

NPC ARCHETYPES

The names used to describe various members of the covert services vary from agency to agency, nation to nation, and across eras. The archetypes shown here can be used as non-player characters, as pre-generated player characters if you need one in a pinch, or as inspiration for your own ideas.

Note that languages listed are in addition to English.

----- **SALESPERSON**

Possible covers: Business executive, bartender, customer service representative, diplomat, entrepreneur, psychic, preacher

Nerve: d8, Suave: d10, Pulse: d8, Intellect: d10, Reflex: d8

HUMINT: d8, SIGINT: d10, TECH: d6, COMBAT: d8

Clearance: d4, Reputation: d6

Languages: Chinese (Mandarin) d6, Chinese (Cantonese) d4, English d12, Russian d4

Agencies are always looking to recruit those who can adapt to situations and blend within the masses, therefore, most operatives will demonstrate at least a measurable degree of intelligence, creativity, the ability to read others, and the ability to carry off a false front. However, there are always those who truly shine, they exude a charm and a fluidity destined to fast track them up to elevated heights. These are master spies.

Background: Actor

Weapon: Ruger LCR

Contacts: Animal handler, Kremlinologist, physician with medical bag.

Impairments: Megalomania

Skills: Asset Handling, Analysis, Deception, Interrogation, Paramilitary, Soft Skills

----- **LAMPLIGHTER**

Possible covers: Photographer, property manager, engineer (electronics), smuggler, auctioneer.

Nerve: d12, Suave: d6, Pulse: d6, Intellect: d12,

Reflex: d6

HUMINT: d10, SIGINT: d8, TECH: d6, COMBAT: d6

Clearance: d6, Reputation: d4

Languages: English d12, Arabic d8, Portuguese d6, French d4

You are responsible for transportation, manning surveillance posts, running safe houses, etc. You develop specialized and ICON approved attaché cases to expedite operative special devices and weapons deployment. You are university educated and were recruited immediately after graduation. You are smart, idealistic, and—at least in the beginning—just naïve enough to believe what your government feeds you. You are a versatile and quick learner.

Background: Computer Specialist.

Contacts: Chauffeur with a limousine and Driving Tradecraft Skill, Chemist, Lawyer.

Phobia: Ophidiophobia – The fear of snakes and cities that have more snakes.

Skills: Asset Handling, Exfiltration/Infiltration, Driving, Interrogation, Street Delivery, Soft Skills

----- **SHOEMAKER (TAILOR)**

Possible covers: Black Marketeer, street criminal, shop owner, clerk, bookkeeper.

Nerve: d10, Suave: d6, Pulse: d6, Intellect: d6, Reflex: d6

HUMINT: d8, SIGINT: d6, TECH: d10, COMBAT: d6

Clearance: d6, Reputation: d4

Languages: English d12, Hindi d8, Russian d4, Spanish d6

You produce forged documentation and bona fides. A shoe is a euphemistic term for a forged passport. A shoemaker is a euphemistic term for the person who manufactures false passports.

Background: Art/antiquities dealer

Contacts: Code breaker, lie detector, and polygraph operator.

Skills: Analysis, Deception, Illusion, Forensics, Forgery

MECHANIC

Possible covers: Quartermaster, stock clerk, smuggler, accountant, repo man.

Nerve: d6, Suave: d10, Pulse: d6, Intellect: d10, Reflex: d6

HUMINT: d8, SIGINT: d8, TECH: d8, COMBAT: d6

Clearance: d6, Reputation: d6

Languages: Chinese d12, English d8, Hindi d6, Russian d4

You manage supply chains and provisioning for field operations. You are familiar with special devices, vehicles, and weapons. Operatives on ICON payroll are required to return ICON equipment after the conclusion of each mission or it will be repossessed and they will be disciplined. Operatives not on ICON payroll who do not return ICON equipment must be billed or the equipment repossessed.

Background: Lawyer

Contacts: Arms dealer former terrorist with counter terrorism and terrorism tradecraft skills, crateologist, psychiatrist.

