

# The Ulysses Agenda

## A Faction Resource for *World on Fire*

By Jon Andersen

*The world is torn between forces whose lust for power recognizes boundaries neither geographical nor political, and who care for the welfare of none but themselves. In this precarious era we must find the courage to gather those whose strength can lead us to new soil free from the danger of this slave nation that is Earth.*

— Ulysses Agenda mission statement

The Space Race promised a life beyond Earth, a promise that today lies broken. The world is on fire and the Doomsday Clock is closer than ever to midnight. Some believe humanity will be unable to forego that final, fateful hour and that civilisation, at least as we know it, may not survive. They are the Ulysses Agenda, a movement in some ways selfish yet also visionary that sees the long-abandoned promise of space exploration as the only rational response.

### Faces in a Terminal Age

The Agenda is composed of three distinct organisations – Planetary Engineering, Technacothaka and Project Babylon. Together or apart, these groups may be used as foils and points of interest in any *World on Fire* or similarly desperate modern campaign. They might become allies to enlist, resources to acquire or mysteries to solve. They might even serve as the characters' home office! This article assumes no particular application and presents everything in an open-ended manner, so the Game Control can easily tweak the Agenda to fit his specific needs.

### Planetary Engineering Pty Ltd.

**Goals:** 2 (Enlightened Evolution, Visionaries)

**History:** 5 (Allies, Growth, Prophecy, Respected, Rivals, Triumphant)

**Image:** 2 (On Record Goals, On Record Methods, Prominent Leaders, On Record Members, Prominent Sites)

**Sites:** 5 (Airstrip, Bureau, Harbour, Law Offices, Media Studio)

*PEPL maintains aeronautical and marine research facilities in southern Africa, eastern Russia, and South America.*

**Tools:** 4 (E-IV, G-II, R-II, S-V, T-II, V-V, W-II)

*PEPL has invested significant resources in non-military air and watercraft, which are the only Vehicle categories within which it's full Caliber of V is applied; ground vehicles are acquired as if the company possesses a Vehicle Rating of II.*

### Technacothaka

**Goals:** 6 (Credibility, Greed, Protection, Revelation, Secrecy, Stability)

*Technacothaka lives and dies by escaping unnecessary attention and dealing fairly with clientele. Able to amass currency as needed, its wealth is mostly comprised of information and favours.*

**History:** 8 (Allies, Enemies, Growth, Honour, Prophecy, Respected, Rivals, Triumphant)

*Technacothaka once coexisted with Banshee Net (and before them, BRAINCHILD). However, having benefited from the Murder Lottery has resulted in frequently antagonism.*

**Image:** 7 (Prominent Goals, Secretive Methods, Secretive Leaders, Mysterious Members, Mysterious Sites)

**Sites:** 7 (Advanced Lab, Archives, Black Market, COMSEC Centre, Counterfeiter Ring, Records Office, Satellite Network)

*Highly mobile, almost all of the organisation's infrastructure can be relocated with little notice (the durations involved in a Silent Running event are reduced to scenes and sessions from sessions and missions but the generated XP is halved).*

**Tools:** 9 (E-V, G-V, R-V, S-V, T-V, V-V, W-0)

*The organisation's reluctance to directly traffic weapons has a dramatic impact on the operational ability of its agents.*

### Project Babylon

**Goals:** 5 (Grail, Megalomania, Reconstruction, Secrecy, Visionaries)

*The Project exists to ensure the worthwhile aspects of humanity survive the loss of the Earth.*

**History:** 5 (Enemies, Great Leader, Growth, Respected, Triumphant)

**Image:** 9 (Mysterious Goals, Mysterious Methods, Secretive Leaders, Mysterious Members, Mysterious Sites)

*The Project is carried out in remote locations under the strictest secrecy. A vigilant cadre of enforcers keeps constant watch over the organisation's operatives at all times.*

**Sites:** 6 (Advanced Garage, Advanced Lab, Bureau, COMSEC Centre, Hospital, Secret Base)

**Tools:** 9 (E-V, G-V, R-IV, S-V, T-V, V-V, W-III)

*The Project tends to shy away from noisy conflict resolution, preferring to outthink the enemy rather than overpower him.*

## Jump Before You're Pushed

The Agenda seeks to spread humanity to other worlds out of a basic survival urge, something that the women and men dedicated to the ideal have learned is easier said than done. They endure through a combination of sheer visionary will and the knowledge that if they do not pursue this all-important step humanity itself will pay the price.

