



REALITY BLURS PRESENTS

# AGENTS OF OBLIVION

the perfect cocktail of horror & espionage



## OUT OF CONTROL

| 2d6   | Effect   |
|-------|--|
| 2     | <b>Roll Over:</b> The vehicle performs a Slip and rolls over 1d6 times in that direction. Roll collision damage for the vehicle and everyone inside. Any exterior-mounted weapons or accessories are ruined. |
| 3-4   | <b>Spin:</b> Move the vehicle 1d6" in the direction of the maneuver, or 1d6" away from a damaging blow. Roll a d12, read it like a clock facing, and point the vehicle in that direction.                    |
| 5-9   | <b>Skid:</b> Move the vehicle 1d4" left or right (in the direction of a failed maneuver, or away from a damaging attack).  |
| 10-11 | <b>Slip:</b> Move the vehicle 1d6" left or right (in the direction of a failed maneuver, or away from a damaging attack).  |
| 12    | <b>Flip:</b> The vehicle flips end over end 1d4 times. Move it forward that many increments of its own length. Roll collision damage for the vehicle, its passengers, and anything                           |

## CRITICAL HITS

| 2d6  | Effect   |
|------|--|
| 2    | <b>Scratch and Dent:</b> The attack merely scratches the paint. There's no permanent damage.   |
| 3    | <b>Engine:</b> The engine is hit. Oil leaks, pistons misfire, etc. Acceleration is halved (round down). This does not affect deceleration, however.  |
| 4    | <b>Locomotion:</b> The wheels, tracks, or whatever have been hit. Halve the vehicle's Top Speed immediately. If the vehicle is pulled by animals, the shot hits one of them instead.   |
| 5    | <b>Controls:</b> The control system is hit. Until a Repair roll is made, the vehicle can only perform turns to one side (1-3 left, 4-6 right). This may prohibit certain maneuvers as well.  |
| 6-8  | <b>Chassis:</b> The vehicle suffers a hit in the body with no special effects.   |
| 9-10 | <b>Crew:</b> A random crew member is hit. The damage from the attack is rerolled. If the character is inside the vehicle, subtract the vehicle's Armor from the damage. Damage caused by an explosion affects all passengers in the vehicle. |
| 11   | <b>Weapon:</b> A random weapon on the side of the vehicle that was hit is destroyed and may no longer be used. If there is no weapon, this is a Chassis hit instead.   |
| 12   | <b>Wrecked:</b> The vehicle is wrecked and automatically goes Out of Control.  |

WraithInside

Arcane Hacker  
 Gimp Well  
 Blessed Disarm  
 Deadly Fast  
 Demolisher Kill  
 Flash Skill  
 Jet Equipped Personal  
 Standing Defense  
 Takedown Carnivore  
 Dreamer

## VEHICLES

| Vehicle Type         | Acc/TS | Toughness | Crew  |
|----------------------|--------|-----------|-------|
| Compact Car          | 10/36  | 10 (3)    | 1 + 3 |
| Limousine            | 8/50   | 13 (3)    | 1 + 6 |
| Luxury Car           | 12/60  | 11 (3)    | 1 + 4 |
| Muscle Car           | 8/60   | 12 (4)    | 1 + 4 |
| Sedan                | 12/60  | 11 (3)    | 1 + 4 |
| Sports Car           | 16/60  | 10 (2)    | 1 + 3 |
| Motorcycle           | 20/70  | 8 (2)     | 1 + 1 |
| Motorcycle w/Sidecar | 20/70  | 8 (2)     | 1 + 3 |
| Ambulance            | 8/50   | 13 (3)    | 1 + 6 |
| Jeep                 | 8/50   | 13 (3)    | 1 + 4 |
| Pick-up Truck        | 8/60   | 13 (3)    | 1 + 2 |
| SUV                  | 12/60  | 12 (3)    | 1 + 4 |
| Van                  | 12/60  | 12 (3)    | 1 + 6 |

## VEHICLE MANEUVERS

**Bootlegger Reverse (-4):** The vehicle moves forward at half its current speed and then turns between 90 and 180 degrees. The vehicle instantly decelerates

**Hard Brake (0):** The driver decelerates up to three times the vehicle's Acceleration.

**Jump (0):** jump a distance equal to ¼ of their current speed, plus 1d10" with a raise on the Driving roll. They descend one inch for every two inches jumped forward.

**Maneuver (-1 to -4):** everything else a driver might try to do. If the roll is failed, the driver goes out of control as usual.

