REALITY BLURS PRESENTS

AGENTS OF OBLIVION

the perfect cocktail of horror & espionage

SAVAGE WORLDS

OUT OF CONTROL

2d6	Effect
2	**Roll Over:** 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	**Spin:** 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	**Skid:** Move the vehicle 1d4" left or right (in the direction of a failed maneuver, or away from a damaging attack).
10-11	**Slip:** Move the vehicle 1d6" left or right (in the direction of a failed maneuver, or away from a damaging attack).
12	**Flip:** The vehicle flips end over end 1d4 times. Move it forward that many increments of its own length. Roll collisi on damage for the vehicle, its passengers, and anything

CRITICAL HITS

2d6	Effect
2	**Scratch and Dent:** The attack merely scratches the paint. There's no permanent damage.
3	**Engine:** The engine is hit. Oil leaks, pistons misfire, etc. Acceleration is halved (round down). This does not affect deceleration, however.
4	**Locomotion:** 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	**Controls:** 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	**Chassis:** The vehicle suffers a hit in the body with no special effects.
9-10	**Crew:** 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	**Weapon:** 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	**Wrecked:** The vehicle is wrecked and automatically goes Out of Control.

Arcane Chip Blessed Deadly Demolisher Flash Jet Equipped WraithInside
Hacker Well Disarm Fast Flash Skill Personal Defense Standing Takedown
Kill Gun Fu Panache 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	**Unmentionables:** 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	**Arm:** 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	**Guts:** Your hero catches one somewhere between the crotch and the chin. Roll 1d6: *1-2 Broken:* Agility reduced a die type (minimum d4). *3-4 Battered:* Vigor reduced a die type (minimum d4). *5-6 Busted:* Strength reduced a die type (minimum d4).
10	**Leg:** Gain the Lame Hindrance (or the One Leg Hindrance if already Lame).
11-12	**Head:** A grievous injury to the head. Roll 1d6: *1-2 Hideous Scar:* Your hero now has the Ugly Hindrance. *3-4 Blinded:* An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye). *5-6 Brain Damage:* Massive trauma to the head. Smarts reduced one die type (min d4).

