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THE WAGER

Errol Richter tapped his fingertips against the table's impeccable finish, anxious to get back to business. The GeoWave Suppressor was almost complete, and would revolutionize Global GeoTech's fortunes – not to mention its stock price. Crassus, the ingrate, was late, no doubt thanks to the gold digger incessantly hanging from his arm. That Richter expected, but the Board's founder, Nero Kingsley, hadn't arrived yet either.

With a whispered click, the door behind Richter opened. Slowly, he rotated his chair until he was facing the newcomer. Crassus. "How kind of you to finally arrive," he remarked coldly.

Crassus waved, "Always a pleasure, Errol."

Richter scowled at Crassus' willful ignorance of his mockery, then tried again. "Where's your puppy?"

Crassus, momentarily confused, stopped and regarded Richter curiously. Then a smile crossed his lips, but didn't reach his eyes. "Ah," he said lightly, "you mean Ms. Schlafzimmer." Crassus strode to his seat and slipped into the leather chair. "She sends her regards."

"I'm sure," Richter retorted sourly.

Crassus interlaced his fingers and placed his hands on the table before him. "I'm curious, Errol," he said. "Do you behave this way toward all of your acquaintances, or do you reserve such venom for former protégés?"

Richter narrowed his eyes. "Only for *traitors*," he said sharply.

Crassus clucked and shook his head sadly. "Is that what you think I am?"

Richter didn't answer.

"It is, I suppose." Crassus leaned back, steeping his fingers. "I *am* grateful, you know. Without your sponsorship, all of this," he waved an arm in a sweeping gesture, "would be out of my reach."

"There are times," Richter countered, "that I believe we'd all be the better for it."

"I'm sorry you think so." Crassus seemed genuinely deflated by Richter's attack, but it didn't last long. "My offer still stands, Errol."

"GeoTech isn't for sale. My situation will never be difficult enough to justify begging help from you."

"Pity," Crassus conceded.

An awkward silence fell over the room for nearly a minute, finally broken by a quiet hiss from the north, where the wall's wood panels slid aside to reveal a flat screen monitor. As it flickered to life, Kingsley's elderly face dominated the room. "Gentlemen," he greeted. "If you've quite finished this evening's bickering?"

Neither man responded. Richter spoke first: "What's the meaning of this?" he exclaimed. "Your own rules dictate—"

"Yes," Kingsley interrupted. "All meetings of the Board must take place in person. I apologize for my physical absence, but I am quite... indisposed at the moment."

Crassus nodded cordially. "Of course, Mr. Kingsley. I hope you're well, considering your condition?"

Kingsley tilted his head in response. "As well as can be expected, I should think. But that isn't the matter before us today."

"Of course," Crassus agreed. "The Agreement."

"Indeed," Kingsley's eyes flickered to Richter, who by now paced impatiently behind his chair. "You, of course, are familiar with the rules of our little game." His gaze returned to Crassus, "but I believe this is your first opportunity to play."

"I'm grateful for the chance," Crassus grinned. "I wouldn't be here without Errol's sponsorship... and your approval." He turned his eyes meaningfully to Richter, adding "We must always remember who our friends are."

"Quite true," Kingsley agreed. "In the interest of a level playing field, I believe this is a good time to explain the game in detail."

Patiently, Crassus waited for Kingsley to continue, while Richter stewed.

"First, let me be clear. This is not a wager, nothing so mundane. There's no stake, and there are no winnings to be had. This is an agreement between gentlemen of the highest caliber. We compete for *pride*. The game has history, and there's honor in the playing."

Richter silently rolled his eyes.

"In the coming months, we shall each engineer a crisis of global proportion. Whether you gain from the result or not is immaterial. The matter before us is just how deeply into jeopardy we can drive the world, yet still maintain enough control of the situation to draw it back from the brink of chaos."

Crassus nodded approvingly.

"It's of paramount importance, however, that we each remain anonymous. The Board's continued existence depends upon this." A thin-lipped smile spread across Richter's face. "We play this game with history itself. My personal achievements as part of the Agreement are numerous, but the current benchmark remains the Cuban Missile Crisis."

"You...?" Crassus uttered, feigning admiration as best he could.

"Yes, him." Richter interrupted. "For thirteen days in 1962, he was at the helm of history." He affected a yawn.

Kingsley fixed his cold eyes on Richter and snorted, "I've yet to see anyone surpass the performance."

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"You *will*," Richter countered confidently.

"Not from you, certainly," Kingsley continued the joust.

