rapidly.

GRAVITY WELL

Clearance: Novice

Power: Speed

This device creates a personal field around the user, reducing the effects of gravity. As an added benefit, his jumping distance is doubled, as well.

SLAP PATCH

Clearance: Novice

Power: Boost/Lower Trait

Slap Patches are an admixture of nanites that serve to either enhance or inhibit synaptic pathways. In the former case, the enhancement increases focus and the production of adrenaline, and greatly increases personal performance. In the latter case, the inhibitors cause a lack of concentration and a decrease in motor skills. They are color coded green and red for ease of use. The effects of additional patches stack. It is a standard action to slap a patch on an ally and the characters must be adjacent. To slap a patch on an unwilling target requires a successful Touch attack.

SONIC BEAM

Clearance: Novice

Power: Stun

Available as either a standalone, pistol-sized unit, or as a mounted attachment to any standard pistol or rifle, the sonic beam uses high frequency sound waves to confuse and disorient. Field agents often refer to it as "The Banshee."

STIMPACK

Clearance: Novice

Power: Healing

A self-contained syringe containing a solution of adrenaline and nanites, the stimpack can easily have a wounded agent back in action right away.

TANGLER

Clearance: Novice

Power: Entangle

Available as either a standalone, pistol-sized unit, or as a mounted attachment to any pistol or rifle, the Tangler fires a sticky bomb of quick drying glue that hardens almost instantaneously. Alternatively, an agent may request the Tangler-X (for four Resource Points) that can entangle everyone within a Medium Burst Template.

TRANS-DIMENSIONAL JUMPER

Clearance: Seasoned

Power: Teleport

This warp field generator enables the user to jump instantaneously from one point to another within 20" without crossing the intervening spaces.

TRANS-SPECIES COMMUNICATOR

Clearance: Novice

Power: Beast Friend

The TSC is a handheld unit that generates soothing alpha-waves when activated and provides the ability to speak with animals.

UNIVERSAL TRANSLATOR

Clearance: Novice

Power: Speak Language

The UT is a small earpiece with remarkable features: It is able to lock onto any advanced language and enable the user to comprehend (read and write) and "speak" it.

-END AGENT ORIENTATION-

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EYES ONLY!

THE FOLLOWING SECTION CONTAINS CLASSIFIED
MATERIALS FOR DIRECTORS' EYES ONLY!

ANY AGENT FOUND REVIEWING SAID MATERIALS
IS SUBJECT TO IMMEDIATE DISCIPLINARY
ACTION UP TO AND INCLUDING TERMINATION!

OBLIVION OVERVIEW

HIDDEN HISTORIES: THE WORLD OF OBLIVION

The world has a history that it knows, believes, and needs to be true to preserve its sanity, but that history is not the real history.

SECRET HISTORY OF THE WORLD

In 1879, the lonely conceit of man being alone in the Universe officially ended when the first bulb flickered into life at Menlo Park. Something long sleeping blinked an eyelid and shifted slightly in its transdimensional slumber. Certainly, there had been false starts towards light in the past, Sir Humphry Davy's efforts in 1810 among others, but it was after the turn of the century that the changes began. Perhaps it was a combination of the mad genius revealed by the New Science and the pioneers who operated beyond conventional thought and wisdom. Men who cast strange signals through the cold, dark void with wanton disregard, destroying the world in their wish to elevate its civilization. Who could have guessed that something out there would notice and turn an angry, alien eye towards a planet it had long thought destroyed?

A stirring began in mankind. Unknown and unwanted by humanity, a power somehow long dormant in us reawakened. The power to preserve humanity by fighting the enemy on its own terms began to surface. Initially, it was the outer fringes of man who actively had been seeking the answers to all mysteries through dusty tomes and texts, asceticism and more radical attempts to transform themselves through the mysteries of Aleister Crowley and his ilk who noticed. Mystics, psychics, sorcerers and saints...all of them noticed the change. Some people suddenly found themselves possessing powers they didn't want or understand. Others, not so naturally gifted, but hungry for power, discovered that the rituals contained within their ancient tomes now resonated with dark energies. Few mundane individuals noticed these changes. After all, it was early 1918 and the world was in the midst of the madness of a global war. Those who did notice, however, thought the two events were not unrelated.

The emergence of the Awakened began. Some used their powers for good. In 1928, for example, hundreds of criminal cases were solved by a pair of the Awakened traveling throughout Europe. Many felt the Awakened were ushering in a new period of peace and prosperity. Many began claiming the Age of the Awakened had begun. When World War II broke out, however, the critics were quick to hold the Awakened and their unnatural powers responsible for another horrible war. That the remarks were outlandish did not matter; the Awakened were forever stigmatized. Most went into hiding, while a handful, driven by guilt and doubt, rushed to the aid of their respective countries. Despite their great powers and passion, they were nothing against the onslaught of tanks and wave after wave of men. The Age of the Awakened had ended as quickly as it had begun.

