

DECAHEDRON



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STUDIOS

ISSUE 5

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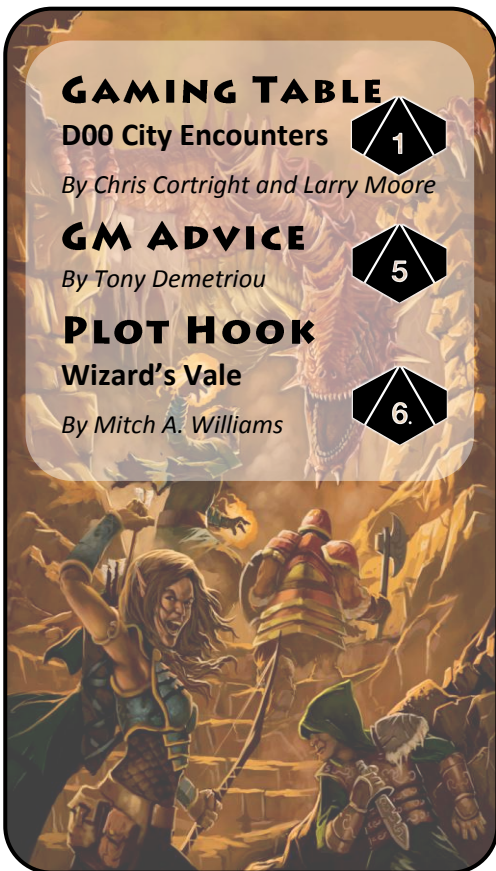
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