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INTRODUCTION

The Archer Foundation's mission is to ensure global peace and security, whether the world wants it or not. The Foundation is the wellspring and guiding force for the rest of the protectorate-conspiracy presented in the *Shadowforce Archer* setting, and the command center for all their operations. Yet outside the halls of its Canberra front organization (the Archer Institute for Science) and the vast subterranean complex hidden beneath it, little is known about this shadowy conclave of ambitious scientists political theorists, and cautious bureaucrats. They are a mystery – even to the other Chambers.

This book lifts the veil from the Archer Foundation, presenting nearly a hundred years of triumph and folly, victory and regret, all stemming from the life-dream of the world's first physical adept, Conrad Archer. How did the Foundation grow into the multinational spy organization it is today? How have they kept the world from discovering their operations? Who are the mysterious Lords and what are their intentions for the world? What mistakes have they made, and what have they cost us? The answers to all of these questions await you herein.

This book also introduces a new facet of the *Shadowforce Archer* world setting – the Fringe, a mystic place where the power of faith and obsession are real and anything can happen. The Fringe is the border between our world and the places beyond, and is typically invisible to us. But those whose dreams are real enough, whose desires are strong enough, whose beliefs are true enough, often find themselves slipping away into the Fringe. Sometimes, this is voluntary (many seek the Fringe for power or escape); others find themselves trapped there, prisoners of their own frail egos or warped imaginations.

Think of the Fringe as the *Twilight Zone* or the *Planetary* of the *Shadowforce Archer* world setting. It's the origin of all things mystic and unusual (rituals, artifacts, weird events, and the like). It allows GCs to tell stories that would otherwise be unavailable to them, and adds a hint of mystery, suspense, or fantasy to the standard spy genre.

Elements of the Archer Foundation have known of the Fringe for some time, and though the ruling Lords lay very little credence in this strange (and seemingly

new) world, one among them – Dr. Lothario Algernon, the 'Lord of Superstition' – has dedicated himself to unraveling its secrets. With the assistance of a little-known (and less respected) group of visionary adventurers and explorers of the weird called Division Nihil, or 'the fringewalkers', Dr. Algernon studies the world's incredible shadow history, and roots out threats both paranormal and inexplicable. This group is described in detail here, as is a new threat from within the Fringe itself – a power-mad organization of militant occultists called the "Architects".

Chapter One: Campaign updates the *Shadowforce Archer* setting, moving the timeline forward and merging threads first seen in the core release with new events that have happened since. Mission hooks are provided for most new and lingering story elements, ready to be dropped into any campaign. These mission hooks also represent half of SFA Interactive Episode #2 (see below).

Chapter Two: Agent contains everything you need to play an operative of the Archer Foundation, including the roles you may take, the tools at your disposal, and the foes Control is likely to send you up against. New details about the espionage arena in Australia and the world are also included.

Chapter Three: New Rules offers three new departments, one new base class (the sleuth), several new prestige classes – including the Lord, fringewalker, and field analyst, and one for each psion family, many new psion feats and skills, new gadgets, and an introduction to the Fringe, its core mechanics, and many Fringe feats for agents sensitive or familiar with the unseen mystic world. The rules for NPC classes are also introduced, as well as ten original NPC classes for use in either *Spycraft* or *Shadowforce Archer*.

Chapter Four: Chamber contains advanced information about the Foundation itself, from its operations to the people in charge. This chapter offers new details about *Shadowforce Archer's* secret "shadow history," a encounter map for the Foundation's ocean-floor base Aquatica, a chase map of the exotic city of Canberra, four new feature NPCs, and two springboards for new missions (called "hook sheets"), as well as four new threats (the Architects of the Fringe, The Cult of the Ten Suns, Club Demetrian, and a new mastermind created by the Shop) and instructions for using all the material herein to create any one of several epic seasons of play.



WORLD TODAY

GLOBAL UPHEAVAL WORLD HELD HOSTAGE!

Jordan Mitchell
-Staff Writer

The state of the free world changed today as a terrorist organization calling itself "Technology for Tomorrow" seemingly seized control of the world's internet computer network, threatening to create an information blackout in eight major population and industrial centers around the world unless the associate governments agreed to their demands. Citizens of Beijing, Canberra, Geneva, Jerusalem, Johannesburg, London, Moscow, and Washington D.C. awoke to warnings not to leave their homes and military and local law enforcement barricades around key civic location. Television, cable, and radio stations broadcast the terrorists' demands, which follow.