Richter squared himself toward the monitor, ignoring Crassus completely. "You'll see. The Crisis is history, yesterday's headlines."

"History, Mr. Richter. Exactly the point," Kingsley declared contemptuously. "I have made it, shaped it, turned aside its course like a dam astride a mighty river. You're nothing compared to my accomplishments," he hissed. "*Nothing*."

Richter, cowed or frustrated into silence, had no response, yet Kingsley continued regardless.

"I gaze down on you as God gazed upon Noah before he smote the sky with thunder and rain," Kingsley raged. "You couldn't *hope* to best me."

Crassus eyed Richter briefly, searching for assurance that Kingsley wasn't completely mad. But the chairman's anger subsided and calm returned to his voice. "I offer one last chance to you both," he said, "one last move in the game. Use it well."

Kingsley flickered out of existence, and the monitor went blank.

Crassus chuckled, seizing his chance to return Richter's jibes. "You do know how to get a rise out of the old man, don't you, Errol?"

"Shut up."

Crassus raised his hands in a mock defense, then stood. "Fine, I've nothing more to say, except this..." He extended his hand in a gesture of sportsmanship. "May the best man win."

Richter stared at him for a long moment, then dropped his eyes suspiciously to the proffered hand. "He will, Crassus. Mark me: *he will*." With that, Richter stormed from the room, slamming the door on his way out.

• • •

In the safety of his private domain, Kingsley leaned back, his movements still somewhat awkward. He hadn't completely acclimated to the lack of true gravity yet, or the habitation ring's spin. Gazing through the view port of his last castle, he considered the Earth, floating below amidst a vast sea of stars.

"One last game," he whispered, "then it ends."

"*All of it*."

INTRODUCTION

Welcome to *Gentlemen's Agreement*, the first season book for use with the *Spycraft* roleplaying game.

WHAT IS A SEASON BOOK?

As discussed in the *Spycraft Espionage Handbook*, a season is a period of game time composed of several serials, usually linked together to form a cohesive whole. This book, and others like it, presents an entire season, ready to play with little preparation. All that's required is familiarity with the *Spycraft* rules and reading this book in its entirety before running the first serial.

In order to provide the maximum value for your dollar, we've taken it a step further than merely presenting one season. Each of the four serials found herein is scalable to your team's experience level, whether they're rookies, veterans, or the best of the best. Taken as a whole, this volume includes serials appropriate for no less than 12 different agent levels, ranging from 1st all the way up to 20th. This allows you to run it as a standard season; to run each serial on its own, independent of the rest of the season book; or to sprinkle these adventures among your own serials, so the agents are only occasionally pitted against this new threat.

Further, this season's new threat – "The Board" – can be plugged in to a season of your own creation. Full statistics are provided in the appendix following the final serial, and each henchman, foil, and mastermind is presented at three different levels of experience to provide you with maximum flexibility.

The second appendix explores new territory in the *Spycraft* rules. In both *Gentlemen's Agreement*, and the *Hand of Glory Threat Book* for the *Shadowforce Archer* official game setting, volcanoes present very real dangers to the agents and the world. This final appendix covers basic information about volcano anatomy and the Volcanic Explosivity Index (VEI) – the volcanic equivalent of the Richter scale. Rules are included to help you handle scenes near volcanoes during every stage of an eruption, along with new gear, a related feat, and a rundown of famous volcanoes around the world, primed for use as exotic locations in your own serials.

WHAT ABOUT THIS 'GENTLEMEN'S AGREEMENT'?

Gentlemen's Agreement consists of four serials. In order, they're Ring of Fire, The Bull and the Bear, The Cold Days, and End Game.

The Gentlemen's Agreement is a dangerous competition between members of The Board, each of whom attempts to drive the world as close to destruction as possible, yet still pull us back from the brink. It's a bet,

GENTLEMEN'S AGREEMENT

with nothing more than pride and nothing less than the fate of the entire world on the line. The Board, of course, is quite confident in their manipulative skills, perhaps with good reason. The Gentlemen's Agreement has taken place once per decade since the 1950s, and it's the cause of some of the most frightening events of the latter half of the 20th Century. The crowning glory of this little game was, without a doubt, the Cuban Missile Crisis, engineered and exacerbated by the founding member of the board, Nero Kingsley (see page 75).

Despite the ultimate results of these little shadow plays, lives are often lost in their execution. Indeed, for some of the Board members, shady mortality is part of the thrill. They are sociopaths to a man, little concerned with anything beyond self-gratification. Of course, such activities sooner or later place the Board in conflict with the Agency. As this season illustrates, later just became sooner.