**Obstacle (-2 or more):** Drivers trying to pass through tight obstacles must make Driving rolls. The standard difficulty is -2. Really tight spots might call for a -4 or greater penalty. If failed, the vehicle hits the obstacle and suffers collision damage as usual.

**Ram (Opposed):** The two drivers make opposed Driving rolls. If the attacker wins, he's managed to ram his foe and damage is calculated normally. If the defender wins, he must move his vehicle just out of the way, whether backwards, forwards, or sideways. Sometimes cars run into people as well. In this case, the driver makes an opposed roll against the target's Agility instead.

**Tight Turn (0):** The vehicle can turn up to 90 degrees.

**Two Wheels (-4):** The effect is to decrease the width of the car—usually by about 25%. The driver must make a Driving roll at the beginning of each turn he wants to keep the car up on two wheels.

## INCAPACITATION

Wild Cards are Incapacitated if they suffer more than three wounds (cumulatively or all at once). When a Wild Card becomes Incapacitated, make an immediate Vigor roll:

**Total of 1 or Less:** The character dies.

**Failure:** Roll on the Injury Table. The Injury is permanent and the victim is Bleeding Out.

**Success:** Roll on the Injury Table. The Injury goes away when all wounds are healed.

**Raise:** Roll on the Injury Table. The injury goes away in 24 hours, or when all wounds are healed.

## INJURY TABLE

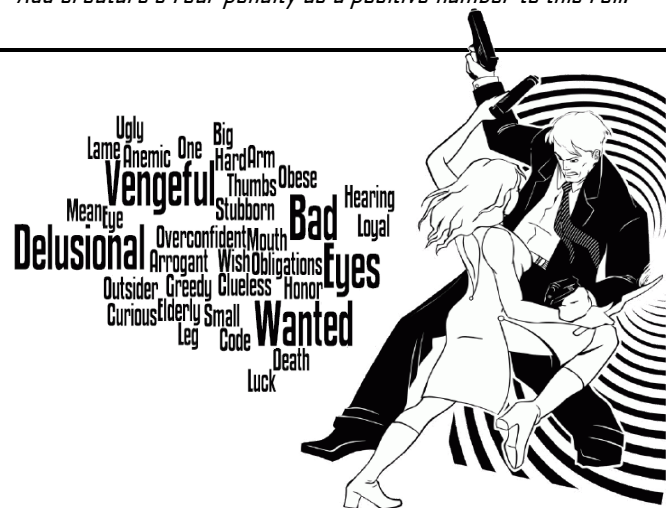
| 2d6   | Wound  |
|-------|--|
| 2     | <b>Unmentionables:</b> If the injury is permanent, reproduction is out of the question without miracle surgery or magic. There is no other effect from this result.  |
| 3-4   | <b>Arm:</b> Roll left or right arm randomly; it's unusable like the One Arm Hindrance (though if the primary arm is affected, off-hand penalties still apply to the other).  |
| 5-9   | <b>Guts:</b> Your hero catches one somewhere between the crotch and the chin. Roll 1d6:<br><i>1-2 Broken:</i> Agility reduced a die type (minimum d4).<br><i>3-4 Battered:</i> Vigor reduced a die type (minimum d4).<br><i>5-6 Busted:</i> Strength reduced a die type (minimum d4).  |
| 10    | <b>Leg:</b> Gain the Lame Hindrance (or the One Leg Hindrance if already Lame).  |
| 11-12 | <b>Head:</b> A grievous injury to the head. Roll 1d6:<br><i>1-2 Hideous Scar:</i> Your hero now has the Ugly Hindrance.<br><i>3-4 Blinded:</i> An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye).<br><i>5-6 Brain Damage:</i> Massive trauma to the head. Smarts reduced one die type (min d4). |



## FRIGHT TABLE

| ld20* | Effect  |
|-------|---|
| 1-4   | <b>Adrenaline Surge:</b> The hero's "fight" response takes over. He adds +2 to all Trait and damage rolls on his next action.   |
| 5-8   | <b>Shaken:</b> The character is Shaken.   |
| 9-12  | <b>Panicked:</b> The character immediately moves his full Pace plus running die away from the danger and is Shaken.   |
| 13-16 | <b>Minor Phobia:</b> The character gains a Minor Phobia Hindrance somehow associated with the trauma.   |
| 17-18 | <b>Major Phobia:</b> The character gains a Major Phobia Hindrance.  |
| 19-20 | <b>The Mark of Fear:</b> The hero is Shaken and also suffers some cosmetic physical alteration—a white streak forms in the hero's hair, his eyes twitch constantly, or some other minor physical alteration. This reduces his Charisma by 1.  |
| 21+   | <b>Heart Attack:</b> The hero is so overwhelmed with fear that his heart stutters. He becomes Incapacitated and must make a Vigor roll at -2. If successful, he's Shaken and can't attempt to recover for ld4 rounds. If he fails, he dies in 2d6 rounds. A Healing roll at -4 saves the victim's life, but he remains Incapacitated. |

\*Add creature's Fear penalty as a positive number to this roll.