Skills: Driving, Electronic Communications, Electronic Surveillance, Forgery, Soft Skills

TECHNICIAN

Possible covers: Athlete, personal trainer, mercenary, bodyguard, bouncer.

Nerve: d6, Suave: d6, Pulse: d10, Intellect: d6, Reflex: d10

HUMINT: d8, SIGINT: d8, TECH: d8, COMBAT: d10

Clearance: d4, Reputation: -d4

Languages: Russian d12, Spanish d4, German d8, English d6

You are responsible for black operations such as assassination or kidnappings often called wetwork. You were plucked straight out of the military. You may work as an assassin or an agent provocateur dropped where the action is the hottest. You may not be as experienced as a veteran or as versatile as a graduate but you are certainly the deadliest.

Background: Military

Contacts: Disguise Artist, Marine Vehicles Pilot with Marine Vehicle, Psychologist.

Skills: Black Bag Ops, Driving, Explosives, Guerrilla Tactics, Paramilitary

INQUISITOR

Possible covers: Psychologist, chemist, drug dealer, mafia enforcer, designer drug manufacturer.

Nerve: d6, Suave: d12, Pulse: d12, Intellect: d6, Reflex: d12

HUMINT: d10, SIGINT: d10, TECH: d6, COMBAT: d8

Clearance: d6, Reputation: d4

Languages: English d12, Russian d12, Spanish d4, Arabic d4

You are responsible for debriefing and interrogation. You are familiar with performance-altering drugs and psychochemical weapons.

Background: Scientist

Contacts: Drone pilot with surveillance drone, marksman.

Skills: Deception, First Aid, Forensics, Interrogation, Psyops

WRANGLER

Possible covers: Analyst, field technician, cable guy, telephone operator, ham radio operator.

Nerve: d8, Suave: d6, Pulse: d6, Intellect: d8, Reflex: d6

HUMINT: d6, SIGINT: d8, TECH: d10, COMBAT: d6

Clearance: d6, Reputation: d4

Languages: English d12, Spanish d10, German d4, Japanese d4

You gather and analyze intelligence gained via electronic surveillance or bugs. You gather and analyze intelligence gained via wiretapping telephone lines. You gather and analyze intelligence gained via radio interception. You gather and analyze intelligence gained from hacking computers.

Background: Architect

Contacts: Bomb Disposal Expert, Electrician, Memory Manipulator.

Impairment: Claustrophobia – The fear of small spaces. You fear elevators, trams, small rooms, and other enclosed spaces.

Skills: Electronic Communications, Electronic Surveillance, Forgery, Hacking, Psyops, Physical Surveillance, Soft Skills

MERCHANT

Possible covers: Corporate manager, high school teacher, ivy league professor, college student.

Nerve: d12, Suave: d12, Pulse: d6, Intellect: d6, Reflex: d6

HUMINT: d8, SIGINT: d8, TECH: d8, COMBAT: d6
Clearance: d8, Reputation: d4

Languages: Arabic d12, English d12, Portuguese d6, French d6

You are usually a case officer who supervises several operations at once, reassigned as a field operative. You are university educated and were recruited immediately after graduation. You are smart, idealistic, and—at least in the beginning—just naïve enough to believe what your government feeds you. You are a versatile and quick learner.

Background: Art/Antiquities Dealer

Contacts: Choir Boy former small-time criminal, Lie Detector, and Model Builder with art supplies and a 3D Printer.

Skills: Climbing, Driving, Forensics, Forgery, Illusion/Sleight of Hand

RONIN

Possible covers: Translator, diplomat, foreign correspondence reporter, TV anchor, jet setter, lawyer.