Beyond the daunting work facing the movement here on Earth, any earnest attempt to colonize another world will require countless thousands of volunteers ready and able to undertake the journey, not to mention hundreds of billions of dollars in development.

### Methods

Throughout human history, everybody's business has always been everybody's business, so you need a distraction; the Agenda's sleight of hand is called Planetary Engineering Pty Ltd. With a global presence and almost 30 years of legitimate corporate history behind it, Planetary can operate largely without intervention. It's carefully conceived public goal – to design and implement technologies to establish viable, long-term communities in the oceans and skies of Earth – conveniently masks Agenda research on the infrastructure required to colonise other worlds. Further, as a private company operating outside the USA, Planetary avoids many of the oversight hassles suffered by a number of its publicly listed competitors.

Behind this shield of public anonymity, the Agenda's gears grind away...

**Planetary Engineering:** Planetary is capable of existing independently even if it should happen to be cut loose from the Agenda and part from a few key individuals its employees are generally ignorant of the organisation's true purpose. PEPL has two primary career paths – “above” and “below” – with most employees holding some sort of professional diving or flight licence or at least a degree of

applicable recreational experience. These qualifications are often internally sponsored and such training may utilise company facilities, such as their equivalent of NASA's Neutral Buoyancy Laboratory (located in Australia). Employees frequently attend international symposiums on their fields – sometimes as much to blow the company's trumpet as to gather new intelligence.

**Technacothaka:** On the flip side, Technacothaka is all about discretion, subterfuge, high mobility and profit. The Agenda's oldest facet, it employs relatively few full-time operatives, relying mostly on untraceable freelancers whose mission gear is typically arranged through dummy corporations and dead drops. These privateers are often paid in kind; procuring data and goods that can be traded through the shadow community. The few significant monetary transactions that do happen are with various clients seeking high-end consultations and specialty development.

Technacothaka refuses to work with groups that traffic weapons or with those that condone or perpetrate violent acts, a restriction extending to its own personnel as well. This keeps the organisation (largely) off Project: Pitfall's radar and has nurtured a great deal of respect within the world's shadow community.

Its ace-in-the-hole is a small but secure orbital satellite network, purchased during the infamous Murder Lottery, granting real-time oversight of all its worldly endeavours and a secure command channel during critical operations.

**Project Babylon:** Similarly clandestine, Babylon is not even remotely near anyone's radar – save *perhaps* the Eternals. In many ways a cult of personality, its membership is meticulously handpicked and groomed to ensure commitment to the greater purpose, whether they know it or not.

Project “outsiders” include those with strategic positions in other organisations or families ignorant of the truth, while “insiders” reside at the Monolith: the Project's redoubt, HQ and launch facility. Both groups are quietly monitored by a secret cadre of sweepers and cleaners hired to protect the interests of the Project and the greater Agenda.

### Reputation in the Ulysses Agenda

Faction/Condition	Reputation Gain/Loss
<b>Planetary Engineering</b>	
Objective (Crucial Skill Check)	+1 *
Triumph (Profession or Science)	+2
Exposure (Cooperation)	-1 **
Any failure during an Under Review event	-2
<b>Technacothaka</b>	
Objective (Transport)	+1 *
Triumph (Investigation or Streetwise)	+2
Exposure (any Anonymity)	-1 **
Any unresolved Theft event	-2
<b>Babylon Project</b>	
Objective (Contain)	+1 *
Triumph (Mechanics or Science)	+2
Exposure (any Anonymity)	-1 **
Any Wanted event	-2

\* Each Faction has its own priority mission objectives. This modifier is applied to characters possessing the appropriate Allegiance each time the team completes an objective of the listed type (see the *Spycraft 2.0 Rulebook, page 431*).

\*\* Each Faction has its own “pet peeves” among common forms of exposure. This penalty is applied to characters possessing the appropriate Allegiance in addition to the standard penalty for this exposure trigger (see the *Spycraft 2.0 Rulebook, page 436*).

### Operations

All three Agenda divisions maintain ongoing missions. Due to the potential Eternals connection and the Agenda's ultimate goal, the operations of Project Babylon probably offer the greatest chance of campaign strangeness (*see We Are Leaving!*, page XX).