## ATTACK OPTIONS SUMMARY

| Option                           | Effect   |
|----------------------------------|--|
| Aim                              | +2 Shooting/Throwing if character does not move  |
| Area Effect Attacks              | Targets under template suffer damage, treat cover as armor; missed attack rolls cause ld6" deviation for thrown weapons, ld10" for launched weapons; x1 for Short, x2 for Medium, x3 for Long  |
| Automatic Fire                   | See rules  |
| Breaking Things                  | See Obstacle Toughness Table; Parry 2; No bonus damage or Aces   |
| Called Shots                     | Limb -2; Head -4, +4 damage; Small target -4; Tiny target -6   |
| Cover                            | Light -1; Medium -2; Heavy -4  |
| Darkness                         | Dim -1; Dark -2, targets are not visible beyond 10"  |
| Pitch Darkness                   | Targets must be detected to be attacked at -4  |
| Defend                           | +2 Parry; character may take no other actions  |
| Disarm                           | -2 attack; defender makes Str roll vs. damage or drops weapon  |
| Double Tap/3 <sup>rd</sup> Burst | +1 attack and damage/+2 attack and damage  |
| The Drop                         | +4 attack and damage   |
| Finishing Move                   | Instant kill to helpless foe with lethal weapon  |
| Firing Into Melee                | See Innocent Bystanders  |
| Full Defense                     | Fighting roll at +2 replaces Parry if higher   |
| Ganging Up                       | +1 Fighting per additional attacker; maximum of +4   |
| Grappling                        | Opposed Fighting roll to grapple. Raise=opponent Shaken; Defender makes opposed Strength or Agility to break free (any other action made at -4); Attacker can make opposed Str or Agility to cause damage  |
| Improvised Weapons               | <i>Small Weapons:</i> Range 3/6/12, Damage Str+d4, RoF 1, Min Str d4, -1 attack and Parry<br><i>Medium Weapons:</i> Range 2/4/8, Damage Str+d6, RoF 1, Min Str d6, -1 Attack and Parry<br><i>Large Weapons:</i> Range 1/2/4, Damage Str+d8, RoF 1, Min Str d8, -1 attack and Parry |
| Innocent Bystanders              | Missed Shooting or Throwing roll of 1 (1 or 2 with shotguns or autofire) hits random adjacent target   |
| Nonlethal Damage                 | Characters are knocked out instead of potentially killed when Incapacitated  |
| Obstacles                        | If attack hits by the concealment penalty, the obstacle acts as Armor  |
| Off-Hand Attack                  | -2 to Fighting/Shooting with off-hand  |
| Prone                            | As Medium cover; prone defenders are -2 Fighting, -2 Parry   |
| Push                             | <i>Bash:</i> Push the target 1" for every success and raise on the Strength roll<br><i>Shield Bash:</i> As above but causes Strength damage, +1 for a small shield, +2 for a medium shield, and +3 for a large shield, <i>Knock Prone:</i> The defender is knocked prone           |
| Ranged Weapons in Close Combat   | Pistols only; Target Number is defender's Parry  |
| Rapid Attack                     | Make up to 3 Fighting attacks at -4; or fire up to 6 shots from a semi-automatic weapon or revolver at -4 penalty to each die  |
| Suppressive Fire                 | With successful Shooting roll, targets in Med Burst Template make a Spirit roll or are Shaken; roll of 1 are hit for normal damage   |
| Touch Attack                     | +2 Fighting  |
| Tricks                           | Describe action; make opposed Agility or Smarts roll; opponent is -2 Parry until next action; with a raise, foe is -2 Parry and Shaken   |
| Two Weapons                      | -2 attack; additional -2 for off-hand if not Ambidextrous  |
| Unarmed Defender                 | Armed attackers gain +2 Fighting   |
| Unstable Platform                | -2 Shooting from a moving vehicle or animal  |
| Wild Attack                      | +2 Fighting; +2 damage; -2 Parry until next action   |
| Withdrawing from Close Combat    | Adjacent foes get one free attack at retreating character  |

