

WHITE
LIES



CHARACTER CLASS

Confiscator

Eliminator

Infiltrator

Investigator.....

Transporter.....

ATTRIBUTES

The basic attributes are numbers that represent the Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma of the agent. Each attribute will be measured with a score (from 3 to 18, with an average person falling in the range of 9-12). Additionally, each attribute will have an attribute bonus which is derived from that score. More on this in a moment.

STRENGTH represents physical power and ability to lift and damage things through raw physical force. You can add your Strength bonus to attack and damage rolls when fighting unarmed or using melee weapons.

INTELLIGENCE represents I.Q., reasoning, and the ability to solve puzzles, understand technology, or comprehend difficult concepts. It is a measure of how clever an agent is. An agent speaks his native language (such as English) plus one additional language for each point of Intelligence over 10. Any agent with an Intelligence score of 13 or higher may earn a 5% bonus to all Experience Point awards.

WISDOM determines an agent's insight, perception, and good judgment, all very key components to gathering intel.

CONSTITUTION represents the health and endurance of your agent. You can add your Constitution bonus to each Hit Die you roll.

DEXTERITY is a combination of coordination, quickness, and agility. It helps someone aim a pistol, pick a lock, or acrobatically maneuver through the laser detection array around a valuable item. You can add your Dexterity bonus to attack rolls with aimed weapons such as pistols or thrown knives. Dexterity also helps your agent's Initiative rolls and Armor Class.

CHARISMA represents personality, wit, leadership, and charm. A highly Charismatic agent has a better chance to talk his way out of trouble, interrogate witnesses, and seduce enemy agents. Any agent with a Charisma score of 13 or higher may get a 5% bonus to Experience Points.

1: ATTRIBUTES

Roll 3d6 six times and record them in order: Strength, Intelligence, Wisdom, Constitution, Dexterity, and then Charisma. Some Admins have house rules governing attribute generation which might differ.

ATTRIBUTE	BONUS
3-4	-2
5-7	-1
8-13	+0
14-16	+1
17-18	+2

2: CHARACTER CLASS

Select whatever Character Class you want to play, as long as you have a score of 9 or higher in its prime attribute.

3: OUTFITTING

You begin with a **Semi-Automatic Pistol** with a **Spare Ammo** upgrade, an **Operative kit**, one **other equipment kit** of choice, and **3d6 x \$100**. Buy gear now or wait until your first mission. See chapter 4 for a list of all equipment.

4: FINAL TOUCHES

Lastly, name your agent and perform the following steps:

HIT POINTS: Roll 1d6 and add your Constitution bonus. Eliminators add +1.

ARMOR CLASS: If using the standard AC system, AC is 9 minus your Dexterity bonus, modified by armor. If using the ascending AC system, AC is 10 plus your Dexterity bonus, modified by armor.

LANGUAGES: Your agent is fluent in English and 1 additional language for each point of Intelligence above 10 (see page 38 for some ideas).

COMBAT DETAILS: Base Hit Bonus is +0. Note the Hit Bonus for each weapon, equal to your Strength bonus (unarmed or melee weapons) or Dexterity bonus (ranged weapons). Note the damage, ammo, and range values, too. Unarmed damage is 1d6-2. Add your Strength bonus to unarmed and melee weapon damage.

CONFISCATOR



Typically recruited from the ranks of thieves, burglars, and acrobats, a Confiscator is good at sneaking into a location, bypassing security systems, and acquiring things that normally do not belong to him. This is not to say he is only capable of such larceny; he may be sneaking in to find evidence, take photographs of people or things, or maybe to plant evidence to be found by others.

PRIME ATTRIBUTE: Dexterity. A Confiscator must have a minimum Dexterity score of 9.

SAVING THROWS: Confiscators are quick and alert and receive a +2 bonus on Saving Throws versus explosions or security systems.

COMBAT TRAINING: Confiscators are trained in the use of all one-handed melee and thrown weapons (including grenades, though they tend to rely on flash-bang and smoke), revolvers, semi-automatic pistols, Tasers, bows, and crossbows. They may wear light armor.

SKILL TRAINING: Confiscators receive a bonus of +1 when attempting action checks related to stealth, sleight of hand, acrobatics, or security systems. This improves to +2 at 4th level, and +3 at 8th level.

BACKSTAB: If a Confiscator attacks an opponent from a hidden location (such as while hiding in shadows nearby) he receives +2 to-hit and adds his level to damage.

ELIMINATOR

Often recruited from the ranks of soldiers, mercenaries, hit men, enforcers, and martial artists, an Eliminator is good at killing people and breaking things. He often serves the violent role in most teams of agents. This is not to say he must necessarily be simple muscle; he may be a highly trained demolitionist or sniper able to support a team of spies in violent but skillful ways. An Eliminator can serve as a hammer or scalpel.



PRIME ATTRIBUTE: Strength. An Eliminator must have a minimum Strength score of 9.

SAVING THROWS: Eliminators are rugged and receive a +2 bonus to Saving Throws versus stun or poison.

COMBAT TRAINING: Eliminators are trained in the use of all weapons and have no restriction on the types of armor they may wear.

SKILL TRAINING: Eliminators receive a bonus of +1 when attempting action checks related to demolitions or strategy & tactics. This improves to +2 at 4th level, and +3 at 8th level.

Combat Machine: An Eliminator may make extra attacks per round, beyond what any agent can do. Against foes of 1HD or fewer, he gets a number of extra attacks equal to his level. Against more dangerous foes he gets only one extra attack per round. At 4th level this is increased to two extra attacks and at 7th level it becomes three extra attacks. Against mixed groups, use the hit die of the most dangerous foe the Eliminator can currently attack. These extra attacks can be with any type of attack, armed or unarmed.

INFILTRATOR

Often recruited from the ranks of grifters, con men, actors, and deep cover agents of other organizations, an Infiltrator is good at getting people to trust him, believing things he tells them, and getting secrets and information through the art of coercion, deception, and seduction. Masters of disguise and manipulation, they hide in plain sight and make you destroy yourself.



PRIME ATTRIBUTE: Charisma. An Infiltrator must have a minimum Charisma score of 9.

SAVING THROWS: Infiltrators are confident, in control, and emboldened while portraying a false role. They receive a +1 bonus to all Saving Throws while maintaining the ruse of a role.

COMBAT TRAINING: Infiltrators are trained in all weapons and armor, in order to play any role or pose in any disguise convincingly.

SKILL TRAINING: Infiltrators receive a bonus of +1 when performing action checks related to impersonation, disguise, forgery, persuasion in all its varied forms, or scholarly knowledge regarding cultures, religions, etc. This improves to +2 at 4th level, and +3 at 8th level.

Cover Identities: Infiltrators spend much of their time working on maintaining cover identities. At 1st level and at each level thereafter, the player specifies a new identity he's managed to produce. These identities should have names, brief backgrounds, and professions. The agent is assumed to have all credentials and documents necessary, as well as basic familiarity in the profession of his identities. Treat these as masterwork cover identities (see page 19).

INVESTIGATOR

Typically recruited from the ranks of journalists, detectives, hackers, or agents of other intelligence organizations, an Investigator is good at finding clues, solving problems, questioning people, discerning lies from truth, and using technology to its fullest. This is not to say he is only capable of such intellectual pursuits; an Investigator's main currency is intel, but he gives change in bullets.



PRIME ATTRIBUTE: Wisdom. An Investigator must have a minimum Wisdom score of 9.

SAVING THROWS: Investigators are cunning and tenacious and receive a +2 to Saving Throws versus interrogation or deception.

COMBAT TRAINING: Investigators are trained in knives, revolvers, semi-auto pistols, Tasers, grenades, and shotguns. They may wear light or medium armor.

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Skill Training: Investigators receive a bonus of +1 when attempting action checks related to perception, interrogation, or computers.

Network of Informants: At 1st level, the player and Admin define an informant who helps the agent on matters related to his field.

TRANSPORTER

Typically recruited from the ranks of fighter pilots, smugglers, race car drivers, and criminal wheelmen, a Transporter is good at safely delivering cargo from one place to another, whether that cargo sits in crates or parachutes into hostile territory. This is not to say he is only capable of transporting things; sometimes he's sent with the team to help secure a means of escape by acquiring enemy vehicles.



PRIME ATTRIBUTE: Dexterity. A Transporter must have a minimum Dexterity score of 9.

SAVING THROWS: Transporters are emboldened, confident, and in control when behind the wheel and receive a +1 to all Saving Throws while behind the controls of a vehicle.

GEAR HEAD: Begin play with any one vehicle worth \$50,000 or less, rebuilt personally. At 2nd and each subsequent level, add any one Vehicle Upgrade of choice (see page 17) at no cost. Requires time spent in a garage or tech lab.

Combat Training: Transporters are trained in knives, revolvers, semi-auto pistols, Tasers, grenades, submachine guns, and any weapon designed to be fired from or mounted to a vehicle. They may wear light armor.

Skill Training: Transporters receive a bonus of +1 in any action check related to driving a ground or water vehicle, piloting an aircraft, or performing technician duties. This improves to +2 at 4th level, and +3 at 8th level.

3d6 Ability Scores

ATTRIBUTE	BONUS
3-4	-2
5-7	-1
8-13	+0
14-16	+1
17-18	+2

STR - Fighting, Grappling & Lifting

DEX - Shooting, Dodging, Driving & Thievery

CON - Hit Points & Hardiness

INT - Technology, Flying & Navigation

WIS - History, Culture & Perception

CHA - Persuasion, Lying, & Charming

2d6 Skill Checks

Roll	Outcome
≤ 4	Failure with dire consequences
5-7	Failure
8	Partial success with a twist
9-10	Success
≥ 11	Success with extra outcome

WEAPONS

See page 22

FIREARMS	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Revolver	1d6+1	1	50	6	2	500
Semi-Auto Pistol	1d6	2	75	10	3	600
Submachine Gun ^B	1d6+1	2	60	20	4	900
Semi-Auto Rifle	1d6+2	2	150	10	5	800
Shotgun	1d6+3	1	30	5	6	500
Automatic Rifle ^B	1d6+2	2	150	30	7	2,000
Sniper Rifle	2d6	1	500	15	10	3,000
Flamethrower ^F	1d6/turn	1	30	10	13	400
Rocket Launcher ^E	4d6	1/2	200	1	15	500

EXPLOSIVES	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Fragmentation ^E	3d6	1	25	--	1	50
Flash-bang ^E	Stun	1	25	--	1	25
Smoke	Smoke	1	25	--	1	25
Incendiary ^{E+F}	2d6	1	25	--	1	40
Plastic Explosives ^E	1d6/charge	1	--	10	1	200

OTHER WEAPONS	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Bow	1d6	2	60	20	10	250
Axe	1d6+1	1	4	--	6	50
Brass Knuckles ^T	1d6	1	--	--	1	10
Club ^T	1d6	1	--	--	3	10
Crossbow	1d6+1	1/2	80	20	15	400
Knife	1d6-1	1	4	--	1	50
Nightstick	1d6	1	--	--	3	25
Pepper Spray ^T	Stun	1	--	3	1	20
Spear	1d6	1	10	--	5	75
Staff	1d6	1	--	--	5	30
Stun Gun ^T	Stun	1	--	10	1	35
Sword	1d6+1	1	--	--	3	150
Taser	Stun	1	3	3	2	300

ALL:

Light Armor +2 AC
Med Kit (heals 1d6+1)
Filtration Mask
Comm Badge

Confiscator:

Lock pick set
Knockout spray (3 uses)
Stun Baton (1d6 sav or Stun)
Revolver (1d6+1) 12 rounds ammo
Smoke Grenades (x3)
Flash band (x3) - stuns 6 rounds

Eliminator:

9mm pistol 20 Ammo
Flash band (x2) - stuns 6 rounds
Either Shotgun (1d6+4) 20 rounds
Or sub machine (1d6+1) 40 round
Brass Knuckles knife 1d6+1
Medium Armor +4 AC
Fragment Grenades (x3) 3d6

Infiltrator:

Vocalizer
Disguise kit
Knockout spray (3 uses)
Tranquilizer Pistol 6 Ammo
Revolver (1d6+1)
12 rounds ammo

Investigator:

Mini Computer PDA - Hacking
Brass knuckles
Taser (3ft range)
Sonic Ranger
9mm pistol 20 Ammo or Shotgun
(1d6+4) 20 rounds

Transporter:

9mm pistol 20 Ammo
Fragment grenades (x3) 3d6
sub machine (1d6+1) 40 round



Ferguson Plumbing Supply

El Primo Taquerias

Wicomico County Solid Waste

Civil Air Patrol - Wicomico
7 min drive - home

Grant's Service Center LLC

Countryside Market, grocery, deli and live bait

Food Lion

Brew River

Home

Salisbury

The Ward Museum of Wildfowl Art

Pemberton Historical Park

White Plains

Ad
Mt



UNDERGROUND BUNKER

