

**WHITE
LIES**



**ADMIN'S TOOLKIT
AGENCY UNIFORM**



ADMIN TOOLKIT

AGENCY UNIFORMS

Players can armor their agents with three grades of protective gear. They may select light, medium, or heavy armor. This isn't all that interesting to describe... but it's functional. In reality, they're wearing leathers or heavy cloths, bullet-proof vests, and military-grade body armor. Players should feel encouraged to describe their purchased armor in more depictive ways than simply listing the armor's protective grade. This helps make armor a bit more interesting. But it's not the only way agent's armor can be made interesting!

Spies like gadgets. In the Equipment chapter of the *White Lies* core rulebook there are general guidelines for gadgets, and there are specific lists of gadget-like upgrades available for weapons and vehicles. This [base item] plus [upgrades] formula common to vehicles and weapons can be extended to a new type of equipment described in this supplement.

NONE OF THIS IS WRITTEN IN STONE!

Like all rules in *White Lies*, none of these suggestions are any more than guidelines. Feel free to use, modify, or ignore them as you see fit. Just be consistent to your players and they'll be fine with whatever you rule.

Some players may come up with other upgrades not covered in the scope of this document. If so, it's up to you whether you want to add it to the list of acceptable uniform upgrades, or treat it as a one-off gadget using the guidelines presented in the core rulebook. If you or your players come up with a really cool uniform gadget, share it with the rest of the community, they'll thank you for it!



AGENCY UNIFORMS

An agency uniform costs quite a bit of money. Some agencies may provide this for free, as part of the initial outfitting of a new agent. Other agencies may require the agent to come up with the funds himself after being successful in missions. After all, fresh recruits often have a high mortality rate and it would be expensive for them to waste such gear on untested rookies.

UNIFORM APPEARANCE – When an agent is given or purchases an agency uniform, the player must describe its appearance. Any type of clothing is permitted, but most people choose a sensible if fashionable business suit. Other players choose a trench coat or combat dress fatigues, or perhaps a black tactical burglar’s outfit they wear under their normal clothes. Some, however, choose a uniform for a cover identity specific to the needs of a mission (this can get expensive if players choose to buy different uniforms for different roles).

GAME RULES – All agency uniforms are considered **Light Armor** and therefore provide an AC modifier of -2[+2]. They also contain a **concealed pocket** in the lining which is difficult to find (-1 to any perception action check when searched) in which to keep passports, money, and other various documents. Most importantly, agents can further customize their agency uniforms with **upgrades**. Costs \$500, weighs 5 lbs.

UNIFORM UPGRADE	WGT	COST
Agency Uniform (appearance varies)	5	500
Ballistic Mesh	+5	+500
Belt Garrote	+0	+100
Boot Knife	+0	+100
Concealed Equipment Kit*	+0	+250
Concealed Parachute	+3	+300
Defensive Bracers	+1	+250
Faraday Weave	+1	+500
Gecko Pads	+0	+250
Grapple Zip Line	+2	+250
Health Monitor	+0	+500
Identity Change	+0	+100
Tracker	+0	+200
Shaped Explosive Charge	+1	+300
Silence and Shadows	+0	+300
Thermal Dampener	+1	+500
White Noise Emitter	+1	+250

* the cost and weight of the installed equipment kit is added separately.

AGENCY UNIFORM UPGRADES

These upgrades increase the weight and cost of the agency uniform to which they are installed. The upgrades, in general, can't be moved from one agency uniform to another (unless the player and Admin agree such components are specific to an easily moved piece of equipment, such as a belt, necklace, sash, shoe, etc.). Except where noted, upgrades can be purchased only once each for any given uniform, but a uniform can have any number of upgrades installed.

BALLISTIC MESH – The uniform protects as well as a bullet-proof vest or security-grade tactical armor. The Armor Class modifier for this agency uniform is -4[+4] instead of the typical -2[+2]. This technically makes the uniform medium armor, so this upgrade may only be purchased by character classes able to wear such protection. There exists no protective upgrade which can simulate the protective nature of heavy armor.

BELT GARROTE – The uniform has a thin but strong wire sewn into a cuff or the belt which can be pulled out and used to strangle someone. The agent must make a to-hit roll with a -2 penalty to establish the strangle hold. This is a popular upgrade for Confiscators, who are able to offset that penalty when attacking from a hidden location. The victim must make a

Saving Throw with a -2 penalty or is rendered unconscious for 1d6 minutes. If he succeeds in his Saving Throw he breaks free of the strangle hold.

BOOT KNIFE – When activated, a sharp blade extends from the toe of the agent’s boot. His unarmed damage is improved by +2 (normal unarmed damage is 1d6-2). The blade can be retracted into the shoe when desired. The blade is constructed of a cutting edge ceramic polymer which won’t set off metal detectors.

CONCEALED EQUIPMENT KIT – The uniform has various special pockets and recesses built into its linings which can contain any one standard equipment kit of the player’s choice. The kit itself must be purchased separately, and the uniform is tailored specifically for that type of equipment kit. The equipment kit is completely concealed from casual view, and even against very thorough searches it is well hidden; apply a penalty of -1 to any action check to identify the presence of the hidden compartments. The equipment kit is also hidden from X-rays or other types of electronic searches. Purchase this upgrade multiple times to have multiple equipment kits concealed into the uniform. Common sense should prevail here; the Admin can reject a request based on the estimated size of the equipment kit and type of described uniform. Also, if the equipment kit is also purchased as a concealed kit (as per the core rulebook sidebar), the penalties are additive for opponents trying to notice/search for the kit.