## STANDARD LOADOUTS

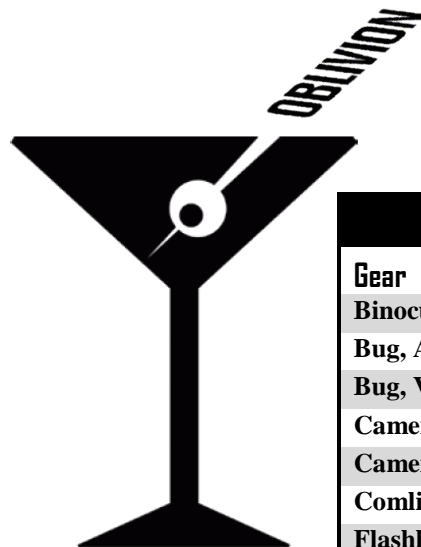
| Assault Branch   | Occult Branch  | Operations Branch  |
|--|--|--|
| Assault Rifle (Medium Caliber)<br>with 8 clips                                   | Semi Auto Pistol (Small Caliber)<br>with 4 clips                                 | Semi Auto Pistol (Medium Caliber)<br>with 4 clips                                |
| Semi Auto Pistol (Medium Caliber)<br>with 4 clips                                | Talisman (Arcane Resistance)<br>or Modified Rounds (2 clips)                     | The Shades   |
| Advanced Combat Training   | 1 Stimpack   | Legal Enforcement Powers   |
| Personal Shield Generator  | Silencer   | Oblivion Cell Phone  |
| Silencer for 1 weapon (choose)   | Flashlight   | Silencer   |
|  | Zip Ties (10)  | Increased Ammo Capacity  |
| <b>Loadout Template</b>  | <b>Loadout Template</b>  | <b>Loadout Template</b>  |
| 1 Resource Point = 4 Equipment<br>Picks (2 Weapons, Extra Ammo (4),<br>Silencer) | 1 Resource Point = 4 Equipment<br>Picks (1 Weapon, Silencer, 2<br>Miscellaneous) | 1 Resource Point = 4 Equipment<br>Picks (1 Weapon, Silencer, 2<br>Miscellaneous) |
| 2 Resource Points =1<br>Spytech/Special Training                                 | 2 Resource Points =1<br>Spytech/Special Training                                 | 2 Resource Points =1<br>Spytech/Special Training                                 |
| 1 Resource Point = 1 SUD   | 1 Resource Point = 1 SUD   | 1 Resource Point = 1 Perk  |

## FIELD REQUISITIONS

| Location          | Roll Modifier | Delivery Time |
|-------------------|---------------|---------------|
| In a major city   | -             | 12 hours      |
| In the suburbs    | -1            | 1 day         |
| On the outskirts  | -2            | 2 days        |
| In the wilderness | -3            | 3 days        |
| Far from anywhere | -4            | 4 days        |

**First off**, the agent must have access to a secure Oblivion channel (such as from a secure line or terminal). **Next**, he must spend a Resource Point or a benny. **Finally**, he must make a successful Persuasion or Tradecraft roll (using the lower of the two) after factoring in the modifiers from the table above.

Reduce the delivery time by half for each raise to a minimum of d4 hours. On a failure, the agent's request is denied and he cannot attempt another field requisition for at least 24 hours.



## REQUISITIONS

| Resource Points Expended | Benefit                    |
|--------------------------|----------------------------|
| 1                        | 4 Equipment Picks          |
| 1                        | 1 Perk                     |
| 1                        | 1 Single Use Device (SUD)  |
| 2                        | 1 Spytech/Special Training |

**Before a Mission:** During the mission briefing agents are allowed to requisition equipment using their available Resources. These items are delivered either to their safe house or an alternative location in a major metropolitan area within 24 hours. An agent does not need to use all of his Resources. He may wish to save some Points for field requisitions.

**Field Requisitions:** Characters may request items during a mission by spending a Resource Point or benny (see Field Requisitions, p. 49) or they may declare they have the item by expending double the Resource Points and making a Tradecraft roll. (This can even be used on Special Training, representing the character was functioning as a sleeper agent, and his subliminal programming was activated.) An expenditure doesn't guarantee success.