**Planetary Engineering:** PEPL's biggest ongoing concern is its ORCA test-bed facility off the northeast coast of Australia; an ongoing experiment in maintaining a largely self-sustaining sub-surface habitat, its physical infrastructure resembling that of the ISS but on a grander scale. It also leases space to other science projects – like cetacean research and coral reef preservation – and serves as a relay point for exploratory projects including deep ocean mining. As it hosts public visits (including school children), ORCA maintains its own security detachment and a constant communications link with the Australia Coast Guard.

Surface efforts are split between aeronautics (luxury airships) and hyper-engineering (self-contained environments or “arcologies”). Africa and South America in particular are interested in the former as a means of generating ecotourism, governmental control and decreased reliance on the West. Most interest in hyper-engineering comes from Japan and the Middle East.

PEPL supports local communities and maintains cordial relations with the authorities hosting all its major facilities. This has also necessitated a certain engagement with criminal elements as part of the price of doing business.

**Technacothaka:** This organisation's schedule is constantly in flux to meet the ever-evolving demands of its clients and those of the greater Agenda. Some of the most powerful

bargainers with recent stops at the table include the Phage and the newly minted Alliance of Evil Geniuses. Even Pitfall has made a deal or two.

Members of Technacothaka, along with highly trusted freelancers, are aware of standing orders to compromise the activities of Banshee Net whenever the opportunity safely presents itself. This mandate is ultimately about revenge: the Mouthwash Confession devastated Technacothaka's assiduously gathered stockpile of compromising information and resulted in the deaths of many compromised agents, allies and assets. Technacothaka stops short of placing actual bounties on the hackers but has little compunction about engineering their downfall.

Technacothaka has three off the book missions. First is a constant low-level campaign of industrial espionage benefiting PEPL. Second is a detailed analysis of the Mouthwash Confession – the analysts know there's something wrong with it. Finally, the organisation is compiling a detailed profile on the so-called mastermind ORCHID, after they traced several of her confirmed Murder Lottery kills to areas of heavy Pitfall activity.

**Project Babylon:** Almost entirely focused on procuring supplies, hardware and personnel for the colonisation effort and avoiding attention in the process. An intriguing counter-intelligence and recruitment effort was mounted several years ago, involving the production of a reasonably popular science fiction show with a rabid fan base, as well as a successful roleplaying game franchise.

**We Are Leaving!**

### Operations

For those wanting to detail the practical requirements of realising the Agenda's goal there are two likely options: the Tower and the Gate.

The Tower is about rocketry and physically flinging would-be colonists into the heavens. At the lowest end of the spectrum this would place Project Babylon at least a decade ahead of NASA technologically: scramjets, ion drives, a self-sustaining closed environment for the trip, fast-establishing greenhouses for food and atmosphere production, radiation shielding, simulated gravity via carousel and garage-sized nuclear reactors. At the other end you are looking at a cold-fusion powered, aerodynamically designed spacecraft that can break orbit under its own power. The trip might take six months (maybe less) of closely confined tedium or some form of viable suspended animation. Naturally, rockets and spaceships can be intercepted or shot down.

The Gate demands access to wildly advanced technology and metaphysics that may have campaign-spanning consequences. Unless you are deliberately looking to establish personal teleportation in your game, it is probably safest to require a device at each end of the journey – it will stop people from materialising anywhere they like and makes controlling both ends of the conduit extremely important.

There is also the possibility that the gate does not work as intended: Project Babylon could be the perfect opportunity to introduce your players the Chasm Group setting featured in Signs & Portents #46.

## Structure

The Agenda's organisational structure is in many ways similar to that of Project: Pitfall – except that it runs significantly more smoothly, as ultimately one person is in charge.

**Planetary Engineering:** Structured like any other company, ostensibly run by Managing Director Nathan Stone, ex-soldier turned businessman. Immediately beneath him is the Board of Directors, composed of the heads of each of the company's main installations, a Chief Financial Officer and a Chief Legal Officer. Though all decisions are ultimately Stone's to make, he only acts unilaterally on matters directly related to the Agenda.

Each installation head is responsible for hiring and organising personnel at their facilities, including hubs and satellite offices. In practice, much of the day-to-day hiring – and indeed, most of the daily operations – are left to deputy heads. Beneath them is the usual melange of middle and project management handling design, engineering and logistical support. Security oversight of each facility resides with its head, though security chiefs are kept on staff as tactical advisors and to make calls when the head is unavailable.