During the first serial, Ring of Fire, the agents contend with geophysicist inventor and billionaire Errol Richter. The agents must prevent Richter from engineering the simultaneous eruption of every volcano along the Pacific Rim, and hopefully begin to piece together the nature of the Gentlemen's Agreement.

Next, the agents are pitted against Pluto Crassus, another member of the Board bent on destroying the global economy and rebuilding it to suit his own desires. Fortunately, the Agency is tipped to his plan by Silke Schlafzimmer, his lover and the season's foil. Further investigation reveals the nature of the Board and its historic game, and requires the Agency to thwart simultaneous attacks on several stock exchanges worldwide.

The Cold Days is a bit of a departure from our usual serials, in that it takes place entirely in the 1960s, specifically during the Cuban Missile Crisis. The agents are embroiled in the most dangerous thirteen days of the Cold War, and pitted against the season's mastermind, Nero Kingsley, for the first time. Rules for "super-imposing" your team's statistics over their historic counterparts are included here, along with a few pre-selected gadget bundles appropriate to the era.

Finally, Nero Kingsley's swan song is featured in End Game. Tired of the Agreement, and at the end of his life, Kingsley means to take the rest of the world with him when he dies, consuming it all in a firestorm of spite. He's developed a weapon capable of burning through the oxygen in the world's atmosphere, rendering the Earth a barren no man's land and forcing the human race into extinction. The agents must confront Kingsley on his personal satellite, from which he plans to observe humanity's final destruction before taking his own life.

THE BOARD IN OTHER SEASONS

Each member of the Board is rich, powerful, brilliant, and utterly amoral. As such, your options for using them in serials or seasons of your own are virtually unlimited. Should you decide to go this route, you can use most of the NPCs as written, though unless you plan to run a scenario set in the 1960s (as with The Cold Days), we suggest you change the name and background of the young version of Nero Kingsley.

Each of these men is incredibly greedy, and willing to go to nearly any length to gain greater wealth and influence. Thus, the Board can be quite easily ported into any "conquer the world" scenario. Power breeds distrust, so they can work cooperatively, or against each other, with the agents caught in the middle.

Finally, remember that the three members presented here are not the entirety of the Board. This season could be expanded to include several more serials if you desire, or the Board could make a return appearance down the road, as junior members take up the banner following the events of this season.

We've included statistics for the Board's members appropriate for agents of a variety of levels in the Appendices (see page 75).

DCs AND MULTI-LEVEL PLAY

As discussed under "What is a Season Book?" (see page 5), each of the Board's members is presented at three tiers of experience to better challenge any agent team. Low-level threats fall between levels 1 and 7, while mid-level threats fall between levels 8 and 15, and high-level threats stand at levels 16 and above.

But threats are only part of any serial's challenge. During any mission, the agents might have locks to pick, guards to fool, and computers to hack. In order to better tailor the difficulty of these tasks to your team, we've included three sets of DCs for each, presented in the following format: "DC x/y/z", where x, y, and z are challenges for low-level, mid-level, and high-level agents, respectively. These challenges correspond to the three tiers of villains presented in the Appendices, so the level of threat you choose to field against your agents also determines the DCs of the tasks they must overcome.

Example: The GC pits his agents against the mid-level Errol Richter in Ring of Fire. The text informs him that in order to intimidate one of Richter's minions, an agent must make an Intimidate check (DC 12/16/20). Since she's using the mid-level Richter henchman statistics, the DC is 16.