Nerve: d6, Suave: d6, Pulse: d6, Intellect: d8, Reflex: d6

HUMINT: d10, SIGINT: d8, TECH: d8, COMBAT: d6
Clearance: d8, Reputation: d6

Languages: Chinese (Mandarin) d8, English d12,

Hindi d8, Russian d8, Spanish d6, German d8, Japanese d8, Arabic d8, Bengali d8, Portuguese d6

You usually travel under the cover of being an international lawyer or translator (10 languages) for a large corporation while going about your real business. You may even be under the direct employ of such a company that provides you with your legend so that you can engage in corporate espionage on their behalf (or you may be set up within that company by a rival company who is paying you to steal secrets). You are a freelance operative working for money as opposed to ideology. You are currently hired as a field operative. You are a veteran of the espionage world, likely having started out as a legitimate operative working for a national agency before going into business for yourself.

Background: Athlete

Contacts: Escort, Disguise Artist, Currency Forger (counterfeiter).

Impairment: Aerophobia – The fear of flying.

Skills: Black Bag Ops, Deception, Guerrilla Tactics, Hand to Hand Combat (Krav Maga), Marksmanship / Weaponry, Pilot Aircraft, Survival

SPOTTER

Possible covers: Photographer, paparazzi, private detective, newspaper kiosk owner, gambler.

Nerve: d6, Suave: d6, Pulse: d6, Intellect: d8, Reflex: d6

HUMINT: d10, SIGINT: d8, TECH: d8, COMBAT: d6
Clearance: d8, Reputation: d6

Languages: English d12, Russian d4, Spanish d8, Arabic d6

You look for promising recruits for intelligence work, especially people with demonstrated access to intelligence targets, without necessarily recruiting.

Background: Clergy

Contacts: Automotive Mechanic with tools, Local City Guide with local city maps, and Mother or Nursemaid (asset Recruiter) from another agency with Gambler's Stash.

Skills: Asset Handling[▲]2 Asset Assessment[▲]2 (Cold Approach), Deception, First Aid, Forgery, Soft Skills.

JANITOR (CUSTODIAN)

Possible covers: Security guard, mercenary, clerk, IT professional, cyber-crimes officer.

Nerve: d6, Suave: d8, Pulse: d6, Intellect: d12, Reflex: d6

HUMINT: d6, SIGINT: d8, TECH: d10, COMBAT: d6

Clearance: d6, Reputation: 0

Languages: English d12, Arabic d6, Portuguese d8, French d8

You manage security affairs for ICON facilities. You are an industrial security individual to whom classified material is assigned and who is responsible for its protection

Background: Police

Contacts: Police Sergeant, Negotiator, Scientist (pick a field), Freelance Journalist.

Skills: Analysis, Electronic Surveillance, Exfiltration/Infiltration, Guerrilla Tactics, Marksmanship/Weaponry

NANNY (BABYSITTER)

Possible covers: Soldier, athlete, mercenary, bodyguard for hire, bouncer.

Nerve: d12, Suave: d6, Pulse: d12, Intellect: d6, Reflex: d12

HUMINT: d6, SIGINT: d8, TECH: d8, COMBAT: d12

Clearance: d4, Reputation: d6

Languages: English d12, Hindi d10, Russian d10

You are a special forces trained bodyguard. Your military background gives you discipline and a harsh view of the world that some would call jaded, but you call realistic. You are hard to get to know, but fiercely loyal once trust is earned.

Background: Military

Contacts: Gunsmith, Pattern Analyst, Wilderness Tracker.

Impairment: Glossophobia – The fear of public speaking. You are afraid of making speeches and you are afraid of not being able to make speeches.

Skills: Black Bag Ops, Climbing, Driving, Exfiltration/Infiltration, Explosives, Guerrilla Tactics, Hand to Hand Combat[▲]3 Taekwondo).

FERRET

Possible covers: Computer specialist, radio technician, field technician, phone operator, IT professional.

Nerve: d6, Suave: d6, Pulse: d6, Intellect: d8, Reflex: d6

HUMINT: d6, SIGINT: d10, TECH: d10, COMBAT: d8

Clearance: d6, Reputation: d4

Languages: English d12, Spanish d8, Japanese d10

You are responsible for detection and removal of hidden surveillance. This includes hidden microphones bugs, telephone line wiretaps, and radio interception. You can also trace computer system intrusions.

