

DECAHEDRON



DWD
STUDIOS

ISSUE 4

DECAHEDRON

ISSUE 4

GAMING TABLE

D00 Enchanter Runes
& Triggers



By Josh Haney

Gaming Table: Getting the
most out of your
Descriptors



By Jim Stryker

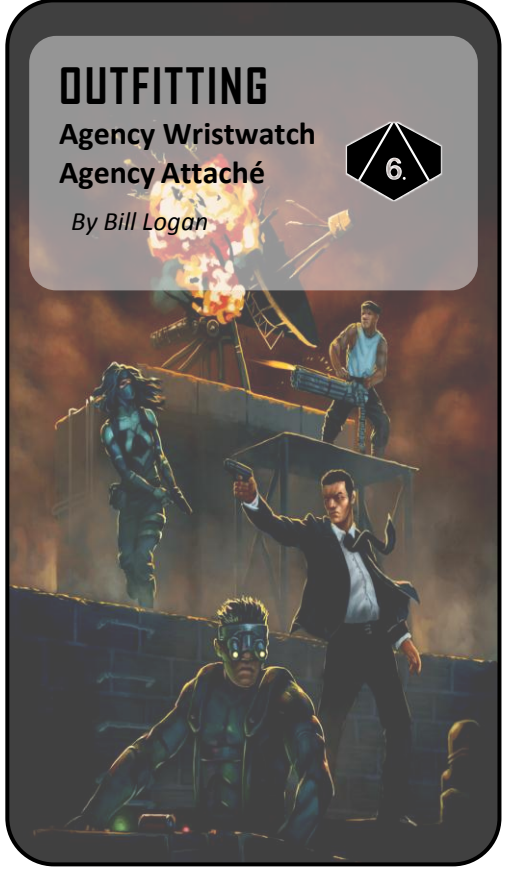


OUTFITTING

Agency Wristwatch
Agency Attaché



By Bill Logan



Based on Swords & Wizardry WhiteBox, **White Lies** brings all the simple elegance of WhiteBox out of the dungeon and into the realm of espionage and paramilitary action and adventure!

Enjoy two new class choices, the **Recon Scout** and **Telepath** found on the last pages of this fanzine.



WHITE LIES

ITALIAN CAR. GERMAN DRIVER. CHECHEN THUGS TIED TO THE SYRIAN BOMB IN THE TRUNK WHILE THE RUSSIAN MOB TRIES TO KILL YOU WITH ATTACK HELICOPTERS STOLEN FROM AN ARMS DEAL WITH SOUTH AFRICAN TERRORISTS. **SPY FOREIGN RELATIONS DONE RIGHT.**

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FOREWORD

Welcome to Issue 04, a tri-themed issue featuring BareBones Fantasy, Covert Ops and the recently published White Lies RPG.

See all articles; [Decahedron Index](#)

As long as we have people contributing content and artwork this fanzine will continue. Consider submitting something today at dwdstudios.com/decahedron

- Larry w00t Moore

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By Josh Haney

I love our community. Every issue we at DwD find fans willing to take up the torch and provide ideas for other gamers. Josh is one such person when I mentioned needing help with a D00 table. Josh provided 99% of the entries in this table!

Enchanters are fun to play and need a bit more prep time than other BBF skills. Use this table to help define how enchanter runes are created and/or triggered, whether you're in town getting ready to adventure or creating a rune on-the-fly.



DOO ENCHANTER RUNES & TRIGGERS

- 00 A rune-carved wand, pointed at a target and saying "Avisty".
- 01 Embroidery on a piece of worn garment, touched by enchanter.
- 02 Bending a small piece of wire or forming a small piece of clay into the target shape.
- 03 A piece of cobalt blue beach glass with three wavy lines etched into it.
- 04 A foot long piece of orange ribbon with a small silver bell on it.
- 05 A piece of spruce tar that is chewed and spit out at the target.
- 06 A mouth harp that produces an ethereal twinkling sound.
- 07 Two brown clay marbles that are smashed together to activate the spell.
- 08 A wishbone carved with elven script, it is pulled apart to activate the spell
- 09 A small jar of oil that is poured on the ground in the form of concentric circles and runes, then light on fire to activate.
- 10 A small pinch of green powder that is held in the palm of one's hand and blown at the target.
- 11 A small figurine made of maple sugar candy that is chewed and swallowed.
- 12 A rounded river rock that hurled at the target to activate the spell, it gets within a foot of the target and returns to the caster.
- 13 A green willow branch that is tied in a knot to activate the spell
- 14 Runes printed on a piece of cloth that is burned to activate.
- 15 Runes printed on a piece of cloth that is torn in two to release the spell
- 16 A beeswax tablet with elvish script written on it that it snapped in half to release the spell.
- 17 A clay tile with a rune upon it that is smashed to release the spell.
- 18 A small flute carved from a conch shell is used to play an old sea shanty to activate.
- 19 A crocheted piece of cloth that is unraveled to release the spell.
- 20 A small metal triangle that sounds like rushing water when struck, activating the spell.
- 21 A red eagle feather that is used to write runes in the air to activate the spell.
- 22 A small bottle of vinegar that is drunk by the caster in sips between reciting the words used to activate the spell,
- 23 A paper cone with the spell written upon it that must be placed in the caster's nostril and set alight to activate it.
- 24 A handkerchief that is activated by sneezing into it (only real sneezes will activate it)
- 25 Three magic thigh-bones from kobolds, all heavily carved with runes, which activate when juggled