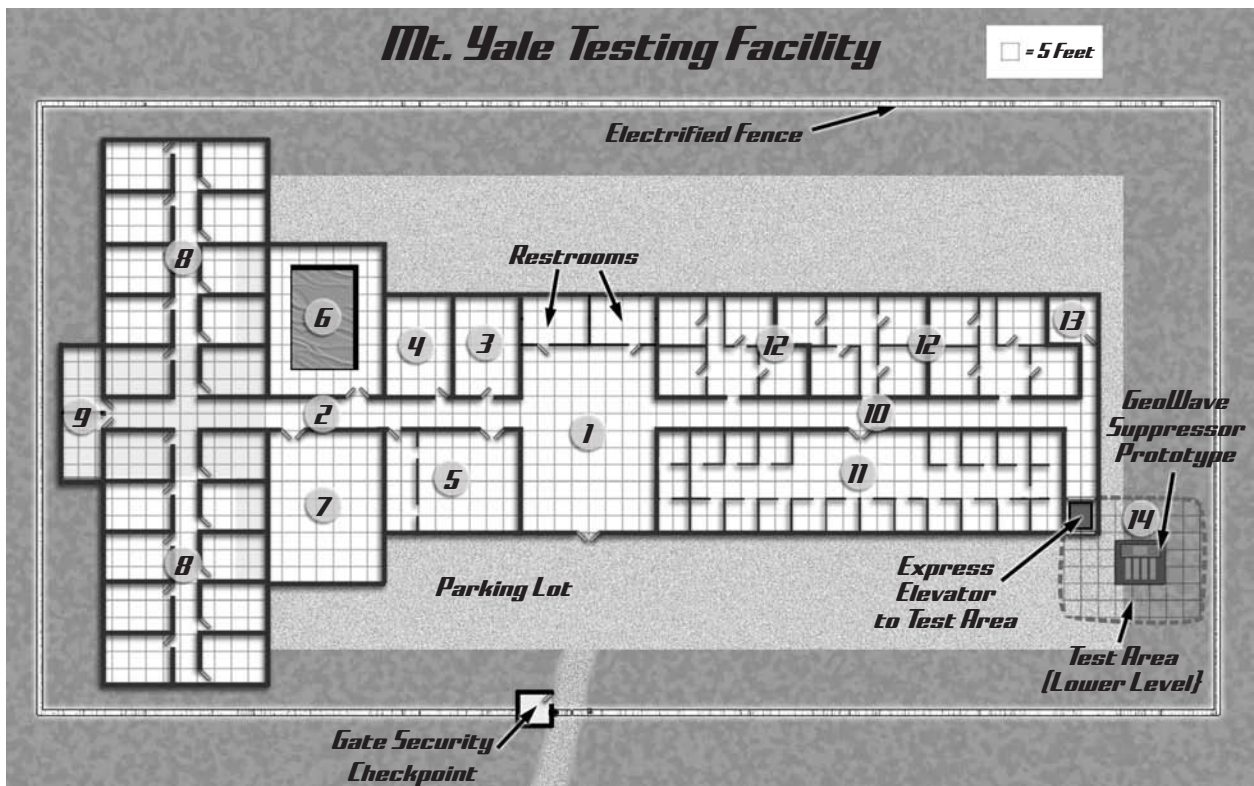
Other elements, such as opposing skill modifiers during a chase scene, are presented similarly (e.g. in a chase, the agents' opponents might have a Driver skill of +4/+10/+16).

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- 8. Private Dormitories (designated personnel only):** Twenty dormitories line this hall, ten on either side, interspersed with the various recreational facilities. These rooms house the lowest-ranked personnel on site, two to a dorm (the leading reason some prefer to pay rent and commute from local cities). Livewire and Proteus each have a dorm to themselves in this location. Livewire's is adjacent to the rec room, while Proteus' is the last dorm before the emergency exit, on the left.
- 9. Dormitory Restrooms (all personnel):** Midway down the dormitory corridor are the restrooms. The men's and women's facilities are separate, each on either side of the corridor. The women's lavatory features six stalls, three sinks, three showers, and a couch, plus tasteful decoration including potted plants and framed modern art. The men's lavatory includes four stalls, six urinals, two showers, and three sinks. Though it was at one time decorated in a similar fashion to the women's restroom, this location's potted plants are dying and the painting is missing.
- 10. Test Facility Corridor (executive, research, and security only without clearance or security escort):** This is the central access point for the facility's labs, offices, and test area – an immense cavern tunneled into the side of Mt. Yale. Each exit from this area (except back into the foyer/lobby area) is protected by some sort of lock mechanism: the labs, executive offices, and security offices are secured by a keycard

lock (at low level), a retinal scan (at mid-level), or both (at high level). The test area is protected by a retinal scanner (at low level), combination retinal scanner and keycard (at mid-level), or a combination retinal scanner, keycard lock, and a code panel (at high level). Information about bypassing each of these items is included under Security (see page 13).

- 11. Labs (executive, research, and security only without clearance or security escort):** The labs are situated around a bank of high powered computers, which re-search personnel use to model the effects of the GeoWave Suppressor. The computers are surrounded by a honeycomb of cubicles, each with a monitor and interface (keyboard, mouse, etc.), wired to the main network. Each computer requires a user ID and password, which may be hacked with the Computers skill. Information about obtaining user-level and root access is included under Security (see page 13).
- 12. Executive Offices (clerical, executive, and security only without clearance or security escort):** These offices are assigned to the executive staff, including the site manager, accountants, human resources personnel, and data clerks. Each set of four offices is centrally arranged around a reception station. All four offices share a single secretary. During work hours, Livewire can be found at one of these desks.
- 13. Security Office (security only):** From here, GeoTech security personnel monitor all on-site camera feeds, as well as the status of each electronic lock in the facil-



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THE AUTOBAHN

Known throughout the world for its purported lack of speed regulations, the Autobahn was the first road designated solely for automobiles, as well as the first route opened between Dusseldorf and Opladen (in 1929). This stretch of the Autobahn was quickly followed with a route between Cologne and Bonn in 1932, and since, the road has expanded to connect all of Germany.