## COMMON GEAR

| Gear                 | Weight  | Gear                  | Weight       |
|----------------------|---------|-----------------------|--------------|
| Binoculars           | 2 lbs.  | Kevlar Vest           | 8 lbs.       |
| Bug, Audio           | N/A     | Laptop                | 5 lbs.       |
| Bug, Video           | N/A     | Metal Detector        | 2 lbs.       |
| Camera, Miniature    | 1 lb.   | Micro Recorder        | N/A          |
| Camera, Professional | 10 lbs. | Night Visions Goggles | 3 lbs.       |
| Comlink              | N/A     | Oblivion Cell Phone   | N/A          |
| Flashlight           | 1 lb.   | Oblivion Watch        | N/A          |
| Gas Mask             | 2 lbs.  | The Suit              | 3 lbs.       |
| Geiger Counter       | 1 lb.   | Zip Ties (10)         | 1 lb. per 10 |
| Handcuffs            | 1 lb.   |                       |              |

| SKILLS        |           |
|---------------|-----------|
| Skill         | Attribute |
| Boating       | Agility   |
| Channeling    | Special   |
| (Magic)       | Smarts    |
| (Psionics)    | Vigor     |
| (Sacred)      | Spirit    |
| Climbing      | Strength  |
| Demolitions   | Smarts    |
| Driving       | Agility   |
| Forgery       | Smarts    |
| Fighting      | Agility   |
| Gambling      | Smarts    |
| Healing       | Smarts    |
| Intimidation  | Spirit    |
| Investigation | Smarts    |
| Knowledge     | Smarts    |
| Lockpicking   | Agility   |
| Notice        | Smarts    |
| Persuasion    | Spirit    |
| Piloting      | Agility   |
| Repair        | Smarts    |
| Riding        | Agility   |
| Shooting      | Agility   |
| Stealth       | Agility   |
| Streetwise    | Smarts    |
| Survival      | Smarts    |
| Swimming      | Agility   |
| Taunt         | Smarts    |
| Tech Ops      | Smarts    |
| Throwing      | Agility   |
| Tracking      | Smarts    |
| Tradecraft    | Smarts    |

| EXTENDED TRAIT CHECKS |          |              |           |           |
|-----------------------|----------|--------------|-----------|-----------|
| Difficulty            | Modifier | Depth        | Successes | Duration  |
| Trivial               | No Roll  | Basic        | 1         | 1 round   |
| Simple                | +2       | Intermediate | 2         | 5 rounds  |
| Easy                  | +1       | Advanced     | 3         | 1 minute  |
| Basic                 | 0        | Complex      | 4         | 5 minutes |
| Tricky                | -1       |              |           | 1 hour    |
| Hard                  | -2       |              |           | 12 hours  |
| Very Hard             | -3       |              |           | 1 day     |
|                       |          |              |           | 1 week    |
|                       |          |              |           | 1 month   |
|                       |          |              |           | 6 months  |

**Difficulty:** How hard is it to accomplish the task?  
**Depth:** How many opportunities exist for failure?  
**Duration:** How long does it take to complete each phase of the task?

| DEMOLITIONS          |                        |
|----------------------|------------------------|
| Amount of Explosives | Maximum Size of Effect |
| 2d6                  | SBT                    |
| 3d6                  | SBT                    |
| 4d6                  | MBT, Cone              |
| 5d6                  | LBT, Cone              |

| DISGUISE               |          |
|------------------------|----------|
| Disguise               | Modifier |
| Proper Disguise        | +2       |
| Specific Person        | -2       |
| Person Known to Target | -6       |

| SEDUCTION            |          |
|----------------------|----------|
| NPC Initial Reaction | Modifier |
| Hostile              | -4       |
| Uncooperative        | -2       |
| Neutral              | -        |
| Friendly             | +2       |
| Helpful              | +4       |

| CHANGES TO POWERS |          |  |
|-------------------|----------|--|
| Power             | Rank     | Effect                                 |
| Blast I           | Seasoned | 2d6 MBT                                |
| Blast II          | Veteran  | 2d6 LBT or 3d6 MBT                     |
| Blast III         | Heroic   | 3d6 LBT                                |
| Bolt I            | Novice   | One 2d6 <i>bolt</i>                    |
| Bolt II           | Seasoned | One 3d6 bolt or two 2d6 <i>bolts</i>   |
| Bolt III          | Veteran  | One 3d6 bolt or three 2d6 <i>bolts</i> |



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BLURS**