"People of the world, we live in an age of wonders. We can send probes out of the galaxy, create elaborate effect-laden films with home computers, and live solitary lives of unprecedented luxury. We don't need to venture out into the world anymore; we can simply close ourselves off from the ailments of others and focus on our own happiness. But these indulgences come with a price. We no longer expect our leaders to improve the world, merely perpetuate it. They have taken advantage of this fact, and are withholding remarkable advancements decades ahead of our current cutting edge – medical breakthroughs that can save lives, more effective methods for energy and food production, and new ways to make and use plastics. All these developments exist, and are being kept from us. Technology for Tomorrow vows to bring these developments to the public, and has lobbied for the world leaders to do so for years.

"But the governments who protect these secret advancements refuse to hear our docile pleas. Therefore, we have taken drastic measures. We have infiltrated the global information exchange with a powerful virus capable of wresting control of any computer currently linked to the internet. Further, we have targeted eight cities around the world, each a hub for technology or transport in its home territory. Should the governments of the world not comply with our demand to release critical advancements for public use within the



next six hours, we will disrupt all electronic communications within these cities and begin erasing data from all computers located within their borders.

"As proof of our claims, we offer you the *U.S.S. Millennium*, a prototype American deep sea military vessel. This submarine is revolutionary in that it is in constant electronic contact with the U.S. military networks, presumably one of the most secure databases in the world. The *Millennium* is currently bound for the southeastern U.S. It should arrive within the hour."

This announcement was followed by a brief list of the cities at risk, and the method by which the technologies requested should be released.

Skeptics immediately pounced on the announcement as a fraud but one half hour later, the *Millennium* suddenly ran aground on the shores of Alice Town, 50 miles east off the Florida coast. Prior radio transmissions to the submarine were not answered, and military HAZ-MAT and recovery teams were sent to the scene to evaluate the cause of the collision and search for survivors.

It was soon discovered that the submarine's onboard computers had been entirely wiped of all data, effectively rendering it blind in the water. Rather than risk hitting another vessel in the crowded area, the crew brought the *Millennium* to the surface and ran for the nearest shoreline.

The vessel came ashore several miles away from the nearest population center and no one was injured. All crew members were immediately evacuated and the scene quarantined until the cause of the submarine's computer failure could be established.

Public outcry was immediate, with parallels drawn between the terrorist group's methods and the infamous "Millennium bug," thought to have been overcome a year and a half before. World governments and leaders in the electronic information trade immediately re-leased formal responses, ranging from serious consideration to incredulity to outright rage. Summits were scheduled between the affected nations, and talks convened almost immediately with the aid of the United Nations, but little progress toward an agreement was made before the short deadline

offered by the terrorists. The nations involved, many of which have long-standing religious or political grievances with one another, found themselves suddenly forced into tense negotiations with all parties holding the others responsible for withholding information that prompted the terrorist action.

In an effort to counter the potential terrorist attacks, the leading controllers of internet traffic worked together to isolate the hubs for electronic traffic in the targeted areas. "There are still quite a few isolated satellite systems which aren't linked to us," Utopia Designs Head of Development Aesop Kaine said, "but we're fairly certain that none of those can threaten information security or public safety as broadly as the central hubs." Kaine gave the Utopia Design team's actions a 90% chance of countering the terrorist plan. (See WORLD HELD HOSTAGE, page 13, for more.)

In Other News Today...

- Radicals attack Archer Institute for the Sciences in Canberra, Australia.
– See world, page 16
- Assassination in Tokyo sparks gang war.
– See world, page 13
- Controversy over potential excavation site in England.
– See culture, page 14
- Villain of new Katt Wilde feature revealed.
– See entertainment, page 13

BLACK FALLS, OK.

Three days ago, a mysterious visitor suffering from a severe malady arrived at a presumably covert Company relay station in Wichita, Kansas with a strange story. Simply calling himself “Alfred,” the man demanded to see someone named “Herod.” At first assumed to be a raving homeless person, suffering from heat stroke or an untreated illness, Alfred was turned away. But as he was led out of the building, he began convulsing and then collapsed.

An ambulance was summoned to retrieve him, and Alfred began muttering gibberish, gripped by what appeared to be a severe delirium. One agent on site – Air Force Lt. Daniel Scobel, the relay station’s cryptographer and an avid collector of Archer Conspiracy history – noticed that Alfred’s ravings in fact contained a pattern identical to verbal innuendo codes used by Room 39 during World War II.

Lt. Scobel remained by Alfred’s side until he died in a Wichita hospital twelve hours later. He recorded everything the ailing man said, and has since studied the words meticulously. To the best of his ability, he has decrypted Alfred’s comatose words as a distress call, a plea for help sent from a “community” that is “dying.” He has further decrypted a warning – “beware the caretakers” – and has deduced that this problem is most likely local, as Alfred could not possibly have traveled far in his condition.