**Technacothaka:** Its inner workings abandon ranks and seniority in favour of a classic cell structure with command responsibility allocated according to experience. Analysts tend to make up the bulk of the organisation, sifting through data collected from around the world and filtering the important bits to freelance operatives in the field as they tend to the needs of the clients.

The flamboyant, charismatic and somewhat unsettling spider in the middle of all of this is Cathayan – an identity

quite possibly belonging to more than a single individual. Cathayan has autocratic control over Technacothaka's clients and as a member of the Alliance of Evil Geniuses is one of the planet's most powerful individuals. This is the one exception to an otherwise universal rule within Technacothaka that no personnel shall harbour allegiance to more than one group (Agenda loyalists are prohibited from taking command seats in the organisation, for example).

**Project Babylon:** Understandably, Project Babylon's approach borrows extensively from both its companion organizations. Monolith staff has a shallow hierarchy with the necessary oversight to ensure precise direction and quality control but workers tend to be rather fraternal, even with their superiors. As at Technacothaka, ultimate authority rests with one person (in this case Koschei) but with her frequently in the field managing the moles, turncoats, and cleaners who aid and obfuscate the movement, practical management falls to her second-in-command, Valentina.

## The Ulysses Agenda In Your Game

Depending on the campaign you are running, the Agenda's three component groups can be used together or in isolation.

**Planetary Engineering:** As the public face of the Agenda, Planetary is the easiest to use as background colour: company members are viable targets for kidnapping and ransom scenarios, its flying dolphin logo is a familiar sight at career days and community events, it funds scholarships and apprenticeships and the group as a whole works well in campaigns featuring industrial espionage. These plots can become the roots of a full-fledged Agenda campaign if the PCs discover the company has links to a larger entity.

**Technacothaka:** The Agenda branch best positioned for use as a PC Agency or criminal organisation – though the infrequent need for gunplay may not suit the style of all players – a Technacothaka campaign lends itself well to any of the basic Spycraft campaign schemes (*Faction*, *Freelance* or *hybrid*). Similarly, it is an easy place to source contacts and foils from even if the organization itself never makes an appearance. *World on Fire* applications are myriad: Banshee Net characters may find themselves targeted by Technacothaka-sparked events, including Marked for Death, Silent Running, Theft, and Wanted; Shadow Patriots might recruit the organisation to act as a foil in a greater operation to bring down one of the Alliance of Evil Geniuses' shadow nations; or one of the Krypt's bizarre Vault City inventions might peak the interest of Technacothaka analysts, leading them to send freelancers to make first contact.

**Project Babylon:** PCs can become sweepers or cleaners in Koschei's employ or perhaps even colonists. Koschei makes for an ideal mastermind, wielding Project Babylon as a way to conquer the skies or escape to them if her motivations are shifted to nihilist extermination. She might launch an excursion seeking rare materials required for a ship's construction, hire the Krypt to defend Babylon against AEG incursion or cross paths with Project: Pitfall when it takes exception to some of the more... sensitive materials acquired to fuel the new space race.

### Ulysses Agenda NPCs

**Nathan Stone:** Ex-Australian SAS with qualifications in half a dozen engineering fields. One of the few men in the Agenda's highest echelon, he inherited the organisation from his father; being Koschei's grandson affords him a privileged status above others of his kind. In his forties, unconventionally attractive with short and slightly wild

ginger hair, he keeps in shape and typically displays a laconic attitude towards life. His family is ignorant of the Agenda and his secret loyalty to the cause.

Stone seizes every opportunity to tour Planetary's offices, however remote, arguing that there's no substitute for hands-on review. It is in this capacity that the PCs are most likely to encounter him.

**Nathan Stone (Special NPC — 170 XP):** Init VI; Atk VI; Def V; Resilience VI; v/wp: VII; Competence: V; Skills: Bureaucracy IV, Science V, Tactics VI; Wealth: VII; Weapons: Unmarked 9mmP FN Browning High-Power service pistol with briefcase holster (dmg 1d10+1, error 1, threat 20, ammo 13M4, recoil 12, range 25 ft., SZ/H D/1h, qualities: *dependable*); Gear: Business suit (Gadget — sensor mask (x-ray/metal, PR 4)); Vehicle: Limousine; Qualities: *Class ability (bright idea, faculty, manual adjustment, media personality, orders II, professor, terminally harmless), extended training* (all weapon categories, Personal Ground Vehicles, Standard Ground Vehicles, Personal Water Vehicles, Standard Water Vehicles, Personal Air Vehicles, Rotary Air Vehicles, Service Air Vehicles), *fearless I, feat* (Aquatic Training, Battlefield Trickery, Best Under Pressure, Charmer, Safe House, Speed Demon), *henchman, steadfast, strong-minded I, superior attribute* (Str 15, Dex 17, Con 13, Int 14, Wis 15, Cha 15), *talented* (Daring).

