



Document Type: Agent Dossier
CLASSIFICATION: NEED TO KNOW

***IF COMPROMISED
THIS DOCUMENT IS TO BE DESTROYED***

Subject: Dalton, Steven

Codename: Hammer

Background Brief:

Hammer was a Brooklyn street tough who joined the U.S. Merchant Marine rather than face an Assault charge. He was recruited by UNITAS for use as extra muscle, and has performed admirably in every assignment.

Despite initial appearances, Hammer is not a musclebound idiot. He is skilled enough to operate with or without weapons, and is smart enough to know how to apply violence carefully in pursuit of specific goals.

Cut like a thoroughbred, Hammer is in peak physical condition. He has a number of tattoos across his arms and torso, but all are easily concealed beneath a typical long sleeved shirt.

File Photo:



Gear

(Starting Possessions 1/II, 2/I)

II - Glock 18 (Service Pistol chambered in 9mmP), I - Two add-ons, I - Two add-ons



<u>Damage</u>	<u>Error/Threat</u>	<u>Ammo</u>	<u>Recoil</u>	<u>Rng Inc</u>	<u>SZ/Hand</u>	<u>Wt.</u>
1d10+1	1-3 / 20	31 M 4	14	25 ft.	D / 1h	1.5#

Qualities

NFM - *Non-standard Fire Mode*

The Glock 18 may fire in single shot, burst, or full auto modes.

CMP - *Composite*

A metal detector does *not* automatically spot this weapon (see rules pg. 438), but rather must make a Notice/Awareness check with a skill bonus equal to its Power Rating x2. The character trying to slip the weapon past the detector opposes its skill check result with a Sleight of Hand/Conceal Action check. With success, the weapon slips through unnoticed.

DEP - *Dependable*

The action die cost to activate any error made with this weapon increases by 1.

Add-on - *Barrel Upgrade, Ported*

Grooves in the upper side of the barrel's tip vent part of the muzzle blast upward, reducing the recoil of the weapon by 3. This adjustment is already figured into the statline above.

Add-on - *Laser Sight, Standard*

Projects a visible-frequency laser beam parallel to the barrel. This grants a +2 gear bonus with attack checks made against any target within 50 ft. and a +1 gear bonus with any Threaten actions made against targets within the same range, provided the target can see the laser's dot.

Add-on - *Holster, Shoulder*

Readying the Glock from this holster requires 1 half action. The DCs of Notice and Search checks made to find the Glock when in this holster increase by 1.

Add-on - *Reworked Action*

This Glock 18 possesses the Dependable quality. This is explained above.

Add-on - *Clockwork Action*

Whenever an error is rolled with this weapon, the wielder rolls 1d6: with an even result, the error may not be activated as a critical failure.

Abilities and Feats

Accurate (Soldier Class Core Ability)

Each time Hammer spends 1 action die to boost an attack check, he rolls and adds the results of 2 dice (e.g. his bonus of 1d4 becomes 2d4).

Boxing Basics (Unarmed Combat Feat)

Hammer has 2 additional wound points. These are already figured into his wound total. He also knows the following stance and trick:

Closed Stance (Stance): While in this stance, Hammer may end his movement in an opponent's square. While he and his opponent remain in the same square, they are considered adjacent to each other. Further, when he remains in the same square as an opponent, he gains DR 2/- against the opponent's attacks, as well as a +2 bonus with unarmed damage against that opponent. Finally, the opponent may not take bonus 5-ft. steps.

Double Jab (Trick): As a half action, Hammer may make 2 unarmed Standard Attacks, suffering a -2 penalty with each attack check and inflicting 2 fewer points of damage per die rolled (minimum 1 point of damage per die).

CQB Basics (Ranged Combat Feat)

Hammer gains a +1 bonus with ranged attack checks and damage against targets within CQB range (30 ft.). Further, when he holds a readied weapon, he gains a +2 gear bonus with skill checks made as part of a Threaten action. Finally, he does not suffer the standard -4 penalty when making a ranged attack out of melee.

Rock and Roll ! (Ranged Combat Feat, taken using the Soldier class's Fight On ability)

When taking an Autofire or Strafe action, each of Hammer's volleys uses only 2 shots, and the maximum number of volleys he may fire is equal to $\frac{1}{2}$ the ammunition remaining in the weapon (rounded down). Further, he may use a rifle or machine gun with 1 hand, but suffers a -2 penalty with all attack checks when doing so.

Finally, each time he requests a weapon that may be used in Autofire mode, or ammunition for such a weapon, the number of shots he gains is doubled. This addition is already reflected in his Glock's statline.

Gear, continued

Common Items:

Nylon athletic-style duffle bag
Cell Phone (Motorola rubberized heavy-duty flip-open model)
iPod
Self-lighting flare
Binoculars
Sports watch (Seiko)
Zip ties (20)
Leatherman multitool
Flashlight
Pack of Cigarettes (Camel originals, hard pack)
Butane lighter (Zippo, brushed stainless steel, Harley Davidson emblem on side)
Sunglasses (Oakley wraparounds)

Mission-Specific Gear

Hammer may choose additional gear picks at mission-specific caliber, as follows:

1 Weapon pick

He may also take 1 gear pick from any 1 of the following categories:

Gadget, Tradecraft, Vehicle, or Resource

He may also take 4 additional common items.

Reserve Picks

Hammer may hold either 1 of his mission gear picks or 1 mission common item pick in reserve. Holding a gear pick in reserve will allow him to make a Request check during the mission, while holding his common item pick in reserve will allow him to make a Gear check during the mission. These checks work as follows:

Request Check

Hammer calls in to UNITAS Control (this requires some form of rapid communication—phone, email, satellite radio, etc.--and takes 1 full minute to complete) and requests any single item or option listed on any Gear chart in calibers I-III. Hammer must spend his Reserve gear pick *and* action dice equal to the caliber of the item sought to make this request, and these are spent whether the Request check is successful or not.

Hammer then rolls 1d20+1 (Note: action dice spent in this manner are *not* rolled and added to the total; they are simply spent). The DC is 10 x the caliber of the requested item. If successful, the item is delivered to Hammer in 3d20 minutes.

Request checks may be re-tried, but all the costs must be paid again.

More than one player may pay a Request check's action die cost, but only one of them makes the roll to determine whether the item or option is available.

Gear Check

At any time during the mission, if Hammer kept a common item pick in reserve, he may roll 1d20+2. If the result is 21 or higher, his Reserve Common item pick converts instantly to a single Common item he happened to remember to bring along. This check consumes the Reserve Common item pick, and may not be re-tried.

Dalton, Steven **Soldier** **1** **Fit** **Faction - Impossible Mission Force** **REPUTATION / NET WORTH**

Hammer - **Mercenary** **CAMPAGN** **CAMPAGN QUALITIES**

PLAYER NAME - **XP-GAINED / XP-NEEDED** **M** **36** **6'2"** **220 lbs.** **Grey** **Brown**

ATTRIBUTE NAME	ATTR SCORE	ATTR MOD	TEMP SCORE	TEMP MOD
STR	16	3		
DEX	14	2		
CON	14	2		
INT	10	0		
WIS	12	1		
CHA	12	1		

	TOTAL	SPENT
VITALITY	14	
WOUNDS	16	

	TOTAL	SPENT	HRESHOL
SUBDUAL	14		
STRESS	12		

	TOTAL	LEVEL	ATTR MOD	MISC
KNOWLEDGE	1	1	0	0
REQUEST	2	1	1	0
GEAR	2	1	1	0

TOTAL	CLASS	DEX	SIZE	MISC	ARMOR
DEFENSE	12	0	2	0	0

TOTAL	CLASS	DEX	MISC	SPEED	ACTION DICE	TOTAL	DIE	SPENT
INITIATIVE	4	2	2	0	35	3	d4	

SAVING THROWS	TOTAL BONUS	BASE SAVE	ATTR MOD	MISC MOD
FORT	4	1	2	1
REFL	2	0	2	0
WILL	3	2	1	0

BASE ATTACKS	TOTAL BONUS	BASE ATTK	ATTR MOD	MISC MOD
UNARMED	4	1	3	0
MELEE	4	1	3	0
RANGED	3	1	2	0

CONDITIONS
Bonus of +1 to Autofire attack checks

WEALTH	
TOTAL	1
LIFESTYLE	1
CASH	1
POSSESSIONS	2 (1/II, 2/I)
Apperance Modifier	-2
Spending Cash	\$100

Interests Guns, Physical Fitness

CARRYING CAPACITY	
LIGHT	to 76
MEDIUM	153
HEAVY	230
EXTREME	460
OVERLOAD	461+



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Subject: Crenshaw, Randall

Codename: Shepherd

Background Brief:

Shepherd graduated cum laude from UConn with a double degree in Political Science and Business Administration. He was readily accepted into the U.S. Government's Palace Acquire program, and was recruited from that pool into UNITAS. He is a solid leader and planner, with a knack for pulling off unorthodox schemes and a proven ability to get things done.

He appears at first glance as a hippie beachcomber—longhaired and birkenstocked. He cares little for his initial appearance, choosing instead to concentrate intensely on whatever mission he is currently assigned. He keeps the bulk of his own personal resources fluid so as to apply them where needed.