Passing this information along to the Foundation, Lt. Scobel now awaits a mission team – hopefully with the assistance of a qualified specialist who can decipher the rest of Alfred’s ramblings.

THE FINE PRINT

WARNING! This section reveals the Truth of the Matter and plot hooks for each of the events described earlier in this chapter. Players should stay away if they intend to play in a game featuring this material, and players whose GCs keep their cards close to their vests should check with them to make sure they don’t accidentally ruin a planned serial.

THE TRUTH OF THE MATTER: WORLD HELD HOSTAGE

Code: Black

References: For a mid-level threat dedicated to Villain X and his subordinates within the Shop, see page 128. For the original Shop threat, see the *Shadowforce Archer Worldbook*, page 244.

The terrorist group Technology for Tomorrow is in fact a front for the relatively-young criminal organization known as the Shop, a collection of techno-

geniuses and superspies who broke away from the Archer Foundation in 2001. The Shop never intended to wipe clean the targeted computers, though they certainly would have shut down electronic communication in those areas if Utopia Designs and their business partners hadn’t done it for them. They used the hysteria surrounding the grounding of the *U.S.S. Millennium*, coupled with the possibility of an impending information blackout, to keep the world’s governments (and much of the Archer Foundation’s resources) from noticing their true intent.

Shutting down electronic communications in the eight target cities kept the Shop’s operations from public view, but more importantly, it effectively canceled the Foundation’s ability to coordinate agents in the areas, slowing their response time and hampering their operations. It also apparently allowed Shop agents inside the Foundation to hack into the Archer Conspiracy’s U.N. cover story and leave a calling card from “Villain X”, as described in the news story above. Finally, it isolated the Archer Institute – the Foundation’s front business in Canberra, Australia – long enough for the Shop to launch a successful attack against it. (See page 16 for more on this.)

As the world watched and waited to see what would happen at the deadline, the Archer Foundation dispatched their finest to deal with the problem. The fact that the cities targeted by the terrorists were also at or near the headquarters of each of Archer’s core Chambers was not overlooked by Controls around the world, but the pressing deadline allowed them little time to consider the implications.

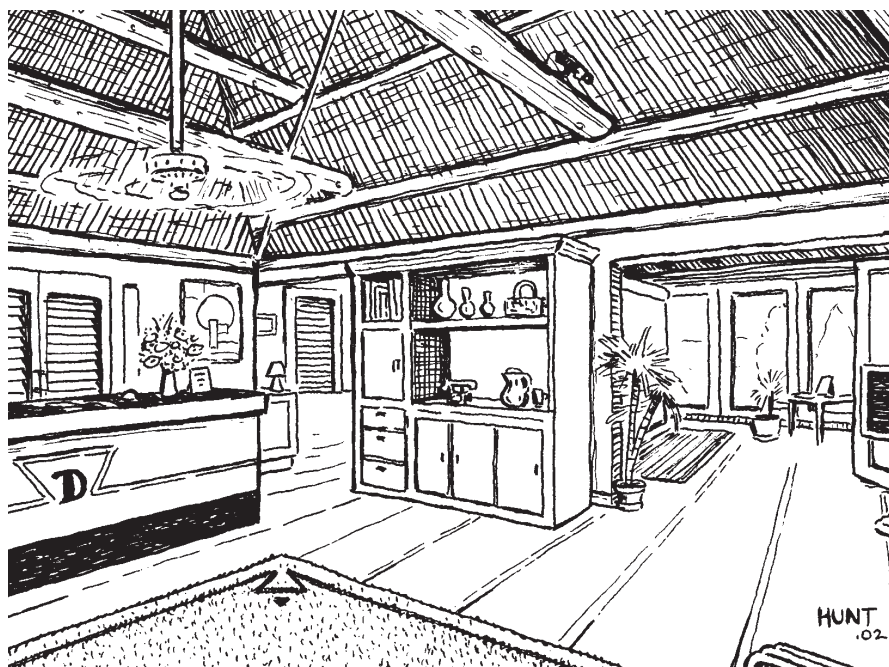
Agent teams scoured each of the cities and called upon dozens of specialists – on the street and in political, military, and business sectors – searching for the terrorist organization’s headquarters. Though far from the only teams involved, the most prominent agents working the mission included:

- John Hunter and his Company troops, who moved in with the National Guard and the Army, using the existing military presence to conceal their operations.
- Emily Savage, who worked alone but in constant communication with her team elsewhere in London, and followed a lead provided by her estranged father. (The origins of this lead are detailed in “Chrysalis”, the opening fiction for the *Shadowforce Archer Worldbook*.)
- Dareka, who maneuvered through the seedy criminal underbelly of Hong Kong and Beijing, searching for relevant clues (and settled a few old grievances along the way).
- Dumisani Tepe, who was already on “vacation” outside Johannesburg with the former lover of a criminal mastermind he’d recently bested, and joined his team inside the city limits.

page 223). The agents must separately arrange for pick-up at the other end of the flight, though the airline can store the object for up to 24 hours without chance of detection. Thereafter, the GC should roll 1d20 each day. If the roll is less than the number of days the object has been stored, it is discovered by unaligned personnel at the airport, with results determined by the GC.