In serious driving circles, the Autobahn is a holy grail. Its mention conjures images of high performance German automobiles rocketing down a multi-lane highway at speeds seemingly approaching the sound barrier. Though exhilarating, this image isn't entirely accurate – in fact, some sections of the Autobahn feature speed limits not much higher than freeways in other parts of the world, between 80 and 120 kph (50 to 75 mph). Unregulated areas do exist, though the German government has posted a standard recommended speed limit of 130 kph (or roughly 80 mph).

Smaller spurs (*Stadtautobahnen*) branch off the Autobahn to provide access to major metropolitan areas. The motorway is generally 3–4 lanes wide, with a landscaped median separating traffic traveling in opposite directions. It's carefully laid out to provide gentle curves and grades of no more than 4%. Amenities along the Autobahn are extensive and well maintained. The road features regular rest areas (including restaurants, gas stations, and the like), telephones every 2 kilometers, automated traffic monitoring devices and electronic signs, among other conveniences.

left and meets the opposite lanes about 40 feet above, then cuts sharply away on the right into a valley about 100 feet below. If either the predator or prey suffers a critical failure with a crash check in this location, the crash damage is doubled.

Rounds 19–20 (Straightaway): This area covers the first several hundred feet of a *long* stretch of open Autobahn. No special modifiers apply during these rounds of the chase. Hereafter, the cars reach completely open terrain with few (if any) vehicles.

AFTER THE CHASE

Silke is cooperative once she's in custody. In fact, she's actually quite "friendly." She breathes heavily, her motor revved from the chase, and she shamelessly plays up the sensuality of the scene to one or more of the agents (especially if one of them joined her at the Wiedemann). During this scene, Silke's disposition is considered helpful, which may be modified per the rules in the *Spycraft Espionage Handbook* (see page 269).

If the target of Silke's affections responds favorably, she may form an attachment to him (regardless of her loyalties), which could land either or both of them in hot water later in the season. Ultimately, however, this option is left up to the GC.

Silke's grateful to the agents for holding off the Pluribus Unit (which she doesn't actually name, for fear of tipping her hand), and informs them of her ongoing investigation into Crassus' activities. She provides them with enough details about the Frankfurt stock exchange bomb to allow them to call it in to the home office or the police, or follow it up themselves. The explosive is in the basement of a building adjacent to the exchange, and requires a successful Demolitions check (DC 15/20/25) to disarm. Should agents fail to disable the bomb or arrange for someone else to take care of it, the resulting explosion levels the Stock Exchange building and causes great havoc.

Silke also informs the agents that there's more information on Crassus and his activities at his firm's office in Zurich. She provides the agents with an address, but refuses to offer any further aid, for fear of revealing her duplicity to Crassus. She also insists the agents release her – if she's away too long, Crassus will suspect her betrayal, and she's put too much work into her investigation (or her scheme) to lose it all now. If she believes it's the only way to escape, she uses her information as a bargaining chip to secure her release.

If the agents don't manage to catch Silke, they can still follow up on the only lead they have: her corporate credit card. This leaves the agents in a bit of a lurch, however – they haven't any better idea of the bomb's location than when they arrived in Frankfurt. The agents may call in a favor to have an Agency (or local) bomb squad search the area, requiring a successful favor check (DC 25). This isn't strictly necessary, however – the bomb is timed to detonate concurrently with the other acts of sabotage around the world, so if the agents follow this serial through to its end, the GC may determine that an Agency team locates and disposes of the bomb while the agents are busy in New York City and Tokyo.

SCENE 2: ZURICH, SWITZERLAND (47° 37' N 8° 52' E)

AGENT DESCRIPTION

Read the following aloud to the players when their agents arrive in this scene:

Only a short jaunt off the road from Zurich's famous Bahnhofstrasse – one of the most beautiful shopping districts in Europe – the headquarters of Bavarian International Investments is an unassuming 17th Century merchant's house. Despite its old world

THE COLD DAYS

All of these items function as described in the *Spycraft Espionage Handbook*, except the night vision goggles, which are considered a gadget in this time period (see the sidebar on page 44).