WEAPONS

Type	Range	Damage	RoF	Wt	Shots	Qualities
Pistols:						
Revolver, Small Caliber	12/24/48	2d6+1	1	4	6	
Revolver, Medium Caliber	12/24/48	2d6+1	1	5	6	AP 1
Revolver, Large Caliber	12/24/48	2d8	1	6	6	AP 2
Semi Auto, Small Caliber	12/24/48	2d6	1	3	17	AP 1, Double Tap
Semi Auto, Medium Caliber	12/24/48	2d6+1	1	5	9	AP 1, Double Tap
Semi Auto, Large Caliber	15/30/60	2d8	1	8	7	AP 2, Double Tap
Machine Pistol, Small Caliber	12/24/48	2d6	1	4	21	3RB
Machine Pistol, Medium Caliber	12/24/48	2d6+1	1	5	18	3RB, AP 1
Machine Pistol, Large Caliber	12/24/48	2d6+1	1	6	15	3RB, AP 2
Rifles:						
Bolt Action, Small Caliber	24/48/96	2d8	1	7	7	AP 1
Bolt Action, Medium Caliber	24/48/96	2d8	1	8	7	AP 2
Bolt Action, Large Caliber	24/48/96	2d10	1	9	7	AP 2
Semi Auto, Small Caliber	30/60/120	2d8	1	10	8	AP 2, Double Tap
Semi Auto, Medium Caliber	30/60/120	2d8	1	15	8	AP 3, Double Tap, Min Str d6
Semi Auto, Large Caliber	50/100/200	2d10	1	25	8	AP 4, Double Tap, HW, Min Str d8
Assault, Small Caliber	24/48/96	2d8	3	8	30	3RB, AP 2
Assault, Medium Caliber	24/48/96	2d8+1	3	10	30	3RB, AP 3, Min Str d6
Assault, Large Caliber	24/48/96	2d8+1	3	12	30	3RB, AP 4, Min Str d8
Sniper, Small Caliber	100/200/400	2d8	1	10	5	AP 2, Min Str d6, Snapfire
Sniper, Medium Caliber	75/150/300	2d8	1	12	5	AP 3, Min Str d6, Snapfire
Sniper, Large Caliber	50/100/200	2d10	1	14	5	AP 4, Min Str d8, Snapfire
Machine Guns:						
Sub, Small Caliber	12/24/48	2d6	3	9	30	AP 1
Sub, Medium Caliber	12/24/48	2d6+1	3	11	40	AP 1
Sub, Large Caliber	12/24/48	2d8	3	13	50	AP 2
Light, Small Caliber	30/60/120	2d8	3	20	100	AP 2, Min Str d6, Snapfire
Light, Medium Caliber	30/60/120	2d8+1	3	25	200	AP 2, Min Str d8, Snapfire
Light, Large Caliber	30/60/120	2d10	3	30	250	AP 2, Min Str d8, Snapfire
Heavy, Small Caliber	50/100/200	2d8	4	35	250	AP 2, Bipod
Heavy, Medium Caliber	50/100/200	2d10	4	50	250	AP 3, Bipod
Heavy, Large Caliber	50/100/200	2d10	4	65	250	AP 4, HW, Bipod
Shotguns:						
Pump, Small Caliber Buckshot	12/24/48	1-3d6	1	8	6	Spread
Pump, Small Caliber Slug	12/24/48	2d8	1	8	6	
Pump, Medium Caliber Buckshot	12/24/48	1-3d6+1	1	9	6	Spread
Pump, Medium Caliber Slug	12/24/48	2d10	1	9	6	
Pump, Large Caliber Buckshot	12/24/48	1-3d8	1	10	6	AP 2, Spread
Pump, Large Caliber Slug	12/24/48	2d10	1	10	6	AP 2
Double Barrel, Small Caliber Buckshot	12/24/48	1-3d6	1-2	8	2	Spread
Double Barrel, Small Caliber Slug	12/24/48	2d8	1-2	8	2	
Double Barrel, Medium Caliber Buckshot	12/24/48	1-3d6+1	1-2	10	2	Spread
Double Barrel, Medium Caliber Slug	12/24/48	2d10	1-2	10	2	
Double Barrel, Large Caliber Buckshot	12/24/48	1-3d8	1-2	12	2	AP 2, Spread
Double Barrel, Large Caliber Slug	12/24/48	2d10	1-2	12	2	AP 2

FIREARM QUALITIES

3RB: The weapon can fire 3 rounds with one pull of the trigger. This adds +2 to the Shooting and damage rolls at the cost of the extra shots.

AP: Abbreviation for armor piercing, the firearm's damage ignores the listed points of Armor. A weapon with an AP value of 4, for instance, ignores 4 points of Armor. Excess AP is simply lost.

Bipod: Many machine guns use an integral or detachable bipod. Once deployed, these provide a more stable shooting position and help control recoil. It takes one action to deploy a bipod and set up the weapon. Once in position, the autofire penalty is reduced to –1.

Double Tap: The weapon can rapidly fire two rounds. Rather than rolling twice, add +1 to the Shooting and damage rolls (and it expends 2 shots).

HW: The weapon can affect vehicles and other devices with Heavy Armor.

Min Str: This is the minimum Strength required to use the weapon properly. A character with a lower Strength can use the weapon, but suffers a –1 penalty to his attack roll for every step of difference between his Strength and the minimum Strength required.

Snapfire: Certain weapons are very inaccurate if fired "from the hip" rather than using their iron sights. If the shooter moves in the action he fires, he suffers a –2 penalty to the Shooting roll.

Spread: Shotguns with buckshot ammo fire a spread of metal pellets, and so do more damage at closer range where there is less spread. Because of this increased chance of hitting a target, weapons with the Spread quality add +2 to their user's Shooting rolls. However, the damage decreases based on the range — at Long range the weapon deals 1 die of damage, at Medium range it is 2 dice of damage, and at Short range damage is 3 dice.