SAFE HAVEN RESORTS

The worldwide five-star Safe Haven Resort hotel chain can be found in every major city in the world. Privately owned by the Vision Enterprises Corporation, which is in turn a front company for Foundation land development projects, Safe Haven is more a series of converted condominiums than hotels. Each Safe Haven unit consists of two to four bedrooms (each with a private bath), a communal living room, patio, dining room, jacuzzi, and atrium, and reinforced walls (hardness 6 with 20 wound points), doors (hardness 7 with 20 wound points and a Break DC of 20), and windows (hardness 3 with 20 wound points and a Break DC of 18). Each resort room stands independently from the rest on a one-half acre plot of land meticulously landscaped for physical beauty as well as excellent concealment from all angles (one-half concealment for those not trying to hide, and one-half to total concealment, per the GC, for those trying to stay out of sight). A private carport is located at the back of each resort house and each Safe Haven resort features a private helipad easily accessed by all houses. With so many spectacular features – and a nightly price tag in the thousands of dollars – only the idle rich and cultural elite can stay here, but Foundation agents may call upon Safe Haven at any time during missions.



Possible Assistance: Foundation agents may call upon the following favors from Safe Haven, assuming their good standing with the Conspiracy is confirmed. Each simply requires that the agents show up at a Safe Haven resort.

- Foundation agents may simply show up at any Safe Haven resort – with or without calling ahead – and demand a safe house. The staff immediately sneaks the team into an empty rental without charge or fuss. The GC may spend an action die to rule that all the resort houses are rented, in which case the agents are kept in a staff member's home (which doesn't feature the improved security or luxuries described above). The agents may stay as long as they like, though the GC should keep track of which enemies know of their location, and what they do about it.
- While at a Safe Haven resort house or employee's home, the agents may request medical attention. Within 1d2 hours, a doctor loyal to the Conspiracy arrives with all the supplies and assistance (i.e. nurses and surgeons) needed to treat the team's wounds. This increases healing to triple the normal rate, the same as for hospitalization (see *the Spycraft Espionage Handbook*, page 179). The doctor and nurses remain until the agent is healed or leaves the resort.

STRAIGHT ARROW PEST CONTROL (SEE PAGE 43)

Technically, the cleaner organization that operates behind the Straight Arrow Pest Control front company is a group of loyal specialists, not a division of the Foundation. They were founded outside the Conspiracy and have no obligation to follow the Foundation's orders. They assist the Foundation because their own goals match those of the Conspiracy... for now. Regardless, their current goodwill toward the Foundation offers agents of the Australian Chamber several distinct benefits.

Possible Assistance: Foundation agents may call upon the following favors from Straight Arrow Pest Control, assuming their good standing with the Conspiracy is confirmed. Each requires contact with the home office or Straight Arrow.

- Straight Arrow's primary function is "cleaning" (that is, scouring an area free of incriminating evidence and convincing witnesses that they saw some-

SLEUTH

This is a base class.

The Archer Conspiracy's mandate of global security rests squarely on one pillar: information. The Foundation recruits heavily from fields of expertise that can provide it with the clearest picture of what is going on in the world, from the broad scope provided by orbital satellites to the most questionable dirt from street-side snitches. It is this latter, hands-on approach to information-gathering that interests the sleuth. A sleuth provides his team with solid investigative skills and an intimate understanding of the human mind, and can be the most valuable part of any operation involving HUMINT (human intelligence).

Abilities: With his focus on basic detective work, the sleuth requires a high Wisdom to identify clues, followed by Intelligence to determine their significance. Charisma is also helpful when dealing with witnesses and the potential intervention of local authorities. Because sleuths rarely shy away from the confrontations their discoveries often provoke, they must also maintain reasonable physical abilities.

Vitality: 1d8 plus Constitution modifier per level.