- 26 A potion that does nothing if imbibed; if smelled, however, it activates
- 27 A magic peach that will spoil 2-12 days after finding; if it is eaten it releases the spell
- 28 A staff completely covered in carved runes that activates different spells when a belt is wrapped around it, spell activated depends on the runes that are covered.
- 29 A dandelion in seed, blow away the seeds to activate the spell.
- 30 A small bottle of very strong liquor that must be placed in the caster's mouth and blown out at a flame, igniting it and activating the spell.
- 31 A hairy brown spider the size of a gold piece that activates a spell when eaten.
- 32 A six inch dried cuttlefish with its ink bladder still inside, squirt the ink out at the target to activate the spell.
- 33 A shed snake skin that must be rubbed between the palms to crumble it into dust.
- 34 A small sheet of music that must be whistled aloud to activate.
- 35 A bag of salt that must be poured out on the ground to form runes within a circle.
- 36 A small pouch of ashes that are used to draw runes upon the casters face to activate a spell.
- 37 A small glass prism that only splits moonbeams.
- 38 The braided beard of a turkey
- 39 A jade ring with the word "Athlatka" carved inside of it. It must be worn on the right hand and the word spoken aloud to activate.
- 40 A resin-filled piece of fatwood kindling that must be light and used to trace runes in the air.
- 41 A bottle of henna dye that is poured over the casters own hair.
- 42 A twist of paper full of an alchemical powder that is added to water, causing the water to foam and spurt up 10 feet in the air.
- 43 A small hard red candy with a bee inside that must be crunched up in the caster's mouth.
- 44 A chrysalis that is shaken rapidly in the caster's cupped hands for 30 seconds, releasing a butterfly and the spell.
- 45 A slate with dwarven runes chalked on it. Two lines must be erased to activate the spell.
- 46 A small whisk broom that is used to draw runes in the dust.
- 47 A gourd filled with pebbles that are cast out at the target of the spell.
- 48 mustard seeds in a twist of paper that must be chewed up to activate the spell.
- 49 a pine cone dipped in wax that is light and thrown at the target to activate.
- 50 a piece of a large bird shell that is inscribed in with elvish script and crushed to activate.
- 51 a porcupine quill that is used to pierce the web of skin between thumb and forefinger to activate the spell.
- 52 A handful of dried lightning bugs that are crushed up and release a bright burst of light, along with the spell.
- 53 A rooster's comb that is chewed up and spat out at the target.
- 54 A n small obsidian mirror that is smashed to activate a spell.
- 55 A fig, stuffed with an olive, which is filled with a raisin and must be eaten to activate the spell.
- 56 A goat hide thong with three blue glass beads and three red clay beads that must be swung down and smashed onto the ground.
- 57 A small bird's nest that is crushed and thrown up in the air to activate the spell.
- 58 A shark's tooth that is pressed into the caster's forehead to draw a drop of blood that the caster uses to draw a rune on his forehead.
- 59 Knuckles cracked in a specific order
- 60 The removal of a rune carved tooth
- 61 A six inch long dried reed filled with a yellow powder that is combined with saliva and spat at the target.
- 62 A clam shell filled with a bright red powder and sealed with wax, it is crushed under foot releasing the powder and spell.
- 63 A small jar of goose fat that is used to draw runes on the caster's face.