GC DESCRIPTION

For the purposes of this scene, use the statistics for the Royal Guard (see page 77) for the Cuban soldiers.

This scene is short, sweet, and possibly punctuated at its end by a running gun battle. Begin the agents on any edge of the map (see page 45), as they notice the first signs of the missile site. From this point on, the agents should make Hide and/or Move Silently checks every 2 minutes (20 rounds) and every 25 feet traveled, opposed by the soldiers' Spot and Listen skills, respectively. Don't forget to apply appropriate penalties to Spot checks due to darkness; the agents should have little trouble approaching the site.

When the agents pause to take photographs, use the rules for audio/video intelligence and cameras on pages 126–131 of the *Spycraft Espionage Handbook*. Hide and Move Silently checks continue during this time, as the Cuban soldiers gain a +1 circumstance bonus to their Spot and Listen checks per round the agents remain in a fixed location on the map (to a maximum bonus of +5).

If the Cubans notice the agents' photographic endeavors, they immediately attack. By this time, the agents should have what they need, so there's no reason for them to stick around. As the agents flee, they're pur-

sued by one squad of soldiers; the remaining four squads don't rise from sleep soon enough to follow. If the agents stand their ground, the four remaining soldier squads join the fight after 1d4+1 rounds.

If the GC desires, the fight can become a chase after the agents leave the site map, or he can simply determine that with one or two successful Balance, Hide, Jump, or Climb checks, the agents make it to a nearby shoreline and dust off in hidden rubber rafts.

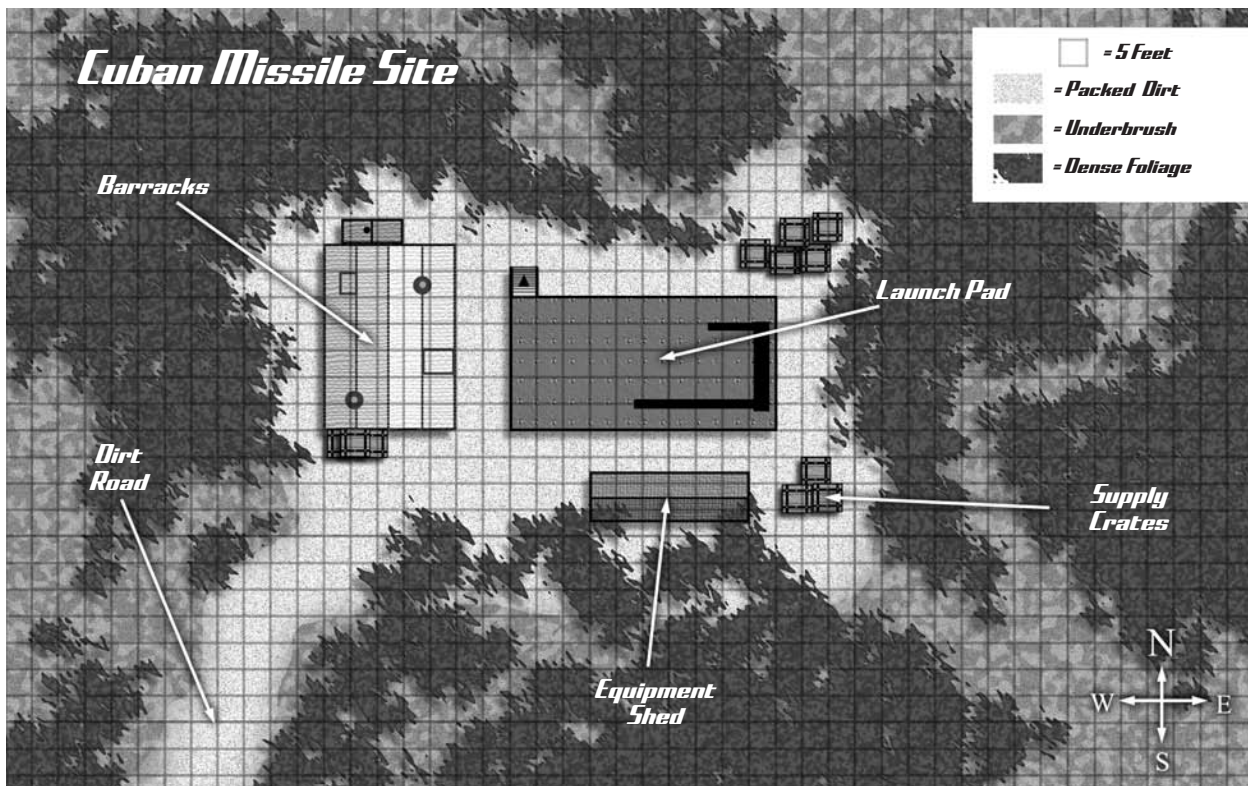
AGENT BRIEFING

After the opening scene, read the following aloud to the players:

Excellent work, agents.