CLASS SKILLS

The sleuth's class skills and key abilities are:

Class Skill	Key Ability
Appraise	Int
Bureaucracy	Cha
Concentration	Wis
Craft	Int
Cultures	Wis
Demolitions	Int
Disguise	Cha
Driver	Dex
Escape Artist	Dex
Forgery	Int
Gather information	Cha
Hide	Dex
Hobby	Wis
Innuendo	Cha
Intimidate	Str or Cha
Knowledge	Int
Languages	Wis
Listen	Wis
Open Lock	Dex
Profession	Wis
Search	Int
Sense Motive	Wis
Spot	Wis
Surveillance	Wis
Use Rope	Dex

Skill Points at 1st level: (8 + Int modifier) × 4.

Skill Points at Each Additional Level: 8 + Int modifier.

CLASS FEATURES

The following are class features of the sleuth.

Starting Feats: The sleuth begins play with the following feats.

Armor Proficiency (Light)

Armor Proficiency (Medium)

NEW BUNDLES

These new bundles supplement those presented on page 106 of the Spycraft Espionage Handbook.

All bundles cost 25 BP to requisition or add to an agent's personal gear.

Aquatic Operations Kit

Reinforced "steamer trunk" (to store bundle)

2 sets average clothes

Scuba suit and tanks

Mask

Flippers

Waterproof watch

Diving light

Dive computer

Compass

6 underwater flares

Waterproof 'belly' bag

Speargun

Waterproof headset radio with encryption

Investigative Operations Kit

Large wheeled suitcase (to store bundle)

1 set average clothes

1 set trendy clothes

2 Evidence kits

PDA

Cell phone

Micro-tape recorder

with 5 professional-grade tapes

Standard camera

with 3 professional-grade rolls of film

Flashlight

Leatherman

Paranormal Operations

Oversized canvass shoulder bag (to store bundle)

1 set average clothes

1 set coveralls (average clothes)

Night vision goggles

Laptop (+3 power rating)

with image processing software

Chemical analyzer

Evidence kit

2 floodlights

with wheeled storage boxes

Exotic manuals (+2 to one knowledge skill)

Calendar

Cell phone

SPATIAL COMPREHENSION (INT; TRAINED ONLY)

Requires the Psychoinventive Basics feat.

Your mind is capable of identifying, cataloguing, and predicting the positions and movements of dozens of objects with precision, even from minimal and outdated input.

Check: Use of this skill grants you one of several feat-like abilities for a brief period depending on the result of your Spatial Comprehension check. None of these benefits stack with the equivalent feat, and you may ignore any prerequisites the feat normally requires.

Result	Duration
up to 15	1 round
16-20	2 rounds
21-25	3 rounds
26-30	4 rounds
31+	5 rounds

Avoidance: You may plot the optimal course away from danger, gaining the Lightning Reflexes feat.

Incoming: You can anticipate the path of attacks moments before they happen, gaining the Sidestep feat.

Combat Track: You may extrapolate the movement and locations of nearby opponents, gaining the Blindsight 5-ft. Radius feat.

Trajectory: You may precisely calculate angles of attack, gaining the Farshot feat.

Vitality Point Cost: 6

RADIOKINESIS (WIS; TRAINED ONLY)

Requires the Psychokinetic Basics feat.

You are able to sense and redirect electromagnetic waves in the radio portion of the spectrum. With practice you can create and understand the modulations used in modern radio transmissions.

Check: The Radiokinesis check determine how long each of the powers lasts. You may have more than one of the following powers active at the same time, but you must pay the vitality point cost for each.

Result	Duration
up to 15	1 minute
16-20	2 minutes
21-25	4 minutes
26-30	8 minutes
31+	16 minutes

Jam: You may create interference that blocks radio-based communications. This interference acts like an ECM unit with a power rating equal to half of the bonus generated by the Radiokinesis check (rounded down). The same check also determines how long the effect lasts. The range of this effect is 100 ft. per psion level you have attained (though you may willingly reduce it).

Receive Signals: You may listen in on radio signals as if you have a normal radio with an ECM power rating equal to one-half the bonus from your Radiokinesis skill check (rounded down).

Transmit Signals: You may manipulate radio waves to create your own broadcasts. This allows you to send communications as if you have a normal radio with a power rating equal to one-half the bonus from your Radiokinesis skill check (rounded down).