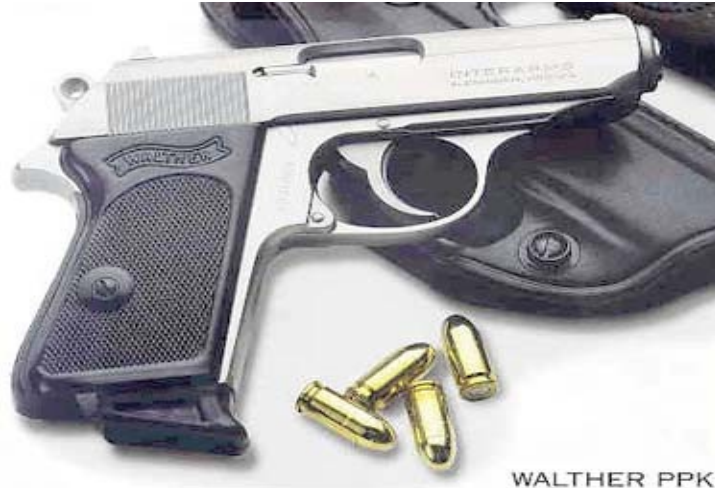
File Photo:



Gear

(Starting Possessions 1/II, 2/I)

I - Walther PPK (Backup Pistol chambered in .380 ACP)



Damage	Error/Threat	Ammo	Recoil	Rng Inc	SZ/Hand	Wt.
2d4	1-2 / 20	7 M 8	13	15 ft.	D / 1h	1.3#

Qualities

DST - *Discreet*

Each skill check made to conceal this weapon gains a +2 bonus.

Add-on - *Holster, Holdout*

A hard to spot ankle holster. Readying the Walther from this holster requires 1 full action. The DCs of Notice and Search checks made to find the Walther when in this holster increase by 4.

I - Headset Radio, PR 2

(Range 1 mile, Size T / 1 hnd, Battery 8 hours, save +8)

II - First Aid Kit II (Using this kit grants a +1 bonus to skill checks requiring its use)

Includes:

Adhesive bandages (various)	Gauze (pads and rolls)	Elastic compress bandages
Blister pads	Wooden splints	Tourniquets
Latex gloves	Thermometer	Tweezers
Razor blades	Safety pins	Cotton swabs (dry and alcohol-saturated)
Antibacterial soap	Antiseptic solution	Antibiotic cream
Surgical tape	Painkiller pills	Antihistamine pills
Antacid pills	Salt tablets	CPR mask
Stethoscope	Shears	Forceps
Surgical needles & thread	Burn gel	Sedative pills
Folding stretcher	Antivenin solution	Disposable syringes
Blankets	Stuffed Animal	Medical reporting forms & waterproof marker

Abilities and Feats

Generous (Pointman Class Core Ability)

As long as a teammate can see or hear Shepherd when the teammate makes a roll, Shepherd may spend and roll 1 action die to boost the teammate's result. When Shepherd uses this ability, Shepherd makes the action die roll and adds his own action die modifiers; the teammates modifiers are never applied. No single roll may benefit from this ability more than once.

Versatility (Pointman Class Ability)

Shepherd has selected the following additional skills as class skills:

Bluff, Notice, Sense Motive, Investigation.

Fortunate (Chance Feat)

As a free action, Shepherd may request 1 additional d4 action die from the GC, at which point the GC or an opponent of the GC's choice also gains 1 additional d4 action die. These action dice are lost if not used by the end of the current scene.

Shepherd may use this ability once per session.

Clean and Polished (Gear Feat)

The number of action dice required to activate an error with one of Shepherd's Possessions (personal gear) increases by 1. If one of his Possessions leaves his person for more than 24 hours, it loses this benefit until he spends 1 hour cleaning and readjusting it.

Gear, continued

Common Items:

Sunglasses (round dark John Lennons)
Swiss army knife
Binoculars
Cell phone (Nokia brick model)
PDA
Glow Stick x2
Matches (1 box)
Daypack
Velcro-band sport watch
Flashlight
Compass
4 gig thumb drive
Gum (Beeman's)

Mission-Specific Gear

Shepherd may choose additional gear picks at mission-specific caliber, as follows:

1 Resource pick, 1 Security pick

He may also take 2 gear picks (total) from any of the following categories:

Gadget, Tradecraft, Vehicle, or Resource

He may also take 5 additional common items.

Reserve Picks

Shepherd may hold a total of 2 picks (mission gear picks and/or mission common item picks) in reserve. Holding a gear pick in reserve will allow him to make a Request check during the mission, while holding a common item pick in reserve will allow him to make a Gear check during the mission. These checks work as follows:

Request Check

Shepherd calls in to UNITAS Control (this requires some form of rapid communication—phone, email, satellite radio, etc.--and takes 1 full minute to complete) and requests any single item or option listed on any Gear chart in calibers I-III. He must spend his Reserve gear pick *and* action dice equal to the caliber of the item sought to make this request, and these are spent whether the Request check is successful or not.

Shepherd then rolls 1d20+3 (Note: action dice spent in this manner are *not* rolled and added to the total; they are simply spent). The DC is 10 x the caliber of the requested item. If successful, the item is delivered in 3d20 minutes.

Request checks may be re-tried, but all the costs must be paid again.

More than one player may pay a Request check's action die cost, but only one of them makes the roll to determine whether the item or option is available.

Gear Check

At any time during the mission, if Shepherd kept 1 or 2 common item picks in reserve, he may roll 1d20+3. If the result is 21 or higher, his Reserve Common item pick converts instantly to a single Common item he happened to remember to bring along. This check consumes the Reserve Common item pick, and may not be re-tried.

Crenshaw, Randall Pointman 1 Reliable Faction - Impossible Mission Force

CHARACTER NAME FIRST CLASS LEVEL TALENT FACTION / FREELANCE REPUTATION / NET WORTH
 CODE NAME SECOND CLASS LEVEL SPECIALTY CAMPAIGN CAMPAIGN QUALITIES

PLAYER NAME THIRD CLASS LEVEL XP-GAINED / XP-NEEDED GENDER AGE HEIGHT WEIGHT EYES HAIR
 M 32 5'11" 160 lbs. Brown Brown

ATTRIBUTE NAME	ATTR SCORE	ATTR MOD	TEMP SCORE	TEMP MOD
STR	12	1		
DEX	12	1		
CON	14	2		
INT	12	1		
WIS	14	2		
CHA	14	2		

	TOTAL	SPENT
VITALITY	12	
WOUNDS	14	

	TOTAL	SPENT
SUBDUAL	14	
STRESS	15	

	TOTAL	LEVEL	ATTR MOD	MISC
KNOWLEDGE	2	1	1	0
REQUEST	3	1	2	0
GEAR	3	1	2	0

TOTAL	CLASS	DEX	SIZE	MISC	ARMOR
DEFENSE	11	0	1	0	0

TOTAL	CLASS	DEX	MISC	SPEED	ACTION DICE	TOTAL	DIE	SPENT
INITIATIVE	2	1	1	0	30	3	d4	

SAVING THROWS	TOTAL BONUS	BASE SAVE	ATTR MOD	MISC MOD
FORT	3	1	2	0
REFL	2	1	1	0
WILL	3	1	2	0

BASE ATTACKS	TOTAL BONUS	BASE ATK	ATTR MOD	MISC MOD
UNARMED	1	0	1	0
MELEE	1	0	1	0
RANGED	1	0	1	0

CONDITIONS
 May, 1/session, ask for a hint from GC

WEALTH	
TOTAL	3
LIFESTYLE	1
CASH	4
POSSESSIONS	1 (1/II, 2/1)
Apperance Modifier	-2
Spending Cash	\$1,600