Background: Engineer

Contacts: Historian, Pharmacist, Translator.

Skills: Black Bag Ops, Cryptography, Electronic surveillance[▲]3 Bugging[▲]2 Communications Security), Forensics, Hacking.

MOTHER (NURSEMAID)

Possible covers: Socialite, photographer, paparazzi, private detective.

Nerve: d6, Suave: d10, Pulse: d6, Intellect: d6, Reflex: d6

HUMINT: d8, SIGINT: d8, TECH: d8, COMBAT: d8

Clearance: d8, Reputation: d6

Languages: English d12, Spanish d8, Portuguese d6, French d8

You are a handler assigned to Asset recruitment.

Background: Detective

Contacts: Imagery Interpreter, Photo Interpreter, Tunnel Builder.

Skills: Asset Handling (3 Asset Recruitment), Analysis, First Aid, Psyops, Street Delivery.

SANDBAGGER

Possible covers: IT professional, wilderness guide, media professional, lawyer, politician.

Nerve: d6, Suave: d6, Pulse: d8, Intellect: d6, Reflex: d10

HUMINT: d10, SIGINT: d8, TECH: d6, COMBAT: d10

Clearance: d8, Reputation: -d4

Languages: Chinese (Cantonese) d8, English d12, Hindi d8, Russian d6

You are responsible for identifying and neutralizing potential leaks. Usually this means terminating with extreme prejudice (killing) a spy whose usefulness is at an end. This could include dying of the measles, a CIA term for killing a spy and making the death look natural.

Background: Hunter / Ranger

Contacts: Merchant (Intelligence Interpreter), Photographer, Wire Tapper.

Skills: Climbing (2 Mountaineering), Black Bag Ops, Deception, Guerrilla Tactics, Survival

STREET PERSON

Possible covers: Thief, private detective, grifter, teacher, street performer.

Nerve: d6, Suave: d8, Pulse: d6, Intellect: d8, Reflex: d6

HUMINT: d10, SIGINT: d8, TECH: d6, COMBAT: d6

Clearance: d8, Reputation: d4

Languages: English d12, Russian d8, German d8

You are usually a case officer who specializes in meetings, recruitment, or clandestine public meetings. You are good at street tradecraft: surveillance, brush passes, dead drops, etc. You are currently reassigned as a field operative. You are university educated and were recruited immediately after graduation.

Background: Magician

Contacts: Forensic Accountant, Hacker.

Skills: Asset Handling, Forgery, Illusion / Sleight of Hand, Soft Skills, Street Delivery

PRIVATEER

Possible covers: Mercenary, vessel captain, sailor, navigator, smuggler.

Nerve: d8, Suave: d6, Pulse: d6, Intellect: d8, Reflex: d6

HUMINT: d6, SIGINT: d10, TECH: d8, COMBAT: d6

Clearance: d8, Reputation: d4

Languages: English d12, Russian d8, German d8, Arabic d8

You were a kidnapping pirate overpowering larger and larger unarmed vessels in international waters. After being captured and given the choice of prosecution or cooperation, you chose to become a privateer. Now you are the commander of a ship privately owned and manned but authorized by ICON to attack and capture enemy vessels.

Background: Sailor/Ship Captain

Contacts: Animal Handler, Automotive Mechanic, Boxing Instructor, Paramilitary Leader.

Skills: Deception, First Aid, Guerrilla Tactics, Hand to Hand Combat (2 Dambe), Pilot Watercraft.

ARMS DEALER

Possible covers: Smuggler, black-marketeer, cat burglar, gun runner, auctioneer, wiseguy.

Nerve: d8, Suave: d8, Pulse: d6, Intellect: d8, Reflex: d8

HUMINT: d8, SIGINT: d10, TECH: d8, COMBAT: d8

Clearance: d8, Reputation: d4

Languages: English d12, Russian d10, Arabic d8

Background: Criminal. You were a heavily armed and heavily financed terrorist operating across national borders. After being captured and given the choice of prosecution or cooperation, you chose to become an arms dealer. Now you are the employee of a privately-owned arms producer but authorized by ICON to contact and identify terrorists while

selling them defective arms.