FRIGHT TABLE

1d20*	Effect
1-4	**Adrenaline Surge:** The hero's "fight" response takes over. He adds +2 to all Trait and damage rolls on his next action.
5-8	**Shaken:** The character is Shaken.
9-12	**Panicked:** The character immediately moves his full Pace plus running die away from the danger and is Shaken.
13-16	**Minor Phobia:** The character gains a Minor Phobia Hindrance somehow associated with the trauma.
17-18	**Major Phobia:** The character gains a Major Phobia Hindrance.
19-20	**The Mark of Fear:** 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+	**Heart Attack:** 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 1d4 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

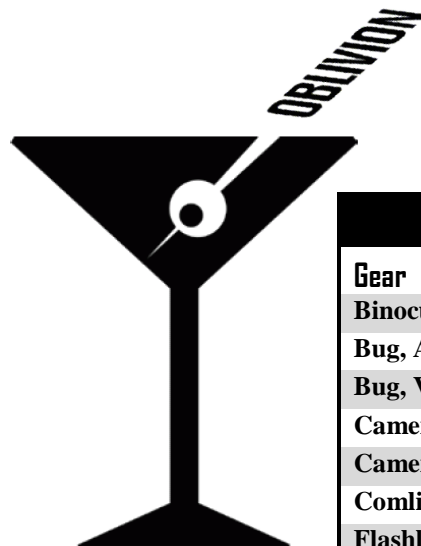| Option	Effect
Aim	+2 Shooting/Throwing if character does not move
Area Effect Attacks	Targets under template suffer damage, treat cover as armor; missed attack rolls cause 1d6" deviation for thrown weapons, 1d10" for launched weapons; x1 for Short, x2 for Medium, x3 for Long
Automatic Fire	See rules
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/3rd 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	*Small Weapons:* Range 3/6/12, Damage Str+d4, RoF 1, Min Str d4, –1 attack and Parry *Medium Weapons:* Range 2/4/8, Damage Str+d6, RoF 1, Min Str d6, –1 Attack and Parry *Large Weapons:* 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	*Bash:* Push the target 1" for every success and raise on the Strength roll *Shield Bash:* As above but causes Strength damage, +1 for a small shield, +2 for a medium shield, and +3 for a large shield, *Knock Prone:* 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

Ugly
Lame Anemic One Big HardArm Obese
Vengeful Thumbs Stubborn Bad Hearing
MeanEye Overconfident Mouth Loyal
Delusional Arrogant Wish Obligations Eyes
Outsider Greedy Clueless Honor
Curious Elderly Small Wanted
Leg Code Death
Luck

STANDARD LOADOUTS

Assault Branch	Occult Branch	Operations Branch
Assault Rifle (Medium Caliber) with 8 clips	Semi Auto Pistol (Small Caliber) with 4 clips	Semi Auto Pistol (Medium Caliber) with 4 clips
Semi Auto Pistol (Medium Caliber) with 4 clips	Talisman (Arcane Resistance) 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
Loadout Template	**Loadout Template**	**Loadout Template**
1 Resource Point = 4 Equipment Picks (2 Weapons, Extra Ammo (4), Silencer)	1 Resource Point = 4 Equipment Picks (1 Weapon, Silencer, 2 Miscellaneous)	1 Resource Point = 4 Equipment Picks (1 Weapon, Silencer, 2 Miscellaneous)
2 Resource Points =1 Spytech/Special Training	2 Resource Points =1 Spytech/Special Training	2 Resource Points =1 Spytech/Special Training
1 Resource Point = 1 SUD	1 Resource Point = 1 SUD	1 Resource Point = 1 Perk

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.

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.

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 *bolt*
Bolt II	Seasoned	One 3d6 bolt or two 2d6 *bolts*
Bolt III	Veteran	One 3d6 bolt or three 2d6 *bolts*

CHEYENNE