Interests Finance, Music, Politics

CARRYING CAPACITY	
LIGHT	to 43
MEDIUM	86
HEAVY	130
EXTREME	260
OVERLOAD	261+

SKILLS

MAX RANKS

CLASS SKILL	SKILLCHECK	KEY ATTR	RESULT CAP	SKILL BONUS	RANKS	ATTR MOD	MISC MOD	ERROR RANGE	THREAT RANGE	CLASS SKILL	SKILLCHECK	KEY ATTR	RESULT CAP	SKILL BONUS	RANKS	ATTR MOD	MISC MOD	ERROR RANGE	THREAT RANGE
<input type="checkbox"/>	ACROBATICS									<input checked="" type="checkbox"/>	MEDICINE				2				
	BALANCE	DEX	15	1	= 0 + 1 +			1	20		FIRST AID	WIS	20	4	= 2 + 2 +			1	20
	FALLING	DEX	15	1	= 0 + 1 +			1-3	20		STABILIZE	WIS	20	4	= 2 + 2 +			1-2	20
	JUMP	STR	15	1	= 0 + 1 +			1	20		SURGERY	INT	20	3	= 2 + 1 +			1-4	20
	MANEUVER	DEX	15	1	= 0 + 1 +			1	20		THERAPY	WIS	20	4	= 2 + 2 +			1	20
	SKYDIVING	DEX	15	1	= 0 + 1 +			1-3	20		TREATMENT	WIS	20	4	= 2 + 2 +			1	20
	TUMBLE	DEX	15	1	= 0 + 1 +			1	20	<input type="checkbox"/>	NETWORKING								
<input type="checkbox"/>	ANALYSIS										CONTACT	CHA	15	2	= 0 + 2 +			1	20
	APPRAISE	INT	15	1	= 0 + 1 +			1	20		ENDORSEMENT	*	15	= 0 + * +			1	20	
	AUTHENTICATE	INT	15	1	= 0 + 1 +			1	20		MEDIATION	*	15	= 0 + * +			1-2	20	
	DECIPHER	INT	15	1	= 0 + 1 +			*	20	<input checked="" type="checkbox"/>	NOTICE				3				
	EXAMINE MEDIA	WIS	15	2	= 0 + 2 +			1	20		AWARENESS	WIS	20	5	= 3 + 2 +			1	20
	FORENSICS	WIS	15	2	= 0 + 2 +			1	20	<input checked="" type="checkbox"/>	PROFESSION				1				
<input type="checkbox"/>	ATHLETICS										ACCOMPLISHMENT	CHA	20	3	= 1 + 2 +			1-2	20
	BIND	STR	15	1	= 0 + 1 +			1	20	<input type="checkbox"/>	RESOLVE								
	CLIMB	CON	15	2	= 0 + 2 +			1	20		CONCENTRATE	CON	15	2	= 0 + 2 +			1	20
	ESCAPE	STR	15	1	= 0 + 1 +			1	20		MORALE	WIS	15	2	= 0 + 2 +			1	20
	FORCE MARCH	CON	15	2	= 0 + 2 +			1	20		R&R	CON	15	2	= 0 + 2 +			1	20
	MANEUVER	STR	15	1	= 0 + 1 +			1	20		RESIST IMPRESS	WIS	15	2	= 0 + 2 +			1	20
	POWER LIFT	STR	15	1	= 0 + 1 +			1-2	20		RESIST INTIMIDATE	WIS	15	2	= 0 + 2 +			1	20
	SMASH	STR	15	1	= 0 + 1 +			1	20	<input checked="" type="checkbox"/>	SCIENCE				3				
	SPEED PUSH	CON	15	2	= 0 + 2 +			1-2	20		CHEMISTRY	INT	20	4	= 3 + 1 +			1	20
	SPORTS	*	15	= 0 + * +				1	20		ECONOMY	INT	20	4	= 3 + 1 +			1	20
	SWIM	CON	15	2	= 0 + 2 +			1	20		ENGINEERING	INT	20	4	= 3 + 1 +			1	20
<input type="checkbox"/>	BLEND										FABRICATION	INT	20	4	= 3 + 1 +			1	20
	STEALTH	*	15	= 0 + * +				1	20		ENETICS	INT	20	4	= 3 + 1 +			1-2	20
<input checked="" type="checkbox"/>	BLUFF				3						MATHEMATICS	INT	20	4	= 3 + 1 +			1-2	20
	DECEPTION	CHA	20	5	= 3 + 2 +			1	20		PHARMACOLOGY	INT	20	4	= 3 + 1 +			1	20
<input type="checkbox"/>	BUREAUCRACY										PROGRAMMING	INT	20	4	= 3 + 1 +			1	20
	BRIBE	CHA	15	2	= 0 + 2 +			*	20		SUPER	INT	20	4	= 3 + 1 +			1-2	20
<input type="checkbox"/>	COMPUTERS									<input type="checkbox"/>	SEARCH								
	OPTIMIZE	INT	15	1	= 0 + 1 +			1	20		PERCEPTION	INT	15	1	= 0 + 1 +			1	20
<input checked="" type="checkbox"/>	CULTURES				3					<input type="checkbox"/>	SECURITY								
	COMMUNICATE	INT	20	4	= 3 + 1 +			1-2	20		DISABLE	INT	15	1	= 0 + 1 +			1	20
<input checked="" type="checkbox"/>	DRIVE				3						HOTWIRE	INT	15	1	= 0 + 1 +			1	20
	MANEUVER	DEX	20	4	= 3 + 1 +			1	20		INSTALLATION	INT	15	1	= 0 + 1 +			1	20
<input type="checkbox"/>	ELECTRONICS									<input checked="" type="checkbox"/>	SENSE MOTIVE				3				
	BUILD	INT	15	1	= 0 + 1 +			1	20		DETECT LIE	WIS	20	5	= 3 + 2 +			1	20
	DISABLE	INT	15	1	= 0 + 1 +			1	20		INNUENDO	CHA	20	5	= 3 + 2 +			1	20
	MODIFY	WIS	15	2	= 0 + 2 +			1	20		RESIST MANIP	WIS	20	5	= 3 + 2 +			1	20
	OPTIMIZE	INT	15	1	= 0 + 1 +			1	20	<input type="checkbox"/>	SLEIGHT OF HAND								
	REPAIR	INT	15	1	= 0 + 1 +			1	20		CONCEAL ACTION	DEX	15	1	= 0 + 1 +			1-2	20
	SABOTAGE	WIS	15	2	= 0 + 2 +			1	20		STASH ITEM	DEX	15	1	= 0 + 1 +			1	20
<input type="checkbox"/>	FALSIFY									<input type="checkbox"/>	SNEAK								
	COVER UP	WIS	15	2	= 0 + 2 +			*	20		HIDE	*	15	= 0 + * +			1	20	
	DISGUISE	WIS	15	2	= 0 + 2 +			1	20		STASH ITEM	DEX	15	1	= 0 + 1 +			1	20
	FORGERY	INT	15	1	= 0 + 1 +			1	20	<input type="checkbox"/>	STREETWISE								
<input type="checkbox"/>	IMPRESS										BLACK MARKET	CHA	15	2	= 0 + 2 +			1	20
	INFLUENCE	CHA	15	2	= 0 + 2 +			1	20		BRIBE	CHA	15	2	= 0 + 2 +			*	20
	PERFORM	CHA	15	2	= 0 + 2 +			1	20		GAMBLING	*	15	= 0 + * +			1	20	
	PERSUADE	CHA	15	2	= 0 + 2 +			1	20	<input type="checkbox"/>	SURVIVAL								
<input type="checkbox"/>	INTIMIDATE										ANIMAL TRAINING	CHA	15	2	= 0 + 2 +			1	20
	COERCION	*	15	= 0 + * +				1-2	20		FORAGING	WIS	15	2	= 0 + 2 +			1	20
	DOMINATION	*	15	= 0 + * +				1	20		FORECAST WEATH	WIS	15	2	= 0 + 2 +			1-3	20
<input checked="" type="checkbox"/>	INVESTIGATION				3						MANEUVER	CHA	15	2	= 0 + 2 +			1	20
	CANVAS	CHA	20	5	= 3 + 2 +			1	20		TRACKING	WIS	15	2	= 0 + 2 +			1	20
	DET SEARCH	WIS	20	5	= 3 + 2 +			1	20	<input checked="" type="checkbox"/>	TACTICS				1				
	RESEARCH	WIS	20	5	= 3 + 2 +			1	20		AMBUSH	WIS	20	3	= 1 + 2 +			1	20
<input type="checkbox"/>	MANIPULATE										MANEUVER	CHA	20	3	= 1 + 2 +			1	20
	HARASS	*	15	= 0 + * +				1	20		RALLY	CHA	20	3	= 1 + 2 +			1	20
	SLANDER	*	15	= 0 + * +				1	20	<input type="checkbox"/>	MECHANICS								
<input type="checkbox"/>	MECHANICS										BUILD	INT	15	1	= 0 + 1 +			1	20
	BUILD	INT	15	1	= 0 + 1 +			1	20		DISABLE	INT	15	1	= 0 + 1 +			1	20
	DISABLE	INT	15	1	= 0 + 1 +			1	20		MODIFY	WIS	15	2	= 0 + 2 +			1	20
	MODIFY	WIS	15	2	= 0 + 2 +			1	20		OPTIMIZE	INT	15	1	= 0 + 1 +			1	20
	OPTIMIZE	INT	15	1	= 0 + 1 +			1	20		REPAIR	INT	15	1	= 0 + 1 +			1	20
	REPAIR	INT	15	1	= 0 + 1 +			1	20		SABOTAGE	INT	15	1	= 0 + 1 +			1	20
	SABOTAGE	INT	15	1	= 0 + 1 +			1	20										