Contacts: Chemist, Code Breaker, Narc (former drug trafficker with Drug Trafficking, Geography, Illicit Drug Production, Pharmacological Chemistry and Duplication, Stealth, and Tunneling Tradecraft Skills).

Skills: Deception, Driving, Explosives, Marksmanship/Weaponry, Soft Skills.

NARC

Possible covers: Crime boss, smuggler, wheelman, drug dealer, gun runner, grifter.

Nerve: d6, Suave: d4, Pulse: d6, Intellect: d6, Reflex: d6, HUMINT: d8

SIGINT: d8, TECH: d6, COMBAT: d10

Clearance: d8 , Reputation: d4

Languages: English d10, Russian d12, German d8, Arabic d6

You were a heavily armed and heavily financed drug trafficker operating across national borders. After being captured and given the choice of prosecution or cooperation, you chose to become a law-abiding citizen, a narcotics officer (narc). You are currently reassigned as a field operative.

Background: Criminal.

Contacts: Cratologist, Disguise Artist, Polygraph Operator

Skills: First Aid, Forensics, Interrogation (2 Drug-Assisted Interrogation), Pilot Aircraft, Parachuting.

HACKER

Possible covers: IT professional, tech support rep, cyber crimes officer, electronics store employee, e-sports professional, programmer.

Nerve: d8, Suave: d6, Pulse: d6, Intellect: d10, Reflex: d6

HUMINT: d6, SIGINT: d10, TECH: d10, COMBAT: d6

Clearance: d8 , Reputation: d4

Languages: English d12, Russian d12, Chinese d10

You were a cybercriminal attacking nations, corporations, and individuals through cyberspace.

After being captured and given the choice of prosecution or cooperation, you chose to become a hacker. Now you are the employee of a privately owned software producer but authorized by ICON to identify and capture enemy cyber criminals. You are also to stop their malware from functioning. You are currently reassigned as a field operative.

Background: Computer Specialist

Contacts: Phone Company Engineer, Zookeeper, Ham Radio Operator, Historian.

Impairment: Non-swimmer.

Skills: Analysis, Cryptography, Electronic Communications, Explosives, Forgery, Hacking (2 Botnets, 2 Device Cloning), Illusion/Sleight of Hand, Marksmanship/Weaponry.

WARD

Possible covers: Organized crime leader, gang member, grifter, smuggler, thief.

Nerve: d8, Suave: d8, Pulse: d6, Intellect: d8, Reflex: d6

HUMINT: d10, SIGINT: d8, TECH: d6, COMBAT: d8

Clearance: d8 , Reputation: d4

Languages: English d12 , Russian d8, German d6, Arabic d8

You were an organized crime figure. After being captured and given the choice of prosecution or cooperation, you chose to become a ward. Now you are the employee of a privately-owned company but authorized by ICON to identify and capture organized crime figures. You are currently reassigned as a field operative.

Background: Criminal.

Contacts: Gambler, Lawyer, Negotiator, Safecracker.

Skills: Black Bag Ops, Deception, Exfiltration/Infiltration, Interrogation, Street Delivery.

CHOIR BOY

Possible covers: Blackmailer, burglar, fence, forger, smuggler, pickpocket, thief.

Nerve: d10, Suave: d10, Pulse: d6, Intellect: d8,

Agent Dossier - Eyes Only

DATABASE IMAGE:

CLEARANCE POINTS

0..... D4
15..... D6
30..... D8
45..... D10
60..... D12

REPUTATION POINTS

REPUTATION

HEIGHT: _____ WEIGHT: _____ EYES: _____ HAIR: _____

DISTINGUISHING FEATURES: _____

ALIASES: _____

BACKGROUND: _____

IMPAIRMENT: _____

NATIONALITY: _____

HISTORY: _____

CLEARANCE LEVEL

FUNDS (BANK)

\$

FUNDS (CARRIED)

\$

NAME: First

Last

LANGUAGES:

NATIVE

D12

/ 2.