- 64 The dried tail of a squirrel that makes a rattling sound when shaken to activate the spell.
- 65 The claw of a bear used draw runes in the earth.
- 66 A small clay sundial, the shadow must be aligned with the target while the runes upon it are spoken aloud, if used under moonlight the reverse of the spell is cast instead.
- 67 The scent pouch of a skunk that must be sprayed upon the target.
- 68 The feather of a griffin with elvish script painted upon it that is thrown at the target like a dart.
- 69 A pair of one inch copper bells that are swallowed, the caster must jump up and down to ring them while in her stomach.
- 70 A foot long piece of snake hide leather that must be wrapped around the wrist tightly until the hand turns blue, which can then be used to trace the runes in the air, caster must pass a Dex check to cast successfully or the spell fizzles.
- 71 A small pair of crystal lenses that the caster places on his eyes so that he can see the mystical patterns he must trace in the air to release the spell.
- 72 A flint arrowhead with dwarven runes inscribed upon it.
- 73 Holly berries harvested by the light of the full moon with a flint knife.
- 74 Dried bulrush soaked in oil that is lit and explodes in a shower of sparks releasing the spell.
- 75 Two small perpendicular green willow sticks bound together with willow bark
- 76 A large snail shell filled with a purple powder, the shell is crushed between the caster's hands and the shell and powder are blown at the target.
- 77 Acorns from a sacred oak that have never touched the ground.
- 78 A mixture of talcum powder and earth from a grave that is blown at the target.
- 79 Marble chips taken from a tombstone.
- 80 Sand from an hour glass mixed with grave earth.
- 81 A piece flint and a piece of obsidian in a small pouch, when struck together the produce a shower of purple sparks that release a spell.
- 82 A glass tube filled with spiderwebs and dew gathered at dawn on a solstice, corked and sealed with wax. Uncorking the bottle shoots the webs and dew at the target and releases the spell.
- 83 An iron nail folder over upon itself in a loop.
- 84 Velvet from the antlers of a white hart.
- 85 Dried scales from a fish cut from the belly of a shark.
- 86 An alder wand carved from a tree taken from a beaver dam.
- 87 Water collected from a sacred spring by the light of a waning crescent moon.
- 88 Ashes collected from incense burned in a temple.
- 89 A four inch sliver rod wrapped in copper wire.
- 90 A bronze fish hook on a six inch woven horsehair braid.
- 91 A maple wand with a charred end that is used to write in elvish script upon the ground which releases the spell.
- 92 Mint leaves that were harvested under a blue moon.
- 93 A hollow bamboo wand filled with small dried peas that are rattled.
- 94 A gourd filled with fermented bear's milk.
- 95 The braided whiskers of a wolf and a cougar.
- 96 The shell of a small turtle inscribed with draconic runes.
- 97 Milkweed sap
- 98 Root of a tree struck by lightning.
- 99 A six inch chain of carved wooden links inscribed with elvish script.

GAME OPTIONS

By Jim Stryker

This article shows GM's and Players how to get the most out of their characters Descriptors.

Jim is the author of *Flesh & Blood*, a BBF resource featuring 20 playable character races.



GETTING THE MOST OUT OF YOUR DESCRIPTORS

Descriptors are one of the most useful, yet I suspect, most underused character elements in the BareBones FRPG. I suspect that this is due in part to a misunderstanding of just what a descriptor is, and how can be used. Probably the main reason players (and GMs) don't understand descriptors are that in the BareBones rulebook, they don't really say much about them, other than they are used for earning DPs. In truth, they are good for much more than that.

"Specify Descriptors – Descriptors are phrases or words that describe something prominent about your character. Some are negative such as "always irritable" or "drinks too much ale." Others can be positive such as "likes to sing" or "smooth with the ladies." Specify one positive/beneficial and one negative/hindering descriptor. Some examples: skilled woodsman, afraid of magic; sexy as hell, sucker for a pretty face; charming, speaks with slur. You'll earn development points (DP) by demonstrating your character's descriptors during a game session."

-BBF pg5

USING DESCRIPTORS AS ADVANTAGES AND DISADVANTAGES

As stated in the step 5 of character creation, some descriptors can be negative and some can be positive. Although no actual game mechanics are given for the use of descriptors as such, a wise GM will take descriptors into consideration when calling for rolls. You don't need any new rules to cover using descriptors in this manner, simply take a quick look under the GM Guidelines (BBF pg. 32) under Ad-hoc Modifiers. "Simple Ad-hoc Modifiers – For each situation that would aid a character; grant a +10 to the chance of success. For each situation that would hinder a character, impose a -10 to the chance of success." Using this rule the GM would be justified giving a character with the descriptor "Sings Well" +10 to any attempts to impress while singing. Likewise a descriptor such as "Bad Breath" would justify a -10 to any up close and personal social interactions. Sometimes a descriptor will have a larger effect. Take "Can't Swim" as an example. A GM might subtract 10 from any rolls to avoid drowning and declare the character disadvantaged on any STR roll to actually swim. (In the first instance the character keeps their head above water, in the second, they paddle to shore.)

USING DESCRIPTORS TO DEFINE YOUR CHARACTER

Sometimes a descriptor will negate the need for a roll altogether. “Illiterate” as a descriptor means your character can’t read. No roll needed. These kinds of descriptors help to really define who your character is and how they see the world. This is the main motive behind descriptors, getting you to think about who your character is and what motivates them. It is also an opportunity for your GM to think about your character, and to tailor a bit of the adventure to play into your descriptors. Usually, these defining descriptors should simply be role played. It might be tempting to give a character with “Sucker for a pretty face” a -10 to resist the charms of a femme fatale, but you would be doing it wrong. PC should always get to choose their own actions (barring the use of magic). In this case if the character plays to their descriptor and succumbs to the lady’s charms, they are rewarded with DP, if they resist temptation and play against character, they lose the reward.

USING DESCRIPTORS TO DESCRIBE YOUR CHARACTER

In their simplest form a descriptor can simply describe you character. If order for a physical feature to qualify as a descriptor it needs to be significant enough to come into play. “Dark Hair” would be insufficient, but “Has long dark hair, always worn in a long braid” would. If the descriptor could be used to identify someone out of a line-up, or even better, be used to describe someone to a third person who has never seen them, then it would count. Any time that Descriptor is used to identify the PC, then it counts for DP.