FOCUSES AND FORTES

CULTURES			DRIVE			SCIENCE			PROFESSION			WEAPON PROFICIENCIES		
KNOWN	FORTE	FOCUS	KNOWN	FORTE	FOCUS	KNOWN	FORTE	FOCUS	KNOWN	FORTE	FOCUS	KNOWN	FORTE	FOCUS
<input checked="" type="checkbox"/>	<input type="checkbox"/>	CENTRAL AMERICA	<input checked="" type="checkbox"/>	<input type="checkbox"/>	PERSONAL GROUND VEHICLES	<input checked="" type="checkbox"/>	<input type="checkbox"/>	CHEMISTRY	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Corporate Executive	<input type="checkbox"/>	<input type="checkbox"/>	UNARMED
<input type="checkbox"/>	<input type="checkbox"/>	EASTERN ASIA	<input type="checkbox"/>	<input type="checkbox"/>	STANDARD GROUND VEHICLES	<input type="checkbox"/>	<input type="checkbox"/>	ECONOMY	<input type="checkbox"/>	<input type="checkbox"/>	Politician	<input type="checkbox"/>	<input type="checkbox"/>	BLUNT
<input type="checkbox"/>	<input type="checkbox"/>	EASTERN EUROPE	<input type="checkbox"/>	<input type="checkbox"/>	HEAVY GROUND VEHICLES	<input type="checkbox"/>	<input type="checkbox"/>	ENGINEERING	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	EXOTIC (BLUNT)
<input type="checkbox"/>	<input type="checkbox"/>	NORTH AFRICA	<input type="checkbox"/>	<input type="checkbox"/>	MOUNTS & ANIMAL-DRAWN	<input type="checkbox"/>	<input type="checkbox"/>	FABRICATION	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	EDGED
<input checked="" type="checkbox"/>	<input type="checkbox"/>	NORTHERN AMERICA	<input type="checkbox"/>	<input type="checkbox"/>	PERSONAL AIRCRAFT	<input type="checkbox"/>	<input type="checkbox"/>	GENETICS	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	EXOTIC (EDGED)
<input type="checkbox"/>	<input type="checkbox"/>	OCEANIA	<input type="checkbox"/>	<input type="checkbox"/>	PERFORMANCE AIRCRAFT	<input type="checkbox"/>	<input type="checkbox"/>	MATHEMATICS	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	EXPLOSIVES
<input type="checkbox"/>	<input type="checkbox"/>	SOUTH AMERICA	<input type="checkbox"/>	<input type="checkbox"/>	SERVICE AIRCRAFT	<input type="checkbox"/>	<input type="checkbox"/>	PHARMACOLOGY	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	GUIDED
<input type="checkbox"/>	<input type="checkbox"/>	SOUTHERN AFRICA	<input type="checkbox"/>	<input type="checkbox"/>	ROTARY-WING AIRCRAFT	<input type="checkbox"/>	<input type="checkbox"/>	PROGRAMMING	<input type="checkbox"/>	<input type="checkbox"/>		<input checked="" type="checkbox"/>	<input type="checkbox"/>	HANDGUN
<input type="checkbox"/>	<input type="checkbox"/>	SOUTHERN ASIA	<input type="checkbox"/>	<input type="checkbox"/>	PERSONAL WATERCRAFT	<input type="checkbox"/>	<input type="checkbox"/>	SUPER-SCIENCE	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	HURLED
<input type="checkbox"/>	<input type="checkbox"/>	WESTERN ASIA	<input type="checkbox"/>	<input type="checkbox"/>	STANDARD WATERCRAFT	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	EXOTIC (HURLED)
<input type="checkbox"/>	<input type="checkbox"/>	WESTERN EUROPE	<input type="checkbox"/>	<input type="checkbox"/>	SHIPS	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>		<input checked="" type="checkbox"/>	<input type="checkbox"/>	INDIRECT FIRE
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	SUBMARINES	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>		<		



Document Type: Agent Dossier
CLASSIFICATION: NEED TO KNOW

***IF COMPROMISED
THIS DOCUMENT IS TO BE DESTROYED***

Subject: Dance, Dana

Codename: Cleo

Background Brief:

Cleo was languishing in the lower echelons of CNN's field reporting office when she, in a bid for stardom, successfully infiltrated a high-security corporate installation to expose irregularities in the compound's environmental compliance. She broke the story, but was subsequently arrested for her activities. As a junior reporter, CNN hung her out to dry, but UNITAS took note of both her talent and her drive to succeed. Her case was quietly closed, went unreported, and Cleo left the news game in favor of the spy game.

She possesses exactly the right blend of looks and intelligence: she can be gorgeous if she wants to be, and can just as easily appear unremarkably plain. She is quite capable of bending others to her will, and is quite aware of that ability. Cleo despises guns, and finds violence distasteful except as a last resort.

File Photo:



Gear

(Starting Possessions 1/III, 2/II, 3/I)

I - Computer, Laptop PR 1

(Size T / 2 hnd, Battery 2 hrs, Save +5)

I - Disguise Kit I (-4 to skill checks requiring this kit if it is not used when needed)

Includes:

Makeup base (flesh tones, shadows, highlights, rouge, etc.)

Makeup binding compound (to prevent sweating off the disguise)

Putty and liquid latex compound (for sculpting scars, boils, warts, etc.)

Spirit gum adhesive Clear adhesive surgical tape

Pigments Assorted fake facial hair

Makeup brushes and sponges Facial cleanser

General personal grooming items (hairbrush, comb, toothbrush, nail clippers, tweezers, razor)

Lighted makeup mirror

II - Basic Poison, Knockout (3 doses, +3 doses of antidote)

(Primary Onset 3d4 rounds, Fort Save DC 12, on failure Stunned for 1d6 rnds.

Secondary Onset 2d4 rounds, Fort Save DC 14, on failure Unconscious for 1d6 rnds.)

II - Gadget! - Disguised Gear: Cleo carries a fine Mont Blanc pen and pencil set. The pen holds the three doses of poison, while the pencil holds the antidote. Twisting either the pen or pencil properly extends the syringe needle, ready to dispense a measured dose.

III - Camera, Video, Commercial Grade (Gadget!)

Hidden Compartment (1/I): Size T

Abilities and Feats

Doublespeak (Faceman Class Core Ability)

As a free action, Cleo may spend 1 action die to improve or worsen a target's disposition toward her and each of her allies by 1 grade for the duration of the current scene. This ability may not target any one character more than once per scene, nor improve any target's disposition toward Cleo or any of her allies to better than Supportive.

1,000 Faces (Faceman Class Ability)

3 times per mission, Cleo may target any 1 special character as whom she has successfully disguised herself. Until the end of the mission, the target is considered an additional persona provided by her Flawless Identity feat.

Flawless Identity (Tradecraft Feat)

Cleo has 3 specific, named identities (besides her own). Each of these identities features complete background documentation equivalent to a cover identity with a PR of 6. She may redefine any or all of her bonus identities during the Intel Phase of each mission.

Slipping into one of these identities (i.e. "getting into character") requires 1 minute and 1 action die, while returning to her natural identity requires only 1 free action. While she is in character, her true personality is completely submerged but still controls her actions. She retains all of her normal feats and skill ranks, but may voluntarily suppress or reduce any of them to better match the assumed identity. Further, each identity possesses 1 Profession focus and 2 Interests (chosen when an identity is chosen or replaced), and Cleo may use these focuses and interests only when in the appropriate identity.

When questioned in character, Cleo responds in character. She is not considered to be lying when she denies any knowledge of activities performed while not in character, or in a different identity. While in character, Cleo's true personality may only be discovered with a successful brainwashing attempt (and even this will only confirm that she is not who she claims to be).

Observer (Basic Skill Feat)

Cleo gains a +2 insight bonus with all skill and Knowledge checks made with Notice and Search. Further, her threat range with these skills is 19-20.

Mark (Style Feat)

As a free action, Cleo may target 1 character within her line of sight and name 3 skills, learning the target's total bonus with each. She may use this ability 1 time per session.

Gear, continued

Common Items:

Duct Tape	Camera Tripod	Sunglasses (trendy lightly-tinted)
Signal mirror	Extra film	Flashlight
Condoms (6)	Microphone	Pen and Pencil set (Mont Blanc—see main Gear)
Handsfree cell kit	Document shredder	Gum (Wrigley's spearmint)
Cellphone (Razr)	PDA	iPod

Novel (“Seduced by a Scoundrel” - trashy bodice ripper romance)

Mission-Specific Gear

Cleo may choose a total of 3 additional gear picks at mission-specific caliber, selecting from the following:

Gadget, Tradecraft, Vehicle, or Resource

She may also take 6 additional common items.

Reserve Picks

Cleo may hold a total of 3 picks (mission gear picks and/or mission common item picks) in reserve. Holding a gear pick in reserve will allow her to make a Request check during the mission, while holding a common item pick in reserve will allow her to make a Gear check during the mission. These checks work as follows:

Request Check

Cleo calls in to UNITAS Control (this requires some form of rapid communication—phone, email, satellite radio, etc.--and takes 1 full minute to complete) and requests any single item or option listed on any Gear chart in calibers I-III. She must spend her Reserve gear pick *and* action dice equal to the caliber of the item sought to make this request, and these are spent whether the Request check is successful or not.

Cleo then rolls 1d20+4 (Note: action dice spent in this manner are *not* rolled and added to the total; they are simply spent). The DC is 10 x the caliber of the requested item. If successful, the item is delivered in 3d20 minutes.

Request checks may be re-tried, but all the costs must be paid again.

More than one player may pay a Request check's action die cost, but only one of them makes the roll to determine whether the item or option is available.