FREELANCERS: THE DISCIPLES OF PLATO, THE LAMPLIGHTERS, AND THE MALCONTENTS

Though great mystical energies and power began manifesting in the early 1800's, it has ebbed and flowed throughout most of recorded history and echoes in myth and legend.

Power, being what it is, has always drawn mankind to it and many have sought to harness it to their own ends and purposes. Some independent groups that have either been

classified as Oblivion agencies or having affiliations or influence upon Oblivion have risen up from time to time to battle those that would cast the world into darkness. When Oblivion cannot recruit, they do not alienate, but try to guide and assist when and where they are able. Three such notable organizations have risen to fight the good fight. Here is a brief synopsis of each.

THE DISCIPLES OF PLATO

The Disciples of Plato is believed, by most Oblivion historians, to be the first recorded affiliation of men united in a common cause against the unified forces of darkness, known as the Alexandrians, who founded and operated the Royal Library of Alexandria in an attempt to amass the entire world's knowledge. The Disciples reasoned that knowledge must be kept in a cave or exposed to the light of the sun; otherwise man would use it to bury themselves in darkness. When they attempted to convince the librarians of this position, they were rebuked. The Disciples then insinuated some of their own scholars into the Library and one recovered scroll recounts the next occasion the Disciples attempted to persuade the library staff. "The Disciples entered the main building of the Royal Library while I sorted the scrolls, and they engaged Aristus in a heated discussion for him to reconsider [illegible passage] and burn the scrolls once and for all. Aristus declined the offer and instead offered them shelter to which the Disciples accused them of being Pandorans, threatening the world with knowledge best left hidden. They left with much gnashing of teeth and I knew what must be done could not be done by my own hand." The Disciples returned later as soldiers among Caesar's army and used the cover of military invading forces to burn the library down. "We cast you into Oblivion!" the Disciples chanted. They repeated this task several times in the following centuries until the Alexandrians eventually fled with their remaining scrolls to points unknown. A scroll discovered in the burning ashes bore these words, "We curse you, Agents of Oblivion!"

THE LAMPLIGHTERS

In Victorian era London, when things were most dark and dank and the roads were cobbled and the populace was struggling to survive, evil thrived. This was its first brush with man in millennia and it kept a low profile, yet fed upon the poor and spread pestilence and unrest throughout the land. Creatures long forgotten arose and penny dreadfuls were as much fact as fancy. During this time, the Lamplighters arose to combat these evils and were successful, by and large, in keeping their escapades unnoticed, except for a few famous instances, such as when dealing with Jack the Ripper, Doctor Jekyll, and Frankenstein that later historians discounted as myth and fable of a less enlightened time.

THE MALCONTENTS

Just prior to the Great War, people began manifesting powers and many sought to enter service. In the west, most such folk were found unfit for military duty, while in the east, they were rejected by those in office and summarily sought out and executed. Fringe groups on both sides, however, willingly accepted their support and they lent their aid as best they were able. Hitler's meteoric rise is linked to have come from contact with Dietrich Eckart and members of the Thule Society, an occult group, Hitler later transformed into the infamous Nazi Party. Having found no government sanctioned organization to aid them in the west, an affiliation of the Awakened, calling itself the Malcontents took what meager resources they could and began their own explorations into self-discovery and sabotage against the enemy abroad. Many of the Malcontents were publicly considered no more than tomb raiders and good-for-nothings and those that didn't die in the war, soon retired from the public eye. Their adventures and misadventures were later chalked up to fancy and

yellow journalism and chronicled as the efforts of newspapers and the media to cash into what is disparagingly referred to as the Pulp Years. William Randolph Hearst, the millionaire newspaper magnate, was quoted in his later years on this period. "I reported the news: nothing less, nothing more."

STRANGE CURRENCIES

In 1948, the Awakened agent known in international espionage circles as Nil and a scientist codenamed "Mister E." requested permission from the United States to form an agency to investigate some of the phenomena reported in World War II—Nazi genetic experiments, gremlins, sorcery and other mysteries that defied comfortable explanation. They also held a certain concern about recent events in Roswell and felt individuals such as themselves were better equipped to handle them. Denied at every turn, Nil sought funding again and again until his public retirement in 1963, whereupon a close colleague picked up his moniker as well as his agenda. The truth is the age-resistant Nil simply took on a new guise and persona and continued his quest. In early 1968, the Johnson administration decided to take his proposal under consideration. This proposal circulated among high level insiders, and many supporters of Project Bluebook thought forming a specific agency to handle peculiar phenomena would be an ideal solution to the overexposure received due to the UFO craze. The decision was made to publicly kill Bluebook and bury it in Oblivion. Nil, after more than twenty years, had accomplished his first step towards preparing the planet for a very grim future.