D?

3.

D?

/ 4.

D?

/ 5.

D?

ATTRIBUTES

NERVE:

D?

SUAVE:

D?

INTELLECT:

D?

PULSE:

D?

REFLEX:

D?

TRADECRAFT

HUMINT:

D?

SIGINT:

D?

TECH:

D?

COMBAT:

D?

QUICK REFERENCE:

TRADECRAFT TASK =
ATTRIBUTE + TRADCRAFT + ASSET

ATTRIBUTE SAVE =
ATTRIBUTE + ATTRIBUTE + DECISION DIE

PERCEPTION =
INTELLECT + HUMINT + DECISION DIE

SURVEILLANCE =
INTELLECT + SKILL + ASSET

COMBAT =
REFLEX + COMBAT + WEAPON / STYLE

HEALTH (PULSE):

D12: ○○○○○○○○○○○○○○○○○

D10: ○○○○○○○○○○○○○○○

D8: ○○○○○○○○○○○○○

D6: ○○○○○○○○○○○

D4: ○○○○○○○○○

ACTION POINTS IN COMBAT:

- Hand-To-Hand **4 AP**
- Melee with weapons **4 AP**
- Thrown Objects **4 AP**
- Aim & Fire Gun **8 AP**
- Aim & Fire larger firearm **12 AP**
- Fire firearm without aiming **2 AP**
- Bow & Arrow **12 AP**
- Snap Shot **4 AP**

ACTION POINTS

AP = REFLEX

SPEED:

1 ROUND = 3 SECONDS

1 SECOND = 4 ACTION POINTS

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1 SEC 2 SEC 3 SEC

RUNNING

SPRINT

RUN

ENDURANCE RUN

FT / ROUND:

MAX DISTANCE:

WEAPONS

WEAPON	CAPACITY	EFFECTIVE RANGE	RATE OF FIRE	ACCURACY (ASSET DIE)					DAMAGE					
				PB	C	M	L	X	PB	C	M	L	X	
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FIGHTING STYLE

STYLE	DISTANCE	DIE
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Resolve combat by making an opposed check vs target. Attacker must beat the defender's roll to hit.

SKILLS

SKILL (TRADECRAFT)	PROFICIENCIES	LEVEL ↑
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SKILL (TRADECRAFT)	PROFICIENCIES	LEVEL ↑
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EQUIPMENT (ASSETS)

ITEM	LOCATION	ASSET DIE
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CONTACTS (ASSETS)

NAME / RELATIONSHIP / OCCUPATION	LOCATION	ASSET DIE
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DATA COLLECTION:

10
9
8
7
6
5
4
3
2
1
0

HIT POINTS

ATTRIBUTE DICE

NERVE

SUAVE

PULSE

INTELLECT

REFLEX

RULES OF ENGAGEMENT

LUCKY 13: ATTRIBUTE + TRADECRAFT + ASSET dice
You must meet or beat 13 to succeed at any unopposed task.

COMBAT: REFLEX + COMBAT + ASSET dice
Each combatant rolls, higher roll wins. Tie goes to attacker.

BURST (Attribute die only) If you roll the highest number on the die, roll again and add the result.

BLOWBACK (Attribute die only) If you roll the lowest number on the die, lose your next turn while you fumble to recover.

TRADECRAFT DICE

SIGINT

HUMINT

TECHINT

COMBAT

AGENT NAME

ASSET CARD

ASSET CARD

ASSET CARD

ASSET CARD





CLEARANCE POINTS

- 0 D4
- 15 D6
- 30 D8
- 45 D10
- 60 D12

CLEARANCE LEVEL



AGENT NAME

KNOWN ALIASES

HEIGHT WEIGHT HAIR / EYE COLOR

DISTINGUISHING FEATURES

REPUTATION

REPUTATION POINTS _____

NOTES _____

BACKGROUND _____

IMPAIRMENT (IF ANY) _____

LANGUAGES SPOKEN _____

PROFICIENCY
D12 (NATIVE)

NATIONALITY _____

PERSONAL HISTORY _____

MONEY (IN BANK) _____

CASH CARRIED _____

ATTRIBUTES

NERVE

SUAVE

PULSE

INTELLECT

REFLEX

TRADECRAFT

HUMINT

SIGINT

TECH

COMBAT

QUICK REFERENCE

TRADECREFT TASK

ATTRIBUTE +
TRADECREFT +
ASSET

ATTRIBUTE SAVE

ATTRIBUTE +
ATTRIBUTE +
DECISION DIE

PERCEPTION

INTELLECT +
SIGINT +
DECISION DIE

SURVEILLANCE

INTELLECT +
SKILL +
ASSET

COMBAT

REFLEX +
COMBAT +
WEAPON (ASSET)

WEAPON (ASSET)

SPEED

1 ROUND = 3 SECONDS
1 SECOND = 4 ACTION POINTS

ACTION POINTS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AP = REFLEX	1 SEC	2 SEC 3 SEC

RUNNING

	SPRINT	RUN	ENDURANCE RUN
FT / ROUND	_____	_____	_____
MAX DISTANCE	_____	_____	_____

HEALTH

PULSE _____

D12 ○○○○○○○○○○○○○○○

D10 ○○○○○○○○○○○○

D8 ○○○○○○○○○

D6 ○○○○○○○

D4 ○○○○



TOP SECRET

NEW WORLD ORDER™



Full game by Merle M. Rasmussen

Initial Briefing rules by James Carpio & Jayson Elliot

These introductory rules are a simplified version of the complete ruleset for Top Secret: New World Order. The concepts and mechanics are the same as in the full game, but abridged to help you start playing right away.

If you enjoy this Initial Briefing, we hope you'll try the full box set for Top Secret: New World Order, available from TSRgames.com.



HOW TO PLAY

One player is the guide and referee for the game, and is known as the Administrator. All other players assume the character of covert agents working for ICON, the International Covert Operations Network. At least two players are needed, one Administrator and one Agent. Any number can play, but six or fewer is recommended.

To play the Initial Briefing rules, each player chooses one Agent as their character, and the Administrator chooses a Scene Card or Mission Card (see below) and its corresponding Map Card to begin.

SCENE OR MISSION?

If you've just got a few minutes to play, on your lunch break, as a short break on game night, during some down time at a convention, or whatever, the Scene cards are a quick way to jump right into the action for 10–20 minutes of play.

For a longer session, the Mission cards allow experienced Administrators to run the players through a complete one to two hour game. The Administrator may also choose to write their own mission if they like. Be creative, it's your world!

RULES OF ENGAGEMENT

Player mats are included for each Agent. Attributes and Tradecraft are the main stats for your Agent, and are represented by a die type ranging from d4 to d10. The number refers to the number of sides per die. Players will roll these dice to attempt Tradecraft tasks or during combat.

ATTRIBUTES

Attributes are the Agent's natural abilities.

Nerve

A measure of overall emotional well-being. Nerve refers to how well an agent performs under pressure, the stability of their mental state, and ability to withstand stress, temptation, fear, and in extreme cases, even torture or brainwashing.

Suave

This quantifies the agent's personal skills, charm, and ability to fit in to any social

situation. It covers skills such as intimidation, seduction, persuasion, ability to read other people's emotions, and talent for lying.

Pulse

Represents an agent's stamina, health, and vitality. Paramilitary operations, wet work, and other physically demanding activities rely on pulse.

Intellect

This attribute measures an agent's capacity for logic, reason, and learning. It also quantifies their level of perception, and ability to solve problems. An agent with a high intellect score may or may not be well-educated, but they possess the natural talent to use the knowledge they obtain.

Reflex

Assessing an agent's reflex measures their reaction time, agility, and speed. While it is often associated with overall physical fitness, an agent who loses speed or agility to injury or disability still can maintain a high reflex score, as their reaction time may be unaffected.

TRADECRAFT

Tradecraft skills are learned during training.

SIGINT (Signals Intelligence)

The art of intelligence gathering by intercepting communication between people, whether electronic or conventional, and analyzing communications for meaning.

HUMINT (Human Intelligence)

The skills related to personal interactions and human observation combine to make up HUMINT. This includes everything from surveillance to interrogation to the art of conversation.

TECH (Technical Operations)

The ability to use machinery, computers, and other technology.

COMBAT (Combat Operations)

Skills include those related to fighting, as well as all other physical talents, including piloting of vehicles, athletic feats, and situational awareness.

ROLLING THE DICE

LUCKY 13

You must meet or beat a difficulty of 13 to succeed at a tradecraft task.

The formula to this is Attribute + Tradecraft + Asset = success or failure. If no asset necessary, the Administrator may use a Decision Die in place of the asset:

1d4 if the task is difficult

1d6 if the task is easy

OPPOSED TASKS

An opposed roll is used when two characters are pitted against one another, such as trying to open a door another character is holding shut.

Players roll Attribute + Tradecraft + Asset dice and compare totals. Highest total wins. A tie indicates no change in the situation.

BURST AND BLOWBACK

Burst: when you roll the highest number on the Attribute die, you roll the die again and add the result.

Blowback: when you roll a one on an Attribute die your character is given an impairment on their next roll.

Impairment: Your character rolls the attribute die twice and takes the lower of the two rolls. Impairment usually takes place on the following roll after a blowback or at the administrator's discretion.

FORTUNE POINTS

Each character has one Fortune point to spend per scene or mission. Fortune allows you to roll the attribute die twice and take the highest value. Alternatively, your fortune

point can be used as a lucky escape, ignoring damage from one attack.

TENSION TRACK (OPTIONAL)

The tension track, printed at the bottom of this sheet, provides an extra dimension of difficulty as the tension rises.

Each time a player rolls a Blowback, the tension track goes up one step. Each Burst reduces the track by one step.

When the tension track reaches 14, players must roll a 14 instead of a 13 for success, and so on, all the way up to 18. The tension track may never go above 18 or below 13.

The Administrator's rolls are not affected by the tension track.

ASSETS

There are 18 asset cards included in the *Initial Briefing* box. Each player chooses three asset cards and places them on their player mat.

If two players would like the same asset, or a player wants to describe an asset not included on a card, the Administrator may write the relevant details on an index card for them.

COMBAT

INITIATIVE

Agents take actions in the order of their Reflex attribute, fastest to slowest. In a tie, the actions are considered to happen simultaneously.

ACTION POINTS:

Action points (AP) are equal to the agent's Reflex die type, i.e. a d6 equals 6 AP. Simple actions not listed below require 2 AP.

The action point slider on the player mat allows players to track AP spent each round. Action points reset every round.

Fire a gun: 3 points

Aim gun: 1 point (required or lose 1 die type)

Hand to hand combat move: 3 points

Normal movement: 1 point

Running: 2 points

Tradecraft task: 2 points

HAND TO HAND COMBAT

Players make opposed rolls, Combat + Pulse. Highest total wins. A tie indicates no damage. Damage is equal to the winner's Pulse die roll. If a melee weapon is used an asset die is added to the tradecraft roll and damage is based on the weapon die.

RANGED COMBAT

Players make opposed rolls. The attacker rolls Combat + Reflex + Asset (weapon). The defender rolls Combat + Reflex + defense (if applicable, below).

Defense die is d6 for evading or cover. Light cover or a steady run grants a d4.

RANGES

Top Secret Lite only has two ranges

Close - All actions are made normally

Far - All actions are made with impairment

HIT POINTS

Hit points are equal to the agent's Pulse attribute. As damage is taken, move the slider on the player mat down to the new hit point total. If a character's hit points reach zero, they are dead.