Gear Check

At any time during the mission, if Cleo kept common item picks in reserve, she may roll 1d20+4. If the result is 21 or higher, her Reserve Common item pick converts instantly to a single Common item she happened to remember to bring along. This check consumes the Reserve Common item pick, and may not be re-tried.

Dance, Dana **Faceman** **1** **Shrew d** **Faction - Impossible Mission Force** **REPUTATION / NET WORTH**

Cleo **-** **Journalist** **CAMPAGN** **CAMPAGN QUALITIES**

PLAYER NAME **-** **XP GAINED / XP NEEDED** **F** **29** **5'8"** **135 lbs.** **Blue** **Blonde**

ATTRIBUTE NAME	ATTR SCORE	ATTR MOD	TEMP SCORE	TEMP MOD
STR	10	0		
DEX	12	1		
CON	10	0		
INT	12	1		
WIS	16	3		
CHA	16	3		

	TOTAL	SPENT
VITALITY	10	
WOUNDS	10	

	TOTAL	HRESHOL	SPENT
SUBDUAL	10		
STRESS	16		

	TOTAL	LEVEL	ATTR MOD	MISC
KNOWLEDGE	2	1	1	0
REQUEST	4	1	3	0
GEAR	4	1	3	0

TOTAL	CLASS	DEX	SIZE	MISC	ARMOR
DEFENSE 12	10	1	1	0	0

TOTAL	CLASS	DEX	MISC	TOTAL	DIE	SPENT
INITIATIVE 3	2	1	0	3	d4	
SPEED 30						
ACTION DICE 3						

SAVING THROWS	TOTAL BONUS	BASE SAVE	ATTR MOD	MISC MOD
FORT	1	1	0	0
REFL	1	0	1	0
WILL	4	1	3	0

BASE ATTACKS	TOTAL BONUS	BASE ATK	ATTR MOD	MISC MOD
UNARMED	0	0	0	0
MELEE	0	0	0	0
RANGED	1	0	1	0

CONDITIONS

WEALTH	
TOTAL	5
LIFESTYLE	3
CASH	1
POSSESSIONS	4 (1/III, 2/II, 3/I)
Apperance Modifier	0
Spending Cash	\$100

Interests Politics, Tourism

CARRYING CAPACITY	
LIGHT	to 33
MEDIUM	66
HEAVY	100
EXTREME	200
OVERLOAD	201+

WEALTH

TOTAL 3 LIFESTYLE 1 CASH 1 POSSESSIONS 1

APPEARANCE MOD -2 SPENDING CASH \$100

LIFESTYLE ITEMS

Empty table for Lifestyle Items.

CARRYING CAPACITY

LIGHT MEDIUM HEAVY EXTREME OVERLOADED

RESERVE PICKS RESERVE COMMONS

COMMON ITEMS

Empty table for Common Items.

Table with 8 columns: PRIMARY VEHICLE, SZ, OCC, A/T, MPH, DEFSV, CARGO, RING/FUEL, QUALITIES.

Table with 8 columns: SECOND VEHICLE, SZ, OCC, A/T, MPH, DEFSV, CARGO, RING/FUEL, QUALITIES.

Table with 7 columns: VEHICLE WEAPON, ATK, DMG, E/T, RANGE, SZ/HND, BLAST.

Table with 7 columns: QUALITIES, AMMO TYPE, AMMO SPECIAL, SHOTS, AMMO TYPE, AMMO SPECIAL, SHOTS.

GEAR

CLER CAT ITEM

Empty table for Gear.

Table with 8 columns: PRIMARY WEAPON, ATK, RECOIL, DMG, E/T, RANGE, SZ/HND, WEIGHT. Includes sub-table for AMMO.

Table with 8 columns: SECONDARY WEAPON, ATK, RECOIL, DMG, E/T, RANGE, SZ/HND, WEIGHT. Includes sub-table for AMMO.

Table with 8 columns: TERTIARY WEAPON, ATK, RECOIL, DMG, E/T, RANGE, SZ/HND, WEIGHT. Includes sub-table for AMMO.

Table with 7 columns: PRIMARY PROTECTIVE, DR, RESIST, DP, ACP, SPD, SRCH/DC, WEIGHT.

Table with 7 columns: SECONDARY PROTECTIVE, DR, RESIST, DP, ACP, SPD, SRCH/DC, WEIGHT.



Document Type: Agent Dossier
CLASSIFICATION: NEED TO KNOW

***IF COMPROMISED
THIS DOCUMENT IS TO BE DESTROYED***

Subject: Beauchamp, Lyle

Codename: Rooster

Background Brief:

Rooster was raised in the backwater bayous of Florida, and at a young age embarked on a career in swamp boat racing. He was a rising star on the circuit when he was recruited by UNITAS as a getaway driver and extraction specialist. He is skilled in the use of most commonly used ground and water vehicles.

Rooster is a party animal, and when he's in action it shows. He whoops and crows with mad glee when behind the wheel, shouting at other drivers and leaning on the horn. His loudmouthed bravado should not be misread, however--he is very good at what he does.

File Photo:



Gear

(Starting Possessions 1/II, 3/I)

II - H&K MP5K (Light SMG chambered in 9mmP)



<u>Damage</u>	<u>Error/Threat</u>	<u>Ammo</u>	<u>Recoil</u>	<u>Rng Inc</u>	<u>SZ/Hand</u>	<u>Wt.</u>
1d10+1	1-2 / 20	15 M 6	8	15 ft.	D / 1h	2.8#

Qualities:

Add-on - *Laser Sight, Standard*

Projects a visible-frequency laser beam parallel to the barrel. This grants a +2 gear bonus with attack checks made against any target within 50 ft. and a +1 gear bonus with any Threaten actions made against targets within the same range, provided the target can see the laser's dot.

Add-on - *Concealment Case*

A messenger bag, fitted to include a holster. Readyng the MP5K from the case requires 1 full action. An external inspection of the case only spots the upgrade if the corresponding Notice or Search check results in a critical success.

I - Radio, Headset PR 2

(Range 1 mile, Size T / 1 hnd, Battery 8 hours, save +8)

I - Grapple Gun, Standard

May be fired at a ledge or other protrusion upon which the grapple may gain purchase. Firing a grapple gun requires 1 full action and a successful standard ranged attack against a DC of 20. Once anchored, the grapple gun provides a character with a vertical surface with an Athletics/Climb check DC of 15 or a horizontal surface with a Climb check DC of 20 or an Acrobatics/Balance check DC of 25. Reeling in a grapple requires 2 full actions.

I - Lockpicking Kit I

Includes:

Picks and shims (assorted) Tweezers
Screwdrivers (assorted small sizes)

Stethoscope
Penlight

Abilities and Feats

Driven (Wheelman Class Core Ability)

Each time Rooster spends 1 action die to boost a Maneuver or Mechanics/Repair check, he rolls and adds the results of 2 dice (e.g. his bonus of 1d4 becomes 2d4).

Further, when he suffers an error with a Maneuver or Mechanics/Repair check, the GC must spend 1 additional action die to activate it as a critical failure.

Custom Ride (Wheelman Class Ability)

Rooster may choose Vehicle gear picks as if the mission's Caliber were 1 higher.

Daredevil (Chase Feat)

Rooster may choose chase Strategies as if his vehicles Acceleration and Turning Ratings were each 2 higher. Further, he may choose the Stunt Strategy.

Speed Demon (Basic Skill Feat)

Rooster gains a +2 insight bonus with all skill and Knowledge checks made with Mechanics and Drive. Further, his base threat range with these skills is 19-20.

Bullseye (Ranged Combat Feat)

Before making a ranged Standard Attack that uses only one shot, Rooster may accept a penalty with his attack check of up to +6 to gain an equal bonus to damage. If the attack misses, he becomes flat-footed.

Gear, continued

Common Items:

Sunglasses (mirrored aviator-style)
Cell phone (silver flip phone)
Notebook
Pack of pens
Binoculars
Bullfrog Flotation keyfob
Zip ties (20)
Duct tape
Jackknife
Flashlight
Pack of cigarettes (Marlboro red)
Matches (1 box)

Mission-Specific Gear

Rooster may choose additional gear picks at mission-specific caliber, as follows:

1 Vehicle pick

He may also take 4 additional common items.

Reserve Picks

Shades may hold a total of 2 picks (mission gear picks and/or mission common item picks) in reserve. Holding a gear pick in reserve will allow him to make a Request check during the mission, while holding a common item pick in reserve will allow him to make a Gear check during the mission. These checks work as follows:

Request Check

Rooster calls in to UNITAS Control (this requires some form of rapid communication—phone, email, satellite radio, etc.--and takes 1 full minute to complete) and requests any single item or option listed on any Gear chart in calibers I-III. He must spend his Reserve gear pick *and* action dice equal to the caliber of the item sought to make this request, and these are spent whether the Request check is successful or not.

Rooster then rolls 1d20+1 (Note: action dice spent in this manner are *not* rolled and added to the total; they are simply spent). The DC is 10 x the caliber of the requested item. If successful, the item is delivered in 3d20 minutes.

Request checks may be re-tried, but all the costs must be paid again.

More than one player may pay a Request check's action die cost, but only one of them makes the roll to determine whether the item or option is available.