In 1969, Oblivion set up shop in a grungy brick building in Washington, DC. Nil handpicked twelve individuals to form the original team - six men and six women, all misfits, all gifted, all ready to die for their country if need be. Nine of them did, giving their lives in West Germany in 1972 when an investigation into a dark cult and the discovery of a grave supernatural threat required immediate, drastic action. Subsequent investigations by Nil uncovered the cult's ties to the Soviet Union and their planned detonation of a nuclear device as a grand sacrifice to perform the Ritual of a Thousand Cries. Nil explained to his superiors that adequate funding and proper equipment could have averted the loss of his team. Oblivion subsequently received a massive infusion of funds and set about rebuilding the fledgling agency all over again. Two of the survivors of the Berlin Incident, the twin academics, Red and Blue, currently serve Oblivion as chief advisors. The third, Mister E, trained his successor and left in 1974; his current whereabouts are unknown.

UNSEEN INFLUENCES

Throughout the ages, groups, cults, agencies, and factions have all tried to steer the course of mankind in various directions, both for good and for ill. Following, you will find information detailing out these various organizations and providing suggestions on how to integrate them into your Agents of Oblivion campaign. First off, we will introduce the two major forces at conflict for mankind and humanity: Oblivion and Pandora and then move into the other organizations that hope to move forward their own secret agendas.

OBLIVION

Known by many names throughout the ages, in its current incarnation as Oblivion, the Black Agency evolved from Project Blue Book, though many of its original members have since perished or died.

OVERVIEW

The long history of Oblivion predates most modern nations and governments on the

planet, but little is generally known about them, except for fleeting glimpses and rumors of their existence. Agents operating under the name of Oblivion were said to have been involved in the burning of the library of Alexander, the fall of Rome, through the Cold War, and into the modern era, having key involvement in dealing with a multitude of threats in the Middle East that have gone unnoticed by the mainstream media. The ability of Oblivion is rarely challenged by those that have encountered them before. Since its rebirth, it has grown into a massive, world-spanning organization - comprised chiefly of misfits and malcontents from all walks and ways of life. Certain unofficial channels have been opened so that Oblivion is kept abreast of potential candidates from both domestic and international militaries, police forces and other investigative organizations. Oblivion cannot afford to be overly selective as the dark war is hard, and sometimes attrition rates are alarmingly high, despite the training and equipment at its disposal. Agents are all advised to actively keep an eye out for potential recruits at all times.

While IFO Agents deal directly with supernatural and paranormal threats on a regular basis, most Agents do not and are in fact particularly engrossed with their own agendas and priorities. It becomes easy for each group to categorize everyone into an "us" and "them". This is particularly pronounced in Oblivion when many operatives are restricted to facilities and have little interpersonal contact on a daily basis outside of emails and instant messages. It bears noting, however, that most Agents working desk jobs usually started working in the field before moving on to the quiet, but no less important, branch office positions.

After 9/11, Oblivion expanded its role to deal with normal as well as supernatural and paranormal threats; its information networks and diversity of staff make it an invaluable resource in such matters.

STRUCTURE

Oblivion is a decentralized bureaucracy. The Executive Director, Nil, gives orders to his district directors who in turn manage their district branches. Operating by the codename of Mister E, each director typically manages a region. In some cases, a more localized area, such as London, requires its own director. The rest of the English countryside is divided into two broad regions, North and South. America is divided into the following main regions - Northeast, Midwest, South, and West - and locales - New York, Chicago, Memphis, San Francisco, and HQ (DC).

DISTRICT DIVISIONS (REGIONAL AND LOCAL)

ARCHIVING

The Office of Archives is responsible for all of Oblivion's archives and storage facilities worldwide. Anything requiring research or of any esoteric value is then sent on to the Vaults, the central storage facility of physical manifestations of peculiar or unexplained phenomena. Things that have been quantified and classified and cleared for field use eventually make their way to the Procurement Branch. Items requisitioned from the Vaults are, on rare occasions, approved for field use to senior Agents.

COUNTER-TERRORISM UNIT (CTU)

The CTU is responsible for covert operations and intelligence gathering in the prevention of terrorist activity. As their ranks are chiefly culled from the IFO, they serve the IFO in a support capacity as needed. On occasion, CTU with specialized skills or those manifesting abilities are transferred into the IFO on a long term or permanent basis.