Thanks to you, we've confirmed that the construction sites spotted by our spy plane is indeed a Soviet missile facility. Until now, only America has been capable of a first strike, thanks to our missiles positioned in Turkey and elsewhere. This is clearly an attempt by the Soviet Union to equalize the balance of power.

As we speak, President Kennedy is giving a national address in which he will make it quite clear that the activity in Cuba is unacceptable. Now it falls to us to follow up on the threat. The Agency is dispatching you to Berlin to evaluate the Soviet forces stationed there, and their state of attack readiness. We're certain their numbers are superior to our own in Germany, we're at



Perhaps the agents' best approach is to simply walk in as if they belong. Barring the third story (which is, at the moment, locked down by the Royal Guard), security is relatively light. The ground floor is large, but the majority of it is occupied by the building's food court and a few specialty shops (such as a gift shop that sells merchandise emblazoned with the GNN logo). The remainder of the ground floor consists of the lobby, at one end of which sits the receptionist's desk, and beyond that, the elevator bank.

The receptionist is friendly and helpful, providing directions and chatting about the weather. When (and if) the agents initially approach her, the GC should make a Sense Motive check opposed by the lead agent's Bluff skill to determine if she senses something amiss. Her skill bonus is a +2/+4/+6. With a believable cover story, any success here results in kind words and friendly help. If, on the other hand, the agents fail the opposed skill check, she senses something amiss and attempts to stall the team until she can summon security by touching a button underneath her desk. In this case, the tables are turned: each agent makes a Sense Motive check (opposed by her Bluff skill) to realize she's stalling.

After 2d8+4 rounds, a squad of Royal Guards emerge from one of the elevators and head toward the team. Fortunately, they don't have a description of the agents, and have little reason to believe this is anything more than a routine call. If the agents are cooperative, the Royal Guards simply escort them out of the building. Should the agents resist, though, the Guards are more than happy to deal with the problem in a permanent fashion.

If combat erupts, the entire building is alerted to the agents' presence, and goes into "lock down" mode (*for more about this, see Security on page 68*).

Agents who bypass this area without incident may freely use the elevators. Unfortunately, they have little clue as to their destination. There are two ways to surmount this problem, both of which involve the Gather Information skill. Agents in an appropriate setting (within the food court, for instance, talking with GNN employees, or sharing coffee with a janitor on break), may attempt a Gather Information check to obtain the following data:

- Agents who ask about unusual activity and succeed against a DC of 10/13/16 learn that security's been tight on the 3rd floor, which is odd, as it's supposedly used only for equipment storage. A critical success reveals that several back-up studios are located on the 3rd floor for emergency use, complete with their own control rooms.
- Agents who ask about security and succeed against a DC of 15/20/25 learn that there have been a lot of new faces, most of them carrying guns and wearing body armor.

- Agents who ask about broadcast facilities and succeed against a DC of 12/17/22 learn that most of the networks in the GNN building have proprietary broadcast equipment. The nest of antennae on the roof bears this out. A couple of the control rooms on the 3rd floor are available for emergency use by any of the networks, in case of power outages or equipment failure.

The 3rd floor is largely unused, and mainly consists of long hallways and empty control rooms and storage areas. Nonetheless, it's heavily patrolled by the Royal Guard (*see Threats, on page 75, for more*). As elsewhere in the building, any gunfire here prompts a "lock down" (*again, see page 68 for more about this*).

Most of the storage areas are in use, but they're currently deserted, as are most of the control rooms. These areas are dark, the lights shut down to save power. The control room used by Kingsley's Royal Guard, however, is lit and operational. It may not be immediately obvious to the agents, though, as this area's doors and blinds are all currently shut. When the agents arrive on this floor, the GC should have them make coordinated a Search check, with the following results:

Critical Failure: The agents locate the correct control room, but they also stumble across a patrol of Royal Guard. The minions get the drop on the agents in a hallway with little cover. The Royal Guards surround the agents and order them to surrender. Should they comply, they're turned over to the police and detained for a long stretch – 20 days minus the result of a favor check (there is no success or failure for this check, but it does cost one action die, which is paid for from the agent's next session allotment).