Gear Check

At any time during the mission, if Rooster kept 1 or 2 common item picks in reserve, he may roll 1d20+2. If the result is 21 or higher, his Reserve Common item pick converts instantly to a single Common item he happened to remember to bring along. This check consumes the Reserve Common item pick, and may not be re-tried.

Beauchamp, Lyle **Wheelman** **1** **Daring** **Faction - Impossible Mission Force** **REPUTATION / NET WORTH**

Rooster - **Motorhead** **CAMPAGN** **CAMPAGN QUALITIES**

PLAYER NAME - **XP-GAINED / XP-NEEDED** **M** **33** **5'10"** **150 lbs.** **Blue** **Black**

ATTRIBUTE NAME	ATTR SCORE	ATTR MOD	TEMP SCORE	TEMP MOD
STR	14	2		
DEX	18	4		
CON	12	1		
INT	10	0		
WIS	12	1		
CHA	10	0		

	TOTAL	SPENT
VITALITY	11	
WOUNDS	12	

	TOTAL	SPENT
SUBDUAL	12	
STRESS	12	

	TOTAL	LEVEL	ATTR MOD	MISC
KNOWLEDGE	1	1	0	0
REQUEST	1	1	0	0
GEAR	2	1	1	0

	TOTAL	CLASS	DEX	SIZE	MISC	ARMOR
DEFENSE	15	10	1	4	0	0

	TOTAL	CLASS	DEX	MISC	SPEED	ACTION DICE	TOTAL	DIE	SPENT
INITIATIVE	6	1	4	1	30	3	d4		

SAVING THROWS	TOTAL BONUS	BASE SAVE	ATTR MOD	MISC MOD
FORT	1	0	1	0
REFL	6	2	4	0
WILL	1	0	1	0

BASE ATTACKS	TOTAL BONUS	BASE ATTK	ATTR MOD	MISC MOD
UNARMED	3	1	2	0
MELEE	3	1	2	0
RANGED	5	1	4	0

CONDITIONS

Bonus +1 to all Action Die rolls

WEALTH	
TOTAL	1
LIFESTYLE	2
CASH	1
POSSESSIONS	2 (1/II, 3/I)
Apperance Modifier	-1
Spending Cash	\$100

Interests Boats, Hunting

CARRYING CAPACITY	
LIGHT	to 58
MEDIUM	116
HEAVY	175
EXTREME	350
OVERLOAD	351+



Document Type: Agent Dossier
CLASSIFICATION: NEED TO KNOW

***IF COMPROMISED
THIS DOCUMENT IS TO BE DESTROYED***

Subject: Worthington, Jeffrey

Codename: Shades

Background Brief:

Shades is a career espionage operative, and has always wanted to be. He cannot imagine a life other than one spent stealing secrets and spreading lies. He does not talk about his background, preferring to remain as shadowy and ominous as possible.

Dour and quiet, Shades is a classic man-in-black spy. He is rarely without his trademark sunglasses, and in fact has a miniature police scanner built into his current pair—all the better to keep informed. He is completely dedicated to UNITAS, and would die before betraying or failing the organization.

File Photo:



Gear

(Starting Possessions 1/II, 3/I)

II - Computer, Laptop PR 2

(Size T / 2 hnd, Battery 2 hrs, Save +5)

I - Headset Radio, PR 2

(Range 1 mile, Size T / 1 hnd, Battery 8 hours, save +8)

I - Lockpicking Kit I (-4 to skill checks requiring this kit if it is not used when needed)

Includes:

Picks and shims (assorted)	Tweezers	Stethoscope
Screwdrivers (assorted small sizes)		Penlight

I - Sunglasses (Gadget!)

Miniature Gear: Police Scanner (feeds to radio earpiece)

Abilities and Feats

Astute (Snoop Class Core Ability)

Each time Shades spends 1 action die to boost an Intelligence- or Wisdom-based skill check, he rolls and adds the results of 2 dice (e.g. his bonus of 1d4 becomes 2d4).

Flawless Search (Snoop Class Ability)

Each time Shades fails an Analysis or Search check and doesn't suffer an error, he still succeeds as long as the check DC (or opponent's check result) is equal to or less than 21. If several grades of success are possible, Shades achieves only the lowest possible positive result.

Private Eye (Basic Skill Feat)

Shades gains a +2 insight bonus with all skill and Knowledge checks made with Investigation and Security. Further, his threat range with these skills is 19-20.

Training (Advanced Skill Feat)

Shades has five extra skill points, which he was allowed to spend on a one-for-one basis on any skill, class or cross-class. He has taken 4 ranks in Security, and 1 in Sense Motive.

Investigator (Background Ability)

Twice per session, Shades may request a hint from the GC without spending action dice. If the GC refuses, Shades gains 1 action die.

Gear, continued

Common Items:

Laptop Peripherals (CD/DVD Burner/Drive), Wireless NetCard, Scanner/Printer)
Attache case
Metal detector wand
Sunglasses (MiB style)
Blackberry PDA
Rolex Watch
Document shredder
Swiss army knife
Handcuffs
Flashlight
Extra batteries
Cell Phone (black flip-phone)
Duct tape
Geiger counter

Mission-Specific Gear

Shades may choose additional gear picks at mission-specific caliber, as follows:

1 Tradecraft pick, 1 Gadget pick

He may also take 6 additional common items.

Reserve Picks

Shades may hold a total of 3 picks (mission gear picks and/or mission common item picks) in reserve. Holding a gear pick in reserve will allow him to make a Request check during the mission, while holding a common item pick in reserve will allow him to make a Gear check during the mission. These checks work as follows:

Request Check

Shades calls in to UNITAS Control (this requires some form of rapid communication—phone, email, satellite radio, etc.--and takes 1 full minute to complete) and requests any single item or option listed on any Gear chart in calibers I-III. He must spend his Reserve gear pick *and* action dice equal to the caliber of the item sought to make this request, and these are spent whether the Request check is successful or not.

Shades then rolls 1d20 (Note: action dice spent in this manner are *not* rolled and added to the total; they are simply spent). The DC is 10 x the caliber of the requested item. If successful, the item is delivered in 3d20 minutes.

Request checks may be re-tried, but all the costs must be paid again.

More than one player may pay a Request check's action die cost, but only one of them makes the roll to determine whether the item or option is available.

Gear Check

At any time during the mission, if Shades kept 1 or 2 common item picks in reserve, he may roll 1d20+4. If the result is 21 or higher, his Reserve Common item pick converts instantly to a single Common item he happened to remember to bring along. This check consumes the Reserve Common item pick, and may not be re-tried.

Worthington, Jeffrey **Snoop** **1** **Vigilant** **Faction - Impossible Mission Force** **REPUTATION / NET WORTH**

CHARACTER NAME FIRST CLASS LEVEL TALENT FACTION / FREELANCE

Shades **-** **Investigator** **CAMPAGN** **CAMPAGN QUALITIES**

CODENAME SECOND CLASS LEVEL SPECIALTY CAMPAIGN

- **-** **/** **M** **32** **6'0"** **170 lbs.** **?** **Brown**

PLAYER NAME THIRD CLASS LEVEL XP-GAINED / XP-NEEDED GENDER AGE HEIGHT WEIGHT EYES HAIR

ATTRIBUTE NAME	ATTR SCORE	ATTR MOD	TEMP SCORE	TEMP MOD
STR	12	1		
DEX	12	1		
CON	12	1		
INT	16	3		
WIS	16	3		
CHA	10	0		

	TOTAL	SPENT
VITALITY	9	
WOUNDS	12	

	TOTAL	SPENT	HRESHOL
SUBDUAL	12		
STRESS	16		

	TOTAL	LEVEL	ATTR MOD	MISC
KNOWLEDGE	4	1	3	0
REQUEST	1	1	0	0
GEAR	4	1	3	0

TOTAL	CLASS	DEX	SIZE	MISC	ARMOR
DEFENSE	13	2	1	0	0

TOTAL	CLASS	DEX	MISC
INITIATIVE	2	1	1

SPEED	30
ACTION DICE	3 d4

SAVING THROWS	TOTAL BONUS	BASE SAVE	ATTR MOD	MISC MOD
FORT	2	1	1	0
REFL	2	1	1	0
WILL	3	0	3	0

BASE/ATTACKS	TOTAL BONUS	BASE ATK	ATTR MOD	MISC MOD
UNARMED	1	0	1	0
MELEE	1	0	1	0
RANGED	1	0	1	0

CONDITIONS
Bonus of +1 vs. Surprise

WEALTH	
TOTAL	1
LIFESTYLE	1
CASH	1
POSSESSIONS	2 (1/II, 3/I)
Apperance Modifier	-2
Spending Cash	\$100