CONCEALED PARACHUTE – A micro-fiber silk parachute is sewn into the back of the uniform and can be activated (once!) when the agent needs, allowing the agent to fall long distances and land safely. Once landed, the agent can release the parachute to discard it. The parachute can be reset only at the agent’s headquarters between missions. This is not a concealed HALO equipment kit and cannot accomplish such high altitude jumps, but it’s great for accidental falls from skyscrapers, leaps from exploding helicopters, etc.

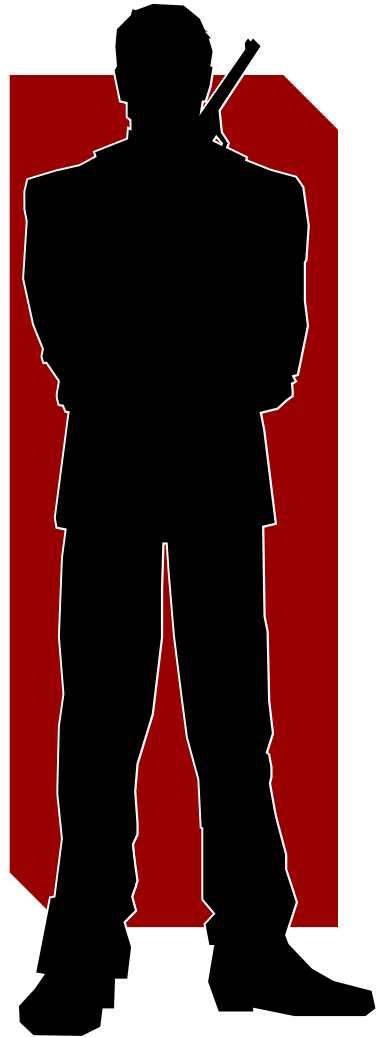
DEFENSIVE BRACERS – When fighting against opponents wielding melee weapons or fighting unarmed, the strong Kevlar in the forearms of this agency uniform act as a defensive shield, improving the wearer’s AC by one step (that is, -1[+1]). This bonus won’t help against firearms or other ranged attacks. This protective improvement is compatible with the AC bonus provided by the agency uniform or the ballistic mesh upgrade. It can be used by agents of any character class.

FARADAY WEAVE – This uniform has a conductive thread woven into the fabric and grounded through the shoes. It offers total immunity to electrical attacks such as those caused by Tasers or stun guns.

GECKO PADS – The uniform has pads on the knees, elbows, and hands containing tiny ridges covered in setae, like a gecko. This provides a bonus of +1 to any checks to climb surfaces, and allows an agent to cling in place to surfaces which may seem impossible, such as crouching up in a ceiling corner where nobody would be expected to hide.

GRAPPLE ZIP LINE – The uniform's forearm, belt, or some other component can launch a thin zip line up to 50 ft away. It will stick in most masonry, cement, or wooden surfaces easily. The agent can then use the zip line to get to the other side by use of gravity and their own personal athletics. The Admin may call for an action check to aim the zip line or to land if the space is limited on the other side. The zip line can hold 200 lbs, but for each 50 lbs above this there is a 1 in 6 chance it will snap. The zip line cannot be reloaded in the field. Up to two of these can be installed in any given uniform.

HEALTH MONITOR – This uniform contains a suite of various biometric sensors capable of identifying the general physical health of the agent. If it detects the agent has been knocked unconscious, it stimulates the agent through probes. In game terms, an agent with this upgrade who has been stunned in a fight may make a Saving Throw every round he's unconscious to see if the stimulation electronics are able to get the agent back up and into the fight. Additionally, the agent's general health can be scanned by any agent on his team using his encrypted agency phone, which will display sufficient diagnostic information to give that ally a +1 on any medic action checks he makes to help the agent.



IDENTITY CHANGE – The uniform is designed to allow an agent who is being followed to duck into an alley and rapidly alter his at-a-glance appearance to help him get away or blend in. It might have reversible components or may be high-tech and include color-changing micro circuitry woven into its threading. Anyone following or chasing the agent must make a Saving Throw against this deception or lose track of him. This can be purchased more than once, giving completely different looks to each identity of the uniform. Common sense should prevail; an agency uniform isn't going to be able to look like a bikini one minute and an evening gown the next.

TRACKER – The uniform has active tracking electronics built into it in a concealed manner. This allows the agent to use his encrypted cell phone to track its position on a map overlay using a special app designed by his agency. It uses cell phone satellites and repeaters to coordinate the signal, so it cannot track the uniform if it is outside of coverage area. Allies on his team also receive this app and can track him.

SHAPED EXPLOSIVE CHARGE – This upgrade can be activated, which causes shaped explosive charges to detonate in all directions around the agent's uniform. The uniform is reduced to shreds (the agent better be wearing undergarments!) and sharp bits and fragments fly everywhere to create an explosion similar to a fragmentation grenade. The agent takes 1d6-2 concussion damage (no way to avoid this) but treat the explosion as a fragmentation grenade in all other aspects. This can only be used once.

SILENCE AND SHADOWS – This upgrade causes the agent's uniform and shoes to have its exterior covered in sound-dampening cloth which absorbs rather than reflects light. Such an upgraded uniform is normally black or dark, and often covers the entirety of the agent's body (with removable gloves and mask, of course). It improves any stealth based action check by +1.

THERMAL DAMPENER – The suit has pull-out hood and removable gloves. It has active thermal compensation running through its lining. It matches the outward appearance of the body's temperature with the ambient environment to immunize its wearer from infra-red cameras, goggles, and motion sensors.

WHITE NOISE EMITTER – The suit has active electronic circuitry built into its cufflinks, buttons, or even earrings which can emit a multi-frequency noise which foils electronic surveillance equipment and allows the agent to speak freely and without concern for eavesdroppers for up to a minute before its power fails. It probably won't stop video surveillance, but audio pickups will be foiled.

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