Vitality Point Cost: 3

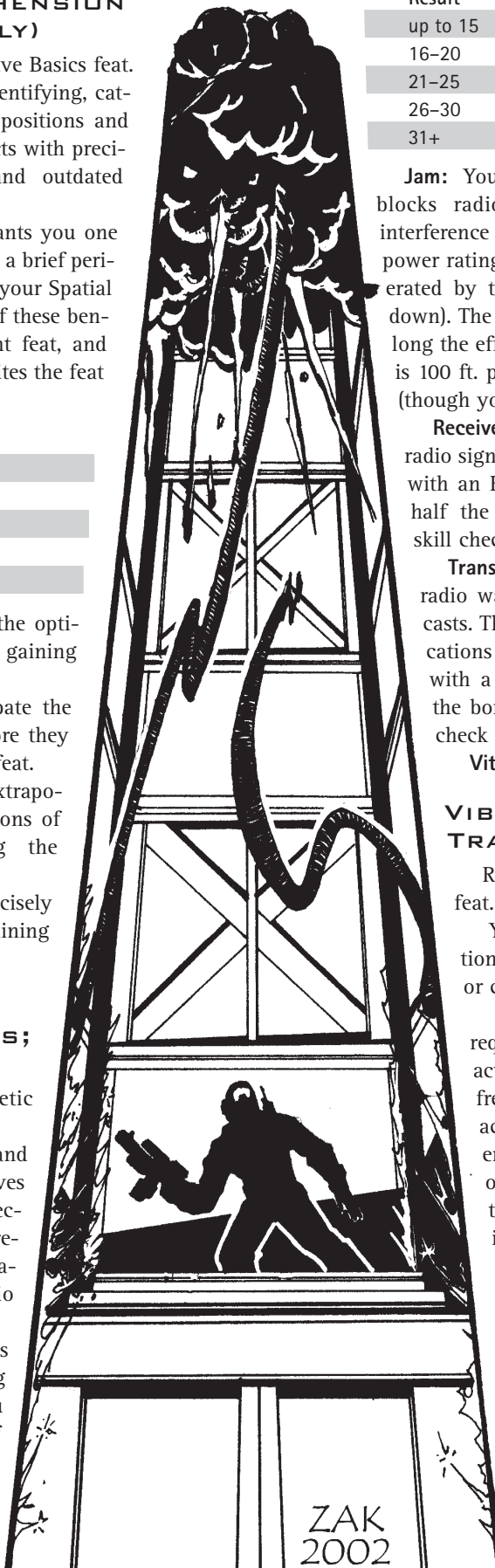
VIBROKINESIS (DEX; TRAINED ONLY)

Requires the Telekinetic Basics feat.

You may utilize minute fluctuations of telekinetic energy to create or cancel out sounds.

Check: A Vibrokinesis check requires a half action (except when activating sonic illusion, which is a free action), and allows you to activate one of the following powers. You may have more than one of these powers active at the same time, but you must pay the vitality point cost for each.

Sonic Illusion: You may activate this power as a free action. Once activated, you may create sounds in your vicinity for a number of minutes equal to your psion level. Make a Vibrokinesis check and add the result to the base Listen DC listed below. The total is the



ZAK
2002

NEW PsITECH

The Archer Foundation is a hub for gadget creation, regularly providing new technologies to all Chambers of the Conspiracy. The following are the newest offerings from the Office of Psion Affairs. Many are designed for use underwater, conceived mainly for agents assigned to the Baltic Sea base *Aquatica* (see page 138).

NEW DIVING EQUIPMENT

Air tooth: The center of this tooth holds compressed air under high pressure. By twisting the crown (typically with the tongue), the agent can draw upon a hidden supply of air that is released by a tiny valve.

Gadget Point Cost: 2 each *Weight:* –

Spot DC: 25 (experts only)

Mechanics: Each air tooth can hold up to 5 minutes (50 rounds) of air, assuming the agent only opens the valve when needed (about once every 20-30 seconds). If he leaves it open, the tooth's air supply drops to 2 minutes (20 rounds). While drawing upon the tooth's air supply, an agent is immune to drowning, suffocation, and breathable poison gas effects. After use, each air tooth must be reloaded at a cost of 2 additional GP. An agent may requisition up to 10 air teeth, each adding 5 extra minutes to his compressed air supply.

Fluid Breathing System: Originally developed as an aid in medical research, this technology is now available for deep-sea diving operations. Its bulky, oxygenated fluorocarbon emulsion system fills the agent's lungs with liquid, offering him limited protection from drowning and the rigors of compression. It does not, however, protect him from the bends.

Gadget Point Cost: 4

Weight: 75 lbs.

Spot DC: Automatic

Mechanics: The fluid breathing system grants an agent immunity to pressure damage to a depth of 1500 feet. Beyond that, the agent must make normal pressure damage rolls as if the 1500-ft. mark were the surface. The suit has an air supply of 2 hours, and operates like a bomb squad suit with a DR of 5 when the agent is attacked.