**Cathayan:** Though apparently human Cathayan is a second-generation *androgyne*, rescued from a Vault City and subsequently given to Koschei as a sort of graduation gift. The two grew close enough for her to defend the androgyne's status in an Eternal duel, Cathayan's undying loyalty. A dynamic personality, charming physical assets and disturbingly intuitive insights about total strangers made Cathayan the perfect candidate to head up Technothaka.

Helplessly social, Cathayan regularly hosts wildly decadent underground flit gatherings. These parties are the best opportunity to introduce Cathayan to a PC team, maybe while they're pursuing or meeting someone else. Characters unfamiliar with androgynes may assume Cathayan is a cross-dresser or possibly fraternal twins using the same name.

**Cathayan (Special NPC — 215 XP):** Init VI; Atk IV; Def VII; Resilience VI; v/wp: V; Competence: VI; Skills: Analysis VI, Falsify VI, Impress VI, Networking VII, Sense Motive VI; Wealth: X; Weapons: Ranged stun gun (dmg 3d8 electrical, error 1–2, threat 20, range 5 ft., SZ/H D/1h); Gear: Party clothes; Vehicle: Limousine (or equivalent air/water vehicle); Qualities: *Captivating, class ability (behind the scenes II, cover up, field of expertise* (Networking), *the hook-up, human nature, l337, meticulous, notebook, security detail, trailblazer, usual suspects I), feat* (Gorgeous, Holdout, Hustler, Advanced Skill Mastery (Hustler), Nemesis Basics (Banshee Net), Political Clout, Political Favours), *mastermind, seductive, Specialty* (Icon), *steadfast, strong-minded I, superior attribute* (Str 11, Dex 16, Con 13, Int 17, Wis 16, Charisma 18), *talented*.

**Valentina:** A titan hailing from Soviet super soldier experiments conducted by Krypt researchers. Blooded during the conflict in Afghanistan, she and her siblings were yearned for more than just bloodshed. She found it or rather *her*, tied up in the back of Mujaheddin jeep. The captive introduced herself as Koschei and promptly recruited her liberators, in whom she saw unique potential. Likewise impressed, Valentina and her kin soon abandoned their creators, fleeing into a future finally full of promise.

Valentina stands over 7 feet tall with a powerful, panther-like build. Her raven-eyed features are the stuff of legend, a fierce blend of superhuman beauty and inhuman strength. A

perfect blend of tender ferocity makes Valentina an excellent complement to Koschei's ruthless stewardship — and the heart and soul of the Agenda.

Introducing Valentina can be a blunt process. She is hard to miss and likely to draw the PCs' attention by virtue of her size and appearance alone. The GC could also use her to interrupt or raise the stakes in a fight, an event that is sure to stick in the players' minds for many sessions to come.

**Valentina (Special NPC — 300 XP):** Init VI; Atk VIII; Def VII; Resilience VII; v/wp: VIII; Competence: V; Skills: Athletics VII, Intimidate VI, Notice VI, Sense Motive V, Tactics V; Wealth: IX; Weapons: Mjolnir; Gear: None; Vehicle: Touring motorcycle (when encountered alone); Qualities: *Captivating, class ability (all over the world, cyclone I, hot-blooded, human nature, lifeline, little details, Martial Arts* (Strength), *still standing, uncanny dodge I, wuxia I, wuxia II), extended training* (all weapons, Personal Ground Vehicles, Mounts, Standard Ground Vehicles, Heavy Ground Vehicles, Personal Water Vehicles, Personal Air Vehicles), *fearless II, fearsome* (removable — Mjolnir), *feat* (Adrenaline Rush, Gorgeous, Hammer Basics, Hammer Moves, Hammer Supremacy, Soldier's Duty, Spirit Moves, "This... Is My Boomstick!," Wolf Pack Basics), *fleet I, henchman, horrific* (removable — Mjolnir), *hulking I, natural attack* (Slam III, Squeeze III), *steadfast, story-critical, strong-minded I, superior attribute* (Str 20, Dex 18, Con 19, Int 16, Wis 16, Charisma 13).