Interests Computers, Puzzles

CARRYING CAPACITY	
LIGHT	to 43
MEDIUM	86
HEAVY	130
EXTREME	260
OVERLOAD	261+

SKILLS

MAX RANKS

CLASS SKILL	SKILLCHECK	KEY ATTR	RESULT CAP	SKILL BONUS	RANKS	ATTR MOD	MISC MOD	ERROR RANGE	THREAT RANGE	CLASS SKILL	SKILLCHECK	KEY ATTR	RESULT CAP	SKILL BONUS	RANKS	ATTR MOD	MISC MOD	ERROR RANGE	THREAT RANGE
<input type="checkbox"/>	ACROBATICS									<input type="checkbox"/>	MEDICINE								
	BALANCE	DEX	15	1	= 0 + 1 +			1	20		FIRST AID	WIS	15	3	= 0 + 3 +			1	20
	FALLING	DEX	15	1	= 0 + 1 +			1-3	20		STABILIZE	WIS	15	3	= 0 + 3 +			1-2	20
	JUMP	STR	15	1	= 0 + 1 +			1	20		SURGERY	INT	15	3	= 0 + 3 +			1-4	20
	MANEUVER	DEX	15	1	= 0 + 1 +			1	20		THERAPY	WIS	15	3	= 0 + 3 +			1	20
	SKYDIVING	DEX	15	1	= 0 + 1 +			1-3	20		TREATMENT	WIS	15	3	= 0 + 3 +			1	20
	TUMBLE	DEX	15	1	= 0 + 1 +			1	20	<input checked="" type="checkbox"/>	NETWORKING								
<input checked="" type="checkbox"/>	ANALYSIS				4						CONTACT	CHA	20	3	= 3 + 0 +			1	20
	APPRAISE	INT	30	8	= 4 + 3 + 1			1	20		ENDORSEMENT	*	20		= 3 + * +			1	20
	AUTHENTICATE	INT	30	8	= 4 + 3 + 1			1	20		MEDIATION	*	20		= 3 + * +			1-2	20
	DECIPHER	INT	30	8	= 4 + 3 + 1			*	20	<input checked="" type="checkbox"/>	NOTICE								
	EXAMINE MEDIA	WIS	30	8	= 4 + 3 + 1			1	20		AWARENESS	WIS	30	8	= 4 + 3 + 1			1	19
	FORENSICS	WIS	30	8	= 4 + 3 + 1			1	20	<input type="checkbox"/>	PROFESSION								
<input type="checkbox"/>	ATHLETICS										ACCOMPLISHMENT	CHA	15	0	= 0 + 0 +			1-2	20
	BIND	STR	15	1	= 0 + 1 +			1	20	<input type="checkbox"/>	RESOLVE								
	CLIMB	CON	15	1	= 0 + 1 +			1	20		CONCENTRATE	CON	15	1	= 0 + 1 +			1	20
	ESCAPE	STR	15	1	= 0 + 1 +			1	20		MORALE	WIS	15	3	= 0 + 3 +			1	20
	FORCE MARCH	CON	15	1	= 0 + 1 +			1	20		R&R	CON	15	1	= 0 + 1 +			1	20
	MANEUVER	STR	15	1	= 0 + 1 +			1	20		RESIST IMPRESS	WIS	15	3	= 0 + 3 +			1	20
	POWER LIFT	STR	15	1	= 0 + 1 +			1-2	20		RESIST INTIMIDATE	WIS	15	3	= 0 + 3 +			1	20
	SMASH	STR	15	1	= 0 + 1 +			1	20	<input checked="" type="checkbox"/>	SCIENCE								
	SPEED PUSH	CON	15	1	= 0 + 1 +			1-2	20		CHEMISTRY	INT	20	5	= 2 + 3 +			1	20
	SPORTS	*	15		= 0 + * +			1	20		ECONOMY	INT	20	5	= 2 + 3 +			1	20
	SWIM	CON	15	1	= 0 + 1 +			1	20		ENGINEERING	INT	20	5	= 2 + 3 +			1	20
<input checked="" type="checkbox"/>	BLEND				4						FABRICATION	INT	20	5	= 2 + 3 +			1	20
	STEALTH	*	30		= 4 + * +			1	20		ENGENETICS	INT	20	5	= 2 + 3 +			1-2	20
<input checked="" type="checkbox"/>	BLUFF				3						MATHEMATICS	INT	20	5	= 2 + 3 +			1-2	20
	DECEPTION	CHA	20	3	= 3 + 0 +			1	20		PHARMACOLOGY	INT	20	5	= 2 + 3 +			1	20
<input checked="" type="checkbox"/>	BUREAUCRACY				3						PROGRAMMING	INT	20	5	= 2 + 3 +			1	20
	BRIBE	CHA	20	3	= 3 + 0 +			*	20	<input checked="" type="checkbox"/>	SEARCH								
<input checked="" type="checkbox"/>	COMPUTERS				3						PERCEPTION	INT	30	7	= 4 + 3 +			1	20
	OPTIMIZE	INT	20	6	= 3 + 3 +			1	20	<input type="checkbox"/>	SECURITY								
<input checked="" type="checkbox"/>	CULTURES				1						DISABLE	INT	30	9	= 4 + 3 + 2			1	19
	COMMUNICATE	INT	20	4	= 1 + 3 +			1-2	20		HOTWIRE	INT	30	9	= 4 + 3 + 2			1	19
<input type="checkbox"/>	DRIVE										INSTALLATION	INT	30	9	= 4 + 3 + 2			1	19
	MANEUVER	DEX	15	1	= 0 + 1 +			1	20	<input checked="" type="checkbox"/>	SENSE MOTIVE								
<input checked="" type="checkbox"/>	ELECTRONICS				4						DETECT LIE	WIS	30	7	= 4 + 3 +			1	20
	BUILD	INT	30	7	= 4 + 3 +			1	20		INNUENDO	CHA	30	4	= 4 + 0 +			1	20
	DISABLE	INT	30	7	= 4 + 3 +			1	20		RESIST MANIP	WIS	30	7	= 4 + 3 +			1	20
	MODIFY	WIS	30	7	= 4 + 3 +			1	20	<input checked="" type="checkbox"/>	SLEIGHT OF HAND								
	OPTIMIZE	INT	30	7	= 4 + 3 +			1	20		CONCEAL ACTION	DEX	30	5	= 4 + 1 +			1-2	20
	REPAIR	INT	30	7	= 4 + 3 +			1	20		STASH ITEM	DEX	30	5	= 4 + 1 +			1	20
	SABOTAGE	WIS	30	7	= 4 + 3 +			1	20	<input type="checkbox"/>	SNEAK								
<input type="checkbox"/>	FALSIFY										HIDE	*	15		= 0 + * +			1	20
	COVER UP	WIS	15	3	= 0 + 3 +			*	20		STASH ITEM	DEX	15	1	= 0 + 1 +			1	20
	DISGUISE	WIS	15	3	= 0 + 3 +			1	20	<input type="checkbox"/>	STREETWISE								
	FORGERY	INT	15	3	= 0 + 3 +			1	20		BLACK MARKET	CHA	15	0	= 0 + 0 +			1	20
<input type="checkbox"/>	IMPRESS										BRIBE	CHA	15	0	= 0 + 0 +			*	20
	INFLUENCE	CHA	15	0	= 0 + 0 +			1	20		GAMBLING	*	15		= 0 + * +			1	20
	PERFORM	CHA	15	0	= 0 + 0 +			1	20		HAGGLE	WIS	15	3	= 0 + 3 +			1	20
	PERSUADE	CHA	15	0	= 0 + 0 +			1	20	<input type="checkbox"/>	SURVIVAL								
<input type="checkbox"/>	INTIMIDATE										ANIMAL TRAINING	CHA	15	0	= 0 + 0 +			1	20
	COERCION	*	15		= 0 + * +			1-2	20		FORAGING	WIS	15	3	= 0 + 3 +			1	20
	DOMINATION	*	15		= 0 + * +			1	20		FORECAST WEATH	WIS	15	3	= 0 + 3 +			1-3	20
<input checked="" type="checkbox"/>	INVESTIGATION				3						MANEUVER	CHA	15	0	= 0 + 0 +			1	20
	CANVAS	CHA	20	5	= 3 + 0 + 2			1	19		TRACKING	WIS	15	3	= 0 + 3 +			1	20
	DET SEARCH	WIS	20	8	= 3 + 3 + 2			1	19	<input type="checkbox"/>	TACTICS								
	RESEARCH	WIS	20	8	= 3 + 3 + 2			1	19		AMBUSH	WIS	15	3	= 0 + 3 +			1	20
<input type="checkbox"/>	MANIPULATE										MANEUVER	CHA	15	0	= 0 + 0 +			1	20
	HARASS	*	15		= 0 + * +			1	20		RALLY	CHA	15	0	= 0 + 0 +			1	20
	SLANDER	*	15		= 0 + * +			1	20	<input type="checkbox"/>	MECHANICS								
<input type="checkbox"/>	MECHANICS										BUILD	INT	15	3	= 0 + 3 +			1	20
	BUILD	INT	15	3	= 0 + 3 +			1	20		DISABLE	INT	15	3	= 0 + 3 +			1	20
	DISABLE	INT	15	3	= 0 + 3 +			1	20		MODIFY	WIS	15	3	= 0 + 3 +			1	20
	MODIFY	WIS	15	3	= 0 + 3 +			1	20		OPTIMIZE	INT	15	3	= 0 + 3 +			1	20
	OPTIMIZE	INT	15	3	= 0 + 3 +			1	20		REPAIR	INT	15	3	= 0 + 3 +			1	20
	REPAIR	INT	15	3	= 0 + 3 +			1	20		SABOTAGE	INT	15	3	= 0 + 3 +			1	20
	SABOTAGE	INT	15	3	= 0 + 3 +			1	20										