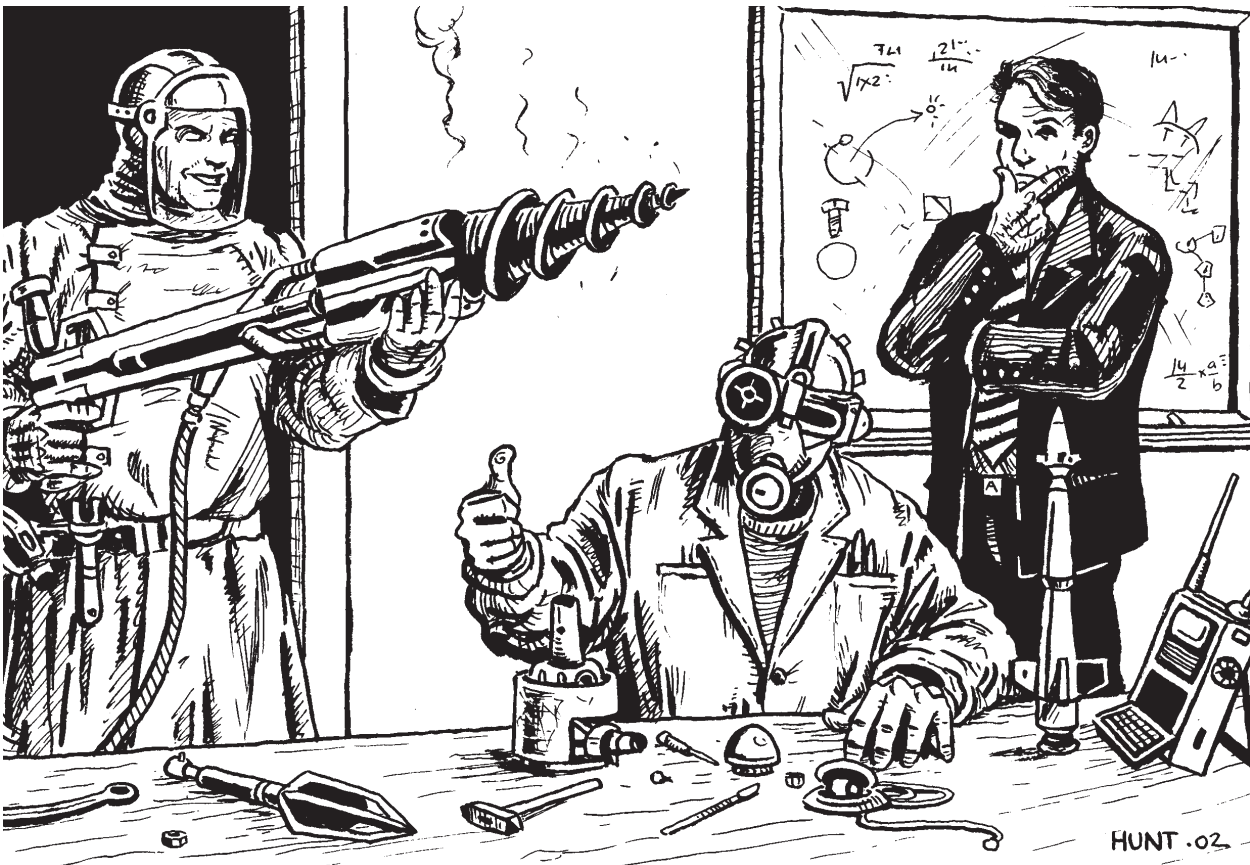
Rebreather pen: To use this ordinary-looking pen, the agent flips out two small plastic tabs and bites down onto them, gripping the gadget in his mouth.

Gadget Point Cost: 2

Weight: –

Spot DC: 20

Mechanics: A rebreather pen holds 10 minutes of air. While drawing upon the pen's air supply an agent is immune to drowning, suffocation, and breathable poison gas effects. A small mechanism allows the agent to refill the pen with compressed air by leaving it in an open area for one hour.





Manifestation: Lingering spirits are typically invisible to living humans, and can neither affect nor be affected by the physical world (even while in it). This, along with some other effects, is referred to as being “spectral.” As a full action while in the physical world, a lingering spirit may manifest, becoming visible yet still having no physical body. While manifest, a lingering spirit can attack physical targets with the physical attacks of the base person, as well as its spectral gear, though it can no longer use these attacks against spectral targets. Lingering spirits cannot become physical with this or any other known ability.

Chilling Touch: A lingering spirit adds its Dexterity modifier to all unarmed attack and damage rolls. With a successful unarmed hit, lingering spirits inflict 1d8 normal damage. As with all the lingering spirit’s attacks, chilling touch only affects targets of like substance (spectral or physical). If at least 1 point of damage is subtracted from the target’s vitality or wounds (after damage reduction, psion abilities, and all other defenses are taken into account), the target receives one negative level of energy drain (see below). When grappling, the lingering spirit inflicts one negative level each time it inflicts at least one point of damage on the target.