GAINING AND LOSING DESCRIPTORS

As characters advance, they grow and evolve. Sometimes it becomes necessary to lose or change a descriptor. Generally speaking, any descriptor that doesn’t come into play at least once over six or seven sessions should probably be dropped. All you need to lose a descriptor is the GM’s permission. If you do lose one (should your illiterate halfling ever learn to read) you’ll most likely want something to replace it with. All you need to

get a new descriptor is a plausible reason and the GM’s okay. You should never have more than two (three if you are human) descriptors, and you should always try to keep at least two.

Let’s take a look at a few hypothetical descriptors and see how we can handle them.

Larry decides to play a pirate, and he wants the pirate to have a peg leg. If we want, we could impose a small movement penalty, or we could simply define it as cosmetic. With a movement penalty, Larry can expect to get DP almost every session, as movement almost always comes into play. If it’s a cosmetic thing, and having no real game effect, he would only get DP when the peg leg comes into play. (“Go my minions! Find the man with the peg leg and bring him to me!”; “Why, yes, I can describe him. He had a peg leg, you can’t miss him!”; “We must put an end to this vampire, one and for all! Hand me your leg!”)

PICKING YOUR DESCRIPTORS

Every character picks one “good” and one “bad” descriptor. Humans get a third that can be either.

Personality traits make some of the best descriptors because they come into play whenever you want them too. Just role play them and they earn you DP. When choosing a descriptor, keep in mind how often you want it to come into play and how it comes into play. As a general rule, a descriptor cannot give you a combat bonus, though it might give you a limited role play bonus. If you want to take “Really good with a sword” you would still use your Warrior skill to attack with a sword. However, hit or miss, you’ll look good doing it. If looking good with a sword somehow comes into play, you’ll get DP, otherwise all you get is the satisfaction of knowing the goblin’s you killed were real impressed as you killed them.

When picking descriptors, start with your character in mind. What things stand out? What do you want others to notice about your character? Having a Dark Secret might make for some great role playing, but keep in mind you’ll only get DP when that dark secret comes to haunt you. Of course, if your dark secret inspires your GM it may become the focus of a series of adventures. In that case you would be

getting plenty of DP and a great set of adventures centered around your character, which is win/win for everybody.

THINGS TO AVOID

You should avoid descriptors that drive your character away from group play. Descriptors that are annoying or otherwise detrimental to party cohesion should be avoided. RPG's are a group activity, and you should strive to make the experience fun for everyone. Having Loner as a descriptor might make sense, but it make it difficult for the GM to keep you involved with the rest of the party. Likewise destructive and disruptive descriptors might be fun or funny to play, they can quickly get out of hand. It might be funny to have your Pyromaniac dwarf burn down the village, but it will also bring a campaign to a screeching halt.

Putting a little thought into your descriptors can go a long way to fleshing out your character, but it can do more than that. It can help drive adventures, create drama and opportunities. BareBones Fantasy is a group game, one where everyone works together to create a fun, exciting experience. Choosing and using your descriptors can go a long way towards making a character memorable, and a campaign epic.

An Axe Called Patience

By Michael Hansen

*Alone in Dul'Gath
I loathe the snow
nestled near
my forge below*

*I lay in wait
For Spring forthwith
To warm the fields
And undo death*

*Brought upon us
Months ago
By Winter's frozen breath*

*Now as Summer nights approach
My hearth lay cool beyond reproach
I emerge with steel in hand
To make good on an oath*

DwD Studios is about getting games in people's hands, to have fun with family and friends. We also like to share what others are doing, both commercially and free. We'll be advertising other fanzines and what fans of DwD Studios are working on in this and futures issues. We hope you enjoy.

GOTHRIDGE MANOR

GM is a fantasy webzine by Tim Shorts.



GothridgeManorGames.blogspot.com

By Bill Logan

A sneak peek at some of the gear in Covert Ops 2nd Edition.

SECTOR has begun issuing standardized customizable gadgets to qualified agents beginning in North America and Canada.



AGENCY WRISTWATCH

Although the freeform concept of creating a gadget is still a fun rule in Covert Ops, sometimes players want their agent to have some gadgets without actually having to think them up on their own. SECTOR has standardized on two modular pieces of gadget-gear... the Agency Wristwatch and the Agency Attaché.

The Agency Wristwatch is expensive-looking digital watches capable of underwater operation up to 300 feet and includes wake alarm, stopwatch, calendar, etc. Additionally, agents can install various upgrades in the watch to create a truly unique piece of equipment, as described below. An Agency Wristwatch costs 1 point of equipment allowance, and this cost is increased by +1 for each upgrade selected from the list below:

WRISTWATCH UPGRADES

Acid Spray The wristwatch contains a small chemical spray which can be used only one time. It is a severe acid capable of eating through small thicknesses of most materials. Although it is intended to be a means of escape from shackles, cells, and cuffs, the acid is also quite effective when sprayed at close range on an enemy: 3D damage.