**Koschei:** Ashlynn O'Connor was born at the dawn of the 20th Century, discovering her Eternal nature during the Roaring 20s under the tutelage of a Raj prince named Dakkar. The seeds of the Ulysses Agenda were planted by the horrors of World War I and the influenza pandemic that followed but it was not until Dakkar introduced her to the

wonders of atomic energy – discovered by him nearly 100 years before its public debut – that the vision crystallised.

Her initial campaign for support among her fellow Eternals found only a distinct lack of interest. Decades passed and nothing – not even the Cuban Missile Crisis – urged them to action. When Dakkar was cut down during the infamous Nine Tiger Conclave attack, she finally acted on her own. Using her own daughter to engineer an advantageous marriage with a minor industrial magnate that ultimately resulted in the creation of Planetary Engineering. With her growing number of allies at her side, she meticulously scavenged failed and emerging criminal operations to construct Technacothaka. Finally, she set up Project Babylon on one of the numerous uncharted islands Dakkar had used to spearhead his maritime operations during the 19th Century.

Dark-haired, attractive, tenacious and blessed with mesmerising cornflower blue eyes, she often comes off as cold and distant. She reserves her affections for those that prove worthy of her valuable time.

**Koschei (Special NPC — 240 XP):** Init V; Atk VI; Def VII; Resilience VI; v/wp: VI; Competence: VII; Skills: Blend VI, Cultures VII, Investigation V, Notice V, Search VI; Wealth: IX; Weapons: Long knife (dmg 1d6+4 lethal, error 1, threat 19–20, SZ/H D/1h, qualities: *armour-piercing (1), bleed*), .45 USP service pistol with silencer (dmg 1d12 lethal, error 1, threat 19–20, ammo 12M4, recoil 16, range 25 ft., SZ/H D/1h, qualities: *composite, takedown*); Gear: Cleaner kit II, armoured coat (average low-profile armour); Vehicle: Full-size sedan (acceleration increase I, emergency services package (police), top speed increase I); Qualities: *Class ability (1,000 faces, crusade, inner drive, insane stunt, lead, lifeline, sneak attack I, status quo, usual suspects I), extended training* (all weapons except Guided, Personal

Ground Vehicles, Mounts, Standard Ground Vehicles, Heavy Ground Vehicles, Personal Water Vehicles, Standard Water Vehicles, Personal Air Vehicles, Rotary Air Vehicles), *fearless I, feat* (Adrenaline Rush, Knife Basics, Long View, Queen's Gambit, Martial Arts (Wisdom), Sands of Time, Safe House, Style Over Calibre, Traceless, Wolf Pack Basics), *mastermind, Specialty* (D-6 Agent), *steadfast, strong-minded II, superior attribute* (Str 12, Dex 16, Con 14, Int 18, Wis 19, Cha 15).

### Hammer of the Gods

This Tomorrow experiment was rescued from the Krypt's Koffin, final resting place for everything they fear.

**Mjolnir** (dmg 1d12 bang, 1d12 electrical, and 1d12 lethal, error 1, threat 18–20, SZ/Hand: S/2h, weight 60 lbs., qualities: *bulky, keen (12), massive, ornamented, quirky, reach 15 ft., sure-grip, takedown, upgrade* (custom handle, deadly precision 1/combat), *unreliable*). This weapon is supernaturally heavy and may only be lifted by characters bearing a Light Load. Using Mjolnir's *reach* quality requires 1 full action and the weapon cannot be used during the following round. Further, once per session as a full action, the wielder may use the weapon to emit a powerful EMP blast (equivalent to a Reputation-only EMP blast Gadget Mechanism; all characters within the wielder's square are immune). Once per mission, the wielder may use the weapon as a limited weather manipulation Gadget Mechanism (with double the standard action die cost).

### Talents

**Androgyne (Medium Near-Human):** Perhaps the unexpected result of an Eternal attempt to understand Essence or a deliberate attempt to augment human genetics, you kind are social and sexual chameleons quietly expanding

through the population. You only gain your specialty's bonus feat if it is Clergyman, Double Agent, Entertainer, Icon, Operative or Unknown.