FOCUSES AND FORTES

CULTURES			DRIVE			SCIENCE			PROFESSION			WEAPON PROFICIENCIES		
KNOWN	FORTE	FOCUS	KNOWN	FORTE	FOCUS	KNOWN	FORTE	FOCUS	KNOWN	FORTE	FOCUS	KNOWN	FORTE	FOCUS
<input checked="" type="checkbox"/>	<input type="checkbox"/>	CENTRAL AMERICA	<input checked="" type="checkbox"/>	<input type="checkbox"/>	PERSONAL GROUND VEHICLES	<input checked="" type="checkbox"/>	<input type="checkbox"/>	CHEMISTRY	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	UNARMED
<input type="checkbox"/>	<input type="checkbox"/>	EASTERN ASIA	<input type="checkbox"/>	<input type="checkbox"/>	STANDARD GROUND VEHICLES	<input type="checkbox"/>	<input type="checkbox"/>	ECONOMY	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	BLUNT
<input type="checkbox"/>	<input type="checkbox"/>	EASTERN EUROPE	<input type="checkbox"/>	<input type="checkbox"/>	HEAVY GROUND VEHICLES	<input type="checkbox"/>	<input type="checkbox"/>	ENGINEERING	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	EXOTIC (BLUNT)
<input type="checkbox"/>	<input type="checkbox"/>	NORTH AFRICA	<input type="checkbox"/>	<input type="checkbox"/>	MOUNTS & ANIMAL-DRAWN	<input type="checkbox"/>	<input type="checkbox"/>	FABRICATION	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	EDGED
<input checked="" type="checkbox"/>	<input type="checkbox"/>	NORTHERN AMERICA	<input type="checkbox"/>	<input type="checkbox"/>	PERSONAL AIRCRAFT	<input type="checkbox"/>	<input type="checkbox"/>	GENETICS	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	EXOTIC (EDGED)
<input type="checkbox"/>	<input type="checkbox"/>	OCEANIA	<input type="checkbox"/>	<input type="checkbox"/>	PERFORMANCE AIRCRAFT	<input type="checkbox"/>	<input type="checkbox"/>	MATHEMATICS	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	EXPLOSIVES
<input type="checkbox"/>	<input type="checkbox"/>	SOUTH AMERICA	<input type="checkbox"/>	<input type="checkbox"/>	SERVICE AIRCRAFT	<input type="checkbox"/>	<input type="checkbox"/>	PHARMACOLOGY	<input type="checkbox"/>	<input type="checkbox"/>		<input checked="" type="checkbox"/>	<input type="checkbox"/>	GUIDED
<input type="checkbox"/>	<input type="checkbox"/>	SOUTHERN AFRICA	<input type="checkbox"/>	<input type="checkbox"/>	ROTARY-WING AIRCRAFT	<input type="checkbox"/>	<input type="checkbox"/>	PROGRAMMING	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	HANDGUN
<input type="checkbox"/>	<input type="checkbox"/>	SOUTHERN ASIA	<input type="checkbox"/>	<input type="checkbox"/>	PERSONAL WATERCRAFT	<input type="checkbox"/>	<input type="checkbox"/>	SUPER-SCIENCE	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	HURLED
<input type="checkbox"/>	<input type="checkbox"/>	WESTERN ASIA	<input type="checkbox"/>	<input type="checkbox"/>	STANDARD WATERCRAFT	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	EXOTIC (HURLED)
<input checked="" type="checkbox"/>	<input type="checkbox"/>	WESTERN EUROPE	<input type="checkbox"/>	<input type="checkbox"/>	SHIPS	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	INDIRECT FIRE
			<input type="checkbox"/>	<input type="checkbox"/>										



Document Type: Agent Dossier
CLASSIFICATION: NEED TO KNOW

***IF COMPROMISED
THIS DOCUMENT IS TO BE DESTROYED***

Subject: Galvez, Ernesto

Codename: Grift

Background Brief:

Grift is an ex-felon gone straight. After serving five years for Breaking and Entering, he went into business as a security consultant, and was recruited from that industry into UNITAS. He functions now as he always has—breaking into secure installations—he just does it now to secure the safety of the world.

And he wouldn't have it any other way.

Grift is a small, slightly built man. He is also quite physically fit, and is faster than he looks. He appreciates the finer things in life, though he can rarely keep them for long.

File Photo:



Gear

(Starting Possessions 1/II, 2/I)

I - Beretta 950 Jetfire (Holdout Pistol chambered in .25 ACP)



Damage	Error/Threat	Ammo	Recoil	Rng Inc	SZ/Hand	Wt.
1d6 /1d10+2	1-2 / 20	8 M 12	5	15 ft.	F / 1h	0.6#

Qualities

DEP - *Dependable*

The action die cost to activate any error made with this weapon increases by 1.

INA - *Inaccurate*

The Beretta 950 imposes a -1 penalty to all attack checks made using it.

Add-on - *Holster, Holdout*

A hard to spot ankle holster. Readying the Beretta from this holster requires 1 full action. The DCs of Notice and Search checks made to find the Beretta when in this holster increase by 4.

NOTE (*) - Grift possesses the Style Over Caliber feat, and the damage entry above reflects that ability.

I - Electronics Kit I (-4 to skill checks requiring this kit if it is not used when needed)

Includes:

Wire crimper/cutter/stripper	Screwdrivers (assorted small sizes)	Needle-nose pliers
Soldering iron and solder	Electrical tape	Epoxy glue
Voltage meter	Circuit tester	Compressed air duster
Wire (varying lengths/widths)	Assorted spare components	Assorted spare batteries
Pocket reference of component color codes and mathematical conversions		

II - Lockpicking Kit II (Using this kit grants a +1 bonus to skill checks requiring its use)

Includes:

Picks and shims (assorted)	Tweezers	Stethoscope	Screwdrivers (as electronics)
Penlight	Slim Jim	Keyhole saw	Glasscutter
Power Drill	Ball-peen hammer	Metal files	

Abilities and Feats

Dextrous (Intruder Class Core Ability)

Each time Grift spends 1 action die to boost a Dexterity-based skill check, he rolls and adds the results of 2 dice (e.g. his bonus of 1d4 becomes 2d4).

Gear Prep (Intruder Class Ability)

During the Intel Phase, Grift or any of his teammates may choose up to 3 mission gear picks as if the mission's Caliber were 1 higher.

Fence (Basic Skill Feat)

Grift gains a +2 insight bonus with all skill and Knowledge checks made with Sleight of Hand and Steetwise. Further, his base threat range with these skills is 19-20.

Style Over Caliber (Ranged Combat Feat)

When attacking with any pistol, Grift may choose to inflict 1d10+2 damage instead of the weapon's standard damage. Further, when he uses a Cheap Shot trick with a pistol, he suffers only a -2 penalty with his attack check instead of the usual -4, and if he misses, he does not become flat-footed. Finally, each time he requests a pistol or pistol ammunition, the number of shots he gains is doubled.

These changes are reflected in the statline of his Beretta.

Gear, continued

Common Items:

Sunglasses (high-quality aviator style)
Leatherman multitool
Binoculars
Blackberry PDA
Zip ties (20)
Cigar (Bolivar Royal Corona, retail price \$266)
Cigar cutter
Lighter (Dunhill, Gold)
Duct tape
Document shredder
PSP game system
Dentist's mirror
Harmonica
Glow stick

Mission-Specific Gear

Grift may choose additional gear picks at mission-specific caliber, as follows:

1 Gadget pick

He may also take 5 additional common items.

Reserve Picks

Grift may hold either his mission gear pick or up to 2 of his mission common item picks in reserve. Holding a gear pick in reserve will allow him to make a Request check during the mission, while holding his common item pick in reserve will allow him to make a Gear check during the mission. These checks work as follows:

Request Check

Grift calls in to UNITAS Control (this requires some form of rapid communication—phone, email, satellite radio, etc.--and takes 1 full minute to complete) and requests any single item or option listed on any Gear chart in calibers I-III. He must spend his Reserve gear pick *and* action dice equal to the caliber of the item sought to make this request, and these are spent whether the Request check is successful or not.

Grift then rolls 1d20+1 (Note: action dice spent in this manner are *not* rolled and added to the total; they are simply spent). The DC is 10 x the caliber of the requested item. If successful, the item is delivered in 3d20 minutes.

Request checks may be re-tried, but all the costs must be paid again.

More than one player may pay a Request check's action die cost, but only one of them makes the roll to determine whether the item or option is available.

Gear Check

At any time during the mission, if Grift kept 1 or 2 common item picks in reserve, he may roll 1d20+3. If the result is 21 or higher, his Reserve Common item pick converts instantly to a single Common item he happened to remember to bring along. This check consumes the Reserve Common item pick, and may not be re-tried.