INVESTIGATION AND FIELD OPERATIONS (IFO)

The IFO is responsible for exploration, investigation and covert operations of unexplained supernatural and paranormal phenomena. Their expertise and experience requires them to serve as an adjunct to the CTU. This department is further broken down into three different divisions. They are Illumination and Obfuscation, Tactical, and Paranormal Division. Agents are placed according to their abilities and inclination, though cross-training is frequent and encouraged by Oblivion. The highest ranking agents generally have served in two or more branches of the IFO.

PROCUREMENT

Procurement is charged with keeping track of all equipment in the field, maintaining all equipment in its charge and ensuring that all properly requisitioned equipment finds itself in the right hands in a timely manner. Requisitions are generally handled through a virtual private network (VPN) and delivered via courier, though this may vary from district to district.

UTILITY AND MAINTENANCE

U&M is charged with maintaining and monitoring all computer traffic coming into and out of their district, as well as the upkeep of all Oblivion owned vehicles and properties, both residential and commercial.

THE VAULTS

Although most Agents think of one central warehouse or underground bunker, like everything else in Oblivion, redundant systems are in place, and there are vaults located on every major continent around the world. The main vault, a cutting edge, secured research facility located in the Antarctica, is referred to as Shangri-La because most people don't believe it actually exists. Oblivion pilots require top security clearance and must switch over to a predetermined frequency at a certain point in their flight path to determine the drop spot for any goods they are delivering. Rumors abound about prisons and prisoners at Shangri-La, but they are unsubstantiated.

CELLULAR STRUCTURE

Oblivion is further organized into a number of distributed cells worldwide with each cell operating independently of the others and reported directly to their assigned regional contact. This structure is a precautionary measure designed to prevent infiltration and to limit the risks of exposure and loss of intelligence in the event any cell is corrupted. Oblivion has been nearly undermined by various agencies and events throughout the ages that have led them to the conclusion that this stringent structure provides the greatest chance of continued survival.

Each cell generally consists of a seasoned field agent along with anywhere from three to eight additional agents and support staff. However, with the high mortality rate of agents in the last ten years, new cells can sometimes consist entirely of green agents. Oblivion can only hope their intensive training programs and the agent's common sense will keep them alive. Each cell is given a safe house as a base of operations that is the responsibility of the cell to manage and upkeep. While not fancy, the safe house has normal amenities and provides a place for the Agents to rest and recover during downtime between missions.

External Support

Beneath each branch is a small army of people that aid Oblivion in a myriad number of

ways. Often referred to as fringers, but officially classified as affiliates, these people are kept mainly in the dark and only called upon when required. Affiliates receive numerous special privileges as their loyalties and assistance warrants. In return for these favors, they bury news stories, contaminate crime scenes and use their influence to discredit, confuse and obfuscate any facts that might arise about Oblivion and its activities.

FREELANCERS AND MISFITS

Sometimes, for whatever reason, people are deemed misfits or opt on their own to become freelancers. While not encouraged, Oblivion keeps a keen eye on these people, both for their own safety as well as that of the Agency. These individuals have played key roles in the success and failures of missions in the past, so their worth is not to be discounted.

BASES OF OPERATIONS

The headquarters of Oblivion, referred to obliquely as the Abyss, lies deep below the Pentagon in the subterranean passages publicly thought to be the President's retreat in times of war, though this is only known to the highest tier of Agents, typically those who are Regional Directors or special liaisons to the Regional Directors. Regional offices and facilities are found throughout the United States and Western Europe.

RESOURCES

Oblivion gets direct governmental funding that is currently funneled through Air Force accounts in various discrete means to prevent accidental discovery of their existence. Agents recruited into the fold donate their assets to the Agency without exception. This accrued wealth rivals that of small nations and is keenly invested to preserve their independence and continual growth. They maintain training facilities under the auspice of military bases throughout North America.

USING OBLIVION

Oblivion serves as the primary agency for an Agents of Oblivion campaign, but can easily be used as a support group for heroes delving into dark mysteries on their own. In the latter case, Oblivion generally is very tight lipped and often does not represent themselves as Agents until they've established a firm relationship with the heroes and the heroes have proven themselves to be trustworthy adversaries in their fight against darkness. If not Agents themselves, contact with Oblivion should be limited and restricted to a sympathetic field agent.

THE PANDORA INSTITUTE

An organization as old as Oblivion itself and forged by the same conflict over knowledge and power, Pandora has gone through many names and faces, yet rose in the latter years of the twentieth century as a shining light to humanity when they reinvented themselves as the Pandora Institute.

OVERVIEW

In the quiet aftermath of WWII, when the world needed reassurance in its humanity, the Pandora Institute was founded. PI promised to help rid the world of war and hate through education and charitable works. PI's early endowments financed the scholarships of many future scientists and doctors that eventually came to work for them. As their notoriety grew, people started donating to PI. These surplus funds were directed into transforming the institute into the world-class university and charity it is today.