10 or less: The agents wander the floor for 20 minutes before locating the correct control room. The GC should make four checks for HQ personnel during this time (one every five minutes).

11-15: The control room isn't the last place the agents look, but it's close. The GC should make three checks for HQ personnel during this time (one every five minutes).

16-20: The agents' search is fairly efficient, if uninspired. The GC should make two checks for HQ personnel during this time (one every five minutes).

21-25: The agents search is fast and methodical. The GC should make one checks for HQ personnel during this time (for the five minutes the agents search).

26+: The agents get lucky, and almost instantly notice the light shining underneath the control room's door. The GC makes no checks for HQ personnel during this time.

Should the team have the foresight to request architectural plans for the building from the Agency (a favor check with a DC of 10/15/20), it gains a +4 circumstance bonus with this Search check.

Silke Schlafzimmer, 9th-level faceman (mid-level foil); loyalty 6: CR 9. SZ M; v/wp: 60/11; Init +9 (+7 class, +2 Dex); Def 17 (+5 class, +2 Dex); Atk: Accu-tek AT-32 +8 (1d6+1), stiletto +7 (1d6+1); Face 1 square; Reach 1 square; SA per class; SQ per class; SV Fort +4, Ref +5, Will +7; Str 12, Dex 14, Con 11, Int 16, Wis 16, Cha 18; Skills: Bluff +14, Cultures +11, Diplomacy +13, Disguise +9, Driver +14, Forgery +9, Gather Information +12, Innuendo +8, Languages +10, Open Lock +6, Perform +10, Read Lips +8, Search +9, Sense Motive +10, Sleight of Hand +7, Spot +8. Feats: Charmer, The Look, Silver Tongue, Undermine. Gear: Weapons, 63 BPs. Gadgets & Vehicles: Poison lipstick (3 uses, knockout drops).

Silke Schlafzimmer, 17th-level faceman (high-level foil); loyalty 6: CR 17. SZ M; v/wp: 110/12; Init +16 (+14 class, +2 Dex); Def 22 (+10 class, +2 Dex); Atk: Accu-tek AT-32 +8 (1d6+1), stiletto +7 (1d6+1); Face 1 square; Reach 1 square; SA per class; SQ per class; SV Fort +8, Ref +7, Will +10; Str 12, Dex 14, Con 12, Int 16, Wis 16, Cha 19; Skills: Bluff +18, Cultures +16, Diplomacy +19, Disguise +13, Driver +16, Forgery +15, Gather Information +18, Innuendo +12, Languages +15, Open Lock +10, Perform +14, Read Lips +12, Search +13, Sense Motive +14, Sleight of Hand +12, Spot +13. Feats: Charmer, The Look, Mark, Point Blank Shot, Silver Tongue, Undermine. Gear: Weapons, 63 BPs. Gadgets & Vehicles: Poison lipstick (3 uses, knockout drops).

PLOT HOOK # 1: POWER PLAYS

The Gentlemen's Agreement is fairly central to the Board's activities, but it's by no means their only iron in the fire. Each member is obsessed with advancing his own power, and Machiavellian power struggles between Board members are all too common, as each member attempts to advance his own status, perhaps at the expense of the others. The GC can use this unstable relationship to draw agents into the story. This plot hook revolves around an outsider: Silke Schlafzimmer. Her motives are unknown, but it's clear that she's playing the Board against the outside world — and coincidentally, the Agency.

POSSIBILITIES:

1. Silke is tired of being on the outside, looking in. She's determined to shatter the status quo and become the first female Board member. Since the Board's membership is tightly regulated, however (to 13, 7, or 5 members, depending on the level of play), she must first eliminate the competition. Conveniently, Errol Richter plans to present his 'earthquake solution' (the GeoWave Suppressor)

to the public, hoping to increase his company's stock and prestige. Every solution needs a problem, and Richter first plans to trigger an earthquake so that he and his company can emerge as heroes from the rubble. Silke tips off the FBI (or other appropriate intelligence agency), and word passes to the Agency.

2. Pluto Crassus has long since left Errol Richter in the dust, so far as respect and Board power are concerned. But he's all too aware that the most dangerous opponent is the one behind you. Through a combination of insider trading, intimidation tactics, and foul play, Crassus plans to undermine Global GeoTech's bottom line, forcing Richter to close up shop. Richter doesn't go gently into that good night, though. Rather than see his dreams crumble around him, he decides to use the GeoWave Suppressor against Crassus, causing untold damage and loss of innocent life. Silke, shocked and afraid, goes to the Agency and the team, naturally, is caught in the middle.