- +2 Charisma, –2 Strength.
- Falsify is a class skill for you.
- You require no additional time to complete and suffer no penalty with Falsify/Disguise checks due to gender change.
- Once per session, you may increase the disposition of 1 non-villain NPC by 1 grade without a skill check.
- Once per scene, you may suffer 2 points of damage to gain a +1 morale bonus with Bluff, Impress, Intimidate, Manipulate and Network checks targeting a character within your scent distance. This bonus lasts for a number of minutes equal to your Career Level, and increases by an additional +1 at Career Levels 6, 12 and 18.

## Specialties

**Networks Agent:** Silent, precise and deadly – these things describe you and your actions. When your Agency needs to “wet the ground,” you are the operative to whom they turn.

- Bonus Feat: Any Unarmed Combat or Covert feat.
- Once per scene, you may take a Coup de Grace action targeting a flat-footed standard character even if he isn't helpless. Further, when you take advantage of a terminal situation, you need not spend an action die.
- Once per scene, you may roll 2 dice when making a Reflex save, keeping the result you prefer. You may use this ability 1 additional time per scene at Levels 7 and 14.
- Each time you successfully inflict lethal damage on a special character with an attack, the damage increases

by 1. This bonus damage increases by an additional 1 at Career Levels 5, 10, 15 and 20.

## Reputation

The following options are available to members of Planetary Engineering Pty Ltd, Technacothaka and Project Babylon whose Allegiance is set to the Ulysses Agenda.

**Safe Passage (5 Reputation):** You may spend 5 Reputation and 2 days to gain secure and uninterrupted passage to anywhere on the surface of the planet. This passage still takes the typical amount of time.

**Interdepartmental Loan (Special):** You may spend an amount of Reputation equal to  $2 \times$  the Gear Rating of an organisation that is a parent, subsidiary or sibling of your own to use the target Rating until the end of the current scene.

**Disaster Insurance (25 Reputation):** You may spend 25 Reputation to presciently establish an escape route in the following scene. Thereafter you may end the scene at any time, beginning the next at the closest safe house available to you or your organisation.

**All Alone (50 Reputation):** Once per mission, you may spend 50 Reputation and 1 day to burn any special non-mastermind character you've met during the current mission. The victim is immediately targeted by a Marked for Death and a Wanted event (*see the Spycraft 2.0 Rulebook, pages 399 and 404, respectively*).

## Events

The following events may be helpful in a campaign featuring the Ulysses Agenda.

### Silent Running

Agents rely on a degree of stability in their lives – most importantly the certainty that when they put a call in to the home office it will be answered. In those rare cases when the call is not answered, it is not always an indicator that the agent has been burned – sometimes an agency simply goes quiet. This can happen because a critical location has been compromised, necessitating a chaotic frenzy as personnel and equipment are evacuated, evidence is eradicated and new sites are occupied. Other causes can include internal subterfuge and revolution, overextension and even good old-fashioned communication and clerical errors.

The GC may spend 2 action dice to invoke the Unavailable Faction Assistance complication for the rest of the session and then the Limited Faction Assistance complication for the remainder of the mission. At a cost of 4 action dice the GC may invoke the Unavailable Faction Assistance complication immediately and for the rest of the mission. Particularly cruel GCs may choose to spend the requisite action dice during the next and subsequent missions to continue this event.

**Event Triggers:** Any character makes a Request check in hostile territory or any member of the Agency is captured or fails an Undesired Attention event.

**Limited Faction Assistance:** While this complication is in effect, the affected organisation can only provide up to Tier II NPC support or Caliber II gear (this ban includes Reputation-only gear); all feats, class abilities and other character options that increase NPC Tier or gear Caliber have no effect. Additionally, the cost and delivery time required for Request checks and class abilities granting NPCs from the organisation are each doubled. Finally, characters belonging to the organisation may spend no more than 10 Reputation per mission to benefit from non-gear options. This complication increases the mission's base XP by an amount equal to one-half the organisation's total Rating scores (rounded up) + 1 per gear pick category available to the team per scene the complication is in effect. For example, a team with a Level 1 Snoop and a Level 1 Wheelman working for an organisation who's Ratings total 20 gains an additional 13 base XP.

**Unavailable Faction Assistance:** While this complication is in effect, the affected organisation cannot provide NPCs or gear of any type, whether through Request checks, class abilities, feats or other options. Characters belonging to the organisation may spend no more than 5 Reputation per mission to benefit from non-gear options and such requests are considered event triggers for the Marked for Death, Under Review and Wanted events. This complication increases the mission's base XP by an amount equal to the organisation's total Rating scores + 1 per gear pick category available to the team per scene the complication is in effect.