Energy Drain: A lingering spirit’s unarmed attacks inflict negative levels. For each negative level inflicted, the victim loses all the benefits of his most recently acquired level — base attack, saves, vitality, etc. All effects of negative levels are cumulative (e.g. with 3 negative levels, the agent loses the benefit of his 3 most recently earned levels).

Twenty-four hours after suffering one or more negative levels, the victim makes one Fortitude save for each negative level suffered with a DC of $10 + \frac{1}{2}$ the attacking spirit’s vitality dice, rounded down + the attacking spirit’s Charisma modifier, positive or negative). With success, the negative level vanishes and all effects of the negative level are reversed. With failure, the negative level vanishes, but the victim loses 1 agent level permanently, along with any ability score gain, vitality points, skill points, feat slots, base attack bonus, base saves, and special class abilities granted by the level. When one or more levels are permanently lost, the victim’s experience point total is immediately set to halfway through the previous level. If an



agent ever gains negative levels equal to his current level, or is drained below 1st level, he is instantly killed (reduced to -11 wound points).

Finally, a lingering spirit gains 5 temporary vitality points for every negative level it inflicts on a target (though it does not gain vitality points for negative levels inflicted after a previous negative level has killed a victim).

Telekinesis: Spirits have a natural power which duplicates the Poltergeist psion skill (see *the Shadowforce Archer Worldbook*, page 188). All skill checks to use this power are made according to the standard rules for using psion skills.

Special Qualities: Lingering spirits keep all the special qualities of the base person, though they may only use them on targets of like substance (spectral or physical). They also gain the following special qualities.

Undead: Lingering spirits are undead, and therefore immune to poison, disease, paralysis, sleep effects, stun effects, and death effects. Undead are not subject to critical hits, subdual damage, or ability damage. They have no Constitution scores, and therefore suffer no effects which call for a Fortitude save (unless it affects objects).

ARCHER FOUNDATION

HALF SKILLS

The professional's half skills and key abilities are:

Half Skill	Key Ability
Concentration	Wis
Diplomacy	Cha
Drive	Dex
Profession (choose one)	Wis
Spot	Wis
Any one other skill	Varies

CLASS FEATURES

All of the following are class features of the professional.

Starting Feats: The professional begins play with the following feats.

- Armor Proficiency (Light)
- Weapon Group Proficiency (Melee)
- Weapon Group Proficiency (Handgun)

Specialty: At 1st level, choose one of the professional's full skills. That skill is increased by 3 ranks. Choose

a different full skill at 4th level to receive this bonus, and a third at 8th level.

Ordinary Past: At 2nd level, the professional gains the Ordinary Past feat.

Advanced Skill Mastery: At 6th level, the professional gains the Advanced Skill Mastery feat linked to his Ordinary Past feat.

Grand Skill Mastery: At 10th level, the professional gains the Grand Skill Mastery feat linked to his Ordinary Past feat.

PSI-TRAINER

Each of the Conspiracy's Chambers maintains an elite cadre of psions able to aid in the development and training of new psion assets. Unfortunately, a significant number of these trainers left the Conspiracy during the Shop's defection, and some now branch out as freelancers, selling their services to the highest shadowy bidders.

MP Cost: 2 per level + 10 (vitality die).



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SILENT

ARCHER COMMUNICATION 170999842-J6

CLASSIFIED [REDACTED] - SILENT - TOP SECRET - EYES ONLY
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(PAGE 12 OF 31 - MELBOURNE FACILITY)
PROJECT: SILENT SPECTRE [REDACTED]
PER: ALGERNON, OMEN, SCHRADER
CODE: BLACK

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RE: LATEST TEST RESULTS FIRM. DEVICE SCHRADER-4 HAS RENDERED LATEST SUBJECT ENTIRELY TRANSPARENT TO SIGHT. PICTURE OF OF COMPLETED PROTOTYPE DEVICE BELOW. PLEASE ADVISE.

SILENT SPECTRE - MELBOURNE FACILITY



PROCEED ACTION: PROJECT SILENT SPECTRE APPROVED. SITE C (MANES INDUSTRIAL SITE) ESTABLISHED. PROCEED TO SITE C AND CONTINUE WORK. VOLUNTEER PROCESS COMMENCING. RECOMMENDATIONS EXPECTED. MASS TEST TO COMMENCE BY LATE SUMMER.

CASTLE



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SECTOR 6

AGENT INVOLVEMENT SUSPECTED

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