Audio/Video Recorder The wristwatch is able to take video and audio recordings or still pictures. This is helpful when wanting to later

analyze evidence found at a scene without interfering with it, but can also be used to capture images of people to later identify using software at headquarters.

Commlink Although all agents have a commlink as part of their operative pack, those pieces of technology can be taken by those who know of them. The agent who puts this upgrade in his Agency Wristwatch is able to use his watch as a means of communication to others who have similar upgrades or normal commlinks.

Electro-Supermagnet This creates a powerful magnetic field for a small amount of time. It is powerful enough to draw small metal objects such as keys towards the agent's watch. It can also be used to scramble electronics in hopes of rendering them useless and has saved more than one agent's life who had no skill in disarming nuclear weapons.

Garrote The wristwatch has a thin but strong wire coiled into it which can be pulled out and used to strangle someone. The agent must make a roll to hit his enemy with a -20 penalty; establishing the hold necessary to allow the garrote to do its work isn't easy, and people are very protective of their necks. Once established, the victim can make a STR check each turn to remain conscious. If he fails his check he is rendered unconscious for 1D minutes. If he succeeds in his check he may act as if stunned, but has already accrued a multi-action penalty due to his STR resistance check. To free himself from the garrote choke hold, he must succeed in a martial arts check against his opponent.

Geiger Counter This wristwatch is equipped with the ability to measure levels of radiation. It makes the characteristic clicking/chirping noise whose frequency denotes the level of radiation detected in the area. This upgrade can be used to measure radiation in areas and things, as well as people.

GPS-Navigation This wristwatch is equipped with a GPS tracking system and navigational software which allows an agent to specify a destination through voice recognition and have it point the way like a GPS in a vehicle or smart phone. It is no more capable than what an agent can do using his smart phone, but if he has his smart phone lost or stolen at least he has this as a backup plan.

Toxic Dart The wristwatch has a single tiny dart coated with a powerful neurotoxin. It can only shoot at Short range, and due to its awkwardness has a -10 penalty to hit a target, though since it's often a surprise to an opponent this penalty is often offset by a bonus for surprise. Any amount of damage resistance will stop the dart, so most agents aim for an unprotected area (even a hand will do). Anyone hit by the dart must make a STR resistance check at -10 or be rendered unconscious for 30 minutes.

Explosives and Detonator The watch has an extended back-plate that can be removed to reveal a small but powerful explosive charge and a detonator wire. The explosive is removed and the detonator wire plugs into the side of the watch; a button detonates the explosive at a safe distance.

Safe Cracker Three of the buttons release and attach to the safe. The buttons have extendable wires that stay connected to the watch. With a tumbler style safe the buttons act as sensors and detect the correct sequences for unlocking the safe. The digital display on the watch shows the unlocking sequence - pushing the forth button locks the code in the watch's memory for future use. For digital locks the watch has to wirelessly connect to the operative's SECTOR smartphone.

The phone brut-forces its way through the code, all the time transmitting to the watch.

The watch connects to the safe and inputs the codes via the buttons attached to the safe. Once the correct code is detected the forth button can, again, be pressed to lock the code in the watch's memory.

AGENCY ATTACHÉ

SECTOR sends agents all over the globe to complete missions. They often carry with them important briefing documents, pictures, cover identity papers, and more. Secrets of this nature can be very portable, but if discovered can result in an agent's cover being blown or his purpose known by those who shouldn't. Over the years, SECTOR has recognized the need for a way to secure documents and has created the Agency Attaché. Since then, the concept has broadened to include luggage and cases of various sizes and shapes designed to conceal much more than just documents.

An Agency Attaché costs 1 of an agent's equipment allowance, if he chooses to sign one out during outfitting. It can come in any one of several sizes and shapes decided by the agent: a briefcase, a piece of luggage, a golf bag, a camera case or purse, etc. The GM is the final arbiter on what will fit in the attaché.

DOCUMENT COMPARTMENT

All Agency Attaché cases come with a concealed compartment of some sort, designed to conceal passports, photographs, and folded pieces of paper. These concealed compartments are sewn into the lining or crafted into the hard casing in a way that makes them very difficult to identify. Anyone using a detective skill to search the container has a -20% chance to notice the concealed document compartment.

UPGRADES

In addition to the document compartment, agents can build-up their own custom case by adding any of the following upgrades. Each upgrade increases the cost of the attaché +1 equipment allowance unit.

Bulletproof The case is nearly bullet proof. It can be used as a shield, according to the shield rules found in the core rulebook. It is considered to have a hardened structure with DR20.

Concealed Equipment Pack The case has false bottoms and sides and can be disassembled to recover any one standard equipment pack of the player's choice. The pack itself must be purchased separately, and the case must be created specifically for that type of equipment pack. The equipment pack is completely concealed from casual view, and even against very thorough it is well hidden; apply a -20 to any check to identify the presence of the hidden compartments. The equipment pack is also hidden from x-rays or other types of electronic searches. Purchase this upgrade multiple times to have multiple equipment packs concealed into the case. Common sense should prevail here; the GM can reject a request based on the estimated size of the equipment pack and attaché.

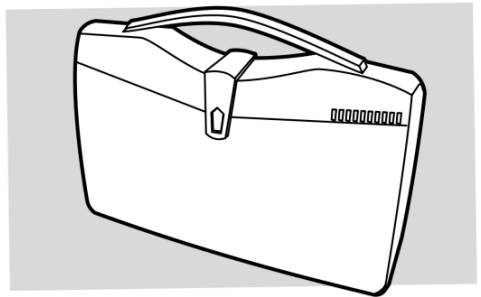
Concealed Firearm The agent's semi-automatic pistol (standard issue for all agents) is able to be disassembled and placed within the attaché in various compartments. At casual examination, there appears to be no way a gun could possibly be in the case. Even very invasive examinations carry a -20 to any chance to search it. Assembling the gun cannot be done during combat; it takes too long to remove from the case and properly reassemble. The firearm will not be identifiable in an x-ray or other electronic search system. Purchase this upgrade a second time to conceal a second pistol or a single rifle-sized weapon.

Electric Discharge Handle The handle (or strap, depending on the type of case) is wired and ready to discharge a powerful electric shock to the holder/wearer. The case can be configured to discharge the electric current into the wearer by signal (using the agent's encrypted cell phone) or by its proximity being more than 30 feet away (using the same device). This is treated exactly like a stun gun from the core rulebook.

Identity Change The attaché has two different appearances. By default it appears one way (however the agent wishes), but when the identity change is activated the outer layer is discharged and falls away, burning up like flash paper before it even hits the ground. Only a small amount of ash remains. The case then

looks very different. The identity change can only modify the color and texture, not the overall shape.

Keyed Alarm This attaché has a Bluetooth linked key fob which the agent must keep within 30 feet of the case. If the key fob is separated from the case by more than this distance, the case emits a 90DB piercing alarm. This is useful for alerting the agent that the attaché has been stolen so that he may pursue.



Knife Dispenser The attaché has a concealed spring-loaded slot that ejects a functional combat knife into the hand of the agent when activated. The spring-load isn't powerful enough to shoot the knife like a bullet; it's just enough to spring the knife into the agent's hand and be usable immediately upon eject. If this upgrade is purchased more than once then the attaché has more than one knife able to be dispensed as needed.

Lojack The attaché has active tracking electronics built into it in a concealed manner. This allows the agent to use his encrypted cell phone (which is part of his operative pack) to track its position on a map overlay using a special app designed by SECTOR engineers. It uses cell phone satellites and repeaters to coordinate the signal, so it cannot track the attaché if it is outside of a cell coverage area.

Proximity Alarm The case has special infrared cameras built into it on two sides. They are very difficult to spot, as they are concealed into a monogram or buckle. Sophisticated software calibrates to the agent when given to him. The proximity alarm can be activated (by a key combination or pressure-sensitive button sewn into the lining) and the case will sound a loud alarm if motion is detected within 30 feet of its position. The built-in software will reject/ignore the motion of the agent to which it has been calibrated. This allows the agent to rest when behind enemy lines, giving him a chance to be awakened by someone approaching him.

Recognition Lock The attaché will not open for an unauthorized person. The agent is calibrated to have permission to open it at the time he signs out this gear from SECTOR, and can field-calibrate up to 3 additional people to have permission to open the case. The case itself is built of a high-tech membrane matrix that senses one's fingerprints and cannot be opened even by someone to whom it is calibrated if they wear gloves.

Satellite Link The case can be opened and faced towards a window. Some careful positioning is required, and the window must face the correct side of the building to face the equator. The case is actually a satellite link, establishing a secure line with another agent using the same type of technology. Another satellite link in another attaché can be linked, or the agent can use it to link up to SECTOR headquarters, to a vehicle with the communications upgrade, or to his own base of operations if it is equipped with a satellite surveillance upgrade. Distance is not a factor; SECTOR has excellent coverage with its spy satellites.

Selective Interior While opening this attaché, depending on whether the agent is holding the lid with his left or right hand, a different interior is exposed. This allows the agent to have a case which opens to reveal one thing to one person, and another thing to another person. The contents are actually shifted to false compartments during the opening

process. A casual observer shouldn't notice anything amiss, but someone actually looking for deceit should spot the deception without a penalty to their detective check.

Self-Destruct The attaché can be set to self-destruct. Treat this as a fragmentation grenade. The case and its contents are destroyed in the explosion. The destruction can be initiated by a combination of special pressure sensors within the case itself, can be calibrated to respond to a signal from the agent's encrypted cell phone, or it can be set to "defense" mode where it explodes when the case is opened improperly. The agent can also set the level of destructiveness; normally a fragmentation grenade causes 6D damage. The agent can set the explosion anywhere from 1D to 6D, depending on his needs. The self-destruct explosives can sometimes be detected by dogs trained to sniff such things out.

White Noise Broadcaster The attaché has electronics within that can be activated by an agent. All digital and analog electronics within 100 feet stop working. All signals are blocked. Even the signal of the agent's encrypted cell phone and commlink. The white noise broadcaster will function for 30 minutes of use and can be switched on and off several times until this 30 minutes is depleted. This is especially useful for nullifying surveillance equipment ("bugs") so agents can speak freely.

Zip Line Grapples The case is held upright on one's shoulder and activated. A zip line launches in both directions, in front of and behind the agent. The zip line has powerful titanium grapples which can embed themselves in solid concrete. If they exceed their 50 foot range the grapple ends open and will hopefully grip something. Once the agent has secured the lines, he can use the briefcase handle to slide along the zip line in a motorized fashion at a rate of 5 spaces per turn. Or, if the zip line is angled, he can disable the motorized transport system and simply slide as fast as gravity allows. The zip line grapple allows only one use, and then jettisons from the case. It must be reset/reloaded by SECTOR engineers.



RECON SCOUT

Recruited from the ranks of hunters, trackers, scouts, survivalists, and Special Forces commandos, the Recon Scout is the go-to agent for missions which take a team into the outdoors. They excel in tracking, hunting, and survival in any climate and never get lost. Entrust a Recon Scout with keeping watch or scouting ahead to avoid unpleasant surprises.



PRIME ATTRIBUTE: Constitution. A Recon Scout must have a minimum Constitution of 9.

SAVING THROWS: +2 on Saving Throws versus Radiation or any kind of Environmental Exposure.

COMBAT TRAINING: Recon Scouts are trained in the use of 1-handed melee and thrown weapons, revolvers, semi-automatic pistols, bows, crossbows, sniper rifles, light and medium armor.

LEVEL	XP	HD	BHB	ST
1st	0	1	+0	14
2nd	2,000	2	+1	13
3rd	4,000	3	+1	12
4th	8,000	3+1	+2	11
5th	16,000	4	+3	10
6th	32,000	5	+3	9
7th	64,000	6	+4	8
8th	128,000	6+1	+4	7
9th	256,000	7	+5	6
10th	512,000	8	+5	6

SKILL TRAINING: Recon Scouts receive a bonus of +1 to any action check related to Medic, Perception, Scout, or Stealth. This improves to +2 at 4th level and +3 at 8th level.

AMBUSH: When unencumbered and alone the Recon Scout may add his level to his Initiative roll in the first round of combat only. He is seldom surprised by his enemies.

SWIFTNESS: When unencumbered, the Recon Scout may add his level to his movement rate. Once encumbered, however, he uses the standard movement rate appropriate to a character carrying that much weight.

TELEPATH

Sometimes people exhibit powers that surpass those of common man. These powers, if known to the general public, would frighten people, defy certain scientific and religious doctrines, and cause panic. When Bureau 19 learns of such an individual, they are approached with caution and a simple singular choice is offered: recruitment or liquidation.



PRIME ATTRIBUTE: Wisdom. A Telepath must have a minimum Wisdom score of 9.

SAVING THROWS: Telepaths have strong minds and receive a +2 bonus to all Saving Throws made against deception or the telepathic powers of others.

COMBAT TRAINING: Trained with 1-handed melee and thrown weapons, revolvers, semi-automatic pistols, Tasers, bows, crossbows, and light and medium armor.

LEVEL	XP	HD	BHB	ST
1st	0	1	+0	14
2nd	1,850	1+1	+0	13
3rd	3,700	2	+1	12
4th	7,400	2+1	+1	11
5th	14,800	3	+2	10
6th	29,600	3+1	+3	9
7th	59,200	4	+3	8
8th	118,400	4+1	+4	7
9th	236,800	5	+4	6
10th	473,600	5+1	+5	6

SKILL TRAINING: Telepaths receive a +1 bonus on action checks dealing with gambling, perception, persuasion, and strategy & tactics. This improves to +2 at 4th level and +3 at 8th level.

COMMUNICATION: The Telepath can communicate mentally with a target in line-of-sight at will. This occurs at the speed of thought and requires no common language. An unwilling target may resist with a Saving Throw requiring the Telepath to wait 24 hours before being able to re-attempt.

MIND READING: Telepaths can drill into a target mind in line-of-sight to seek a single yes/no answer once per day per level. Saving Throw resists.

SENSE LIFE: The Telepath can sense the existence of all living beings within a radius of 5' per level in all directions as long as he is conscious.

EVIL SPELLCASTER TRANSFORMED PARTY MEMBERS INTO FARM ANIMALS. DAMN HIGH WIZARDRY!

ALL PCS WILL CHECK OR BE TRANSFORMED (ID):
 1-3 PIGLET 4-6. GOOSE
 7-9. SHEEP 0. PIG

A KOBOLD, AN OGRE, & A PIXIE WALK INTO A BAR . . .

FAH! THIS CUP IS POISONED!
STR CHECK OR -5 BP!

LADY KERANAK SEEKS A NEW CONSORT! GO TO THE PALACE AND INQUIRE WITHIN!

a rended press joint
<http://rendedpress.blogspot.com>
slapped together by Matthew W. Schmeer

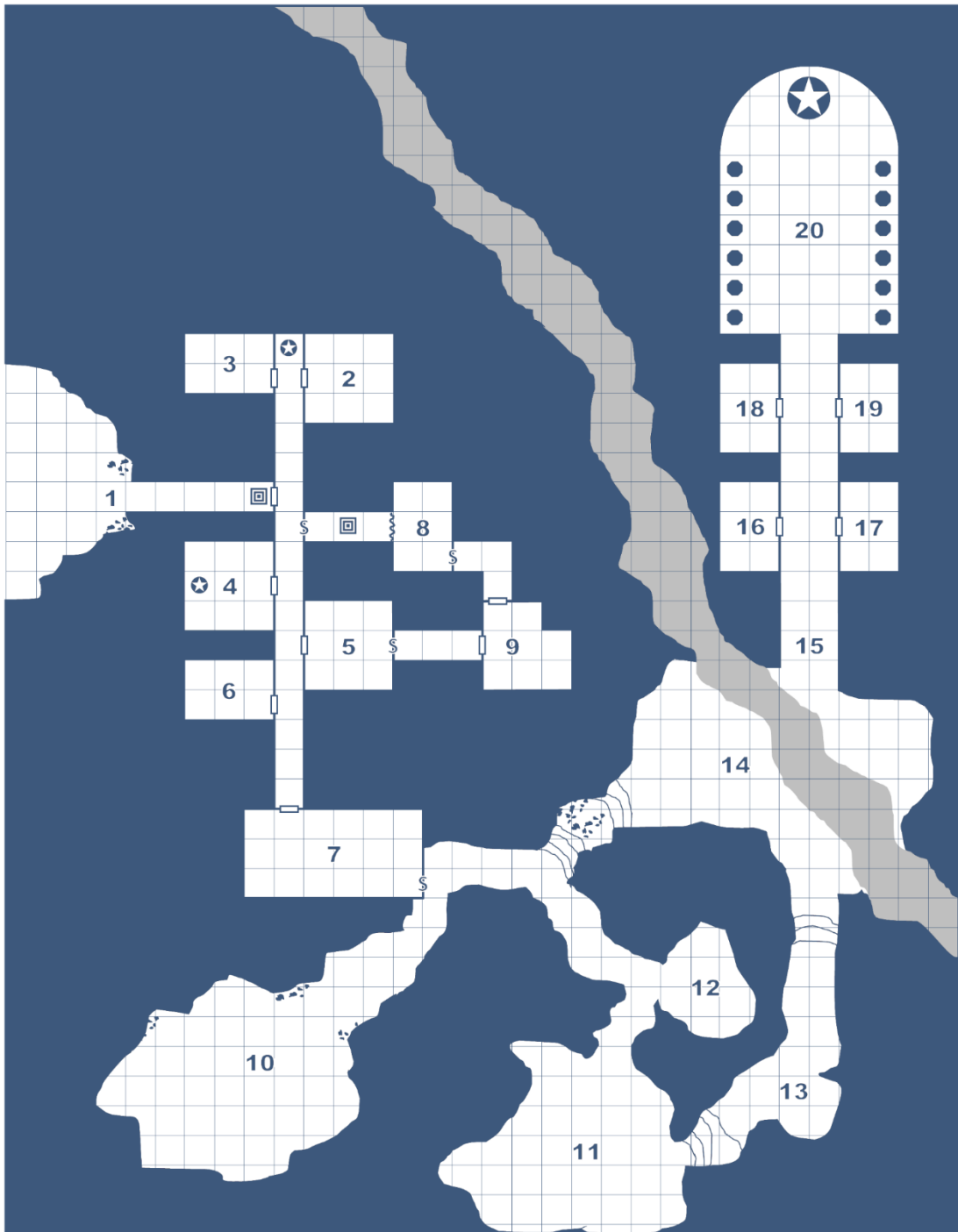
LOST YER LOOT!
SOUR RATIONS!

REINARIS MIGRANTS OWN MAGIC GOAT & TALKING COW!

ELEROTH SENDS HIS TIDINGS! LOOK OUT!

YOU'RE THE SON OF SERENA!
SUMMON ZIBAL SCROLL!

MAGIC EYE BOOGERS!
WHEN YOU WINK, DAZE YOUR PARTY MEMBERS!



THE HIDDEN SHRINE OF TORAKAI

A recent landslide revealed an ancient hall set into a nearby mountainside, where legends say an ancient knighthood of lizardmen once lived. The shrine to which they pledged their blades still holds sway over them today, and any who dare enter the Hidden Shrine of Torakai learn quickly that death doesn't release a reptilian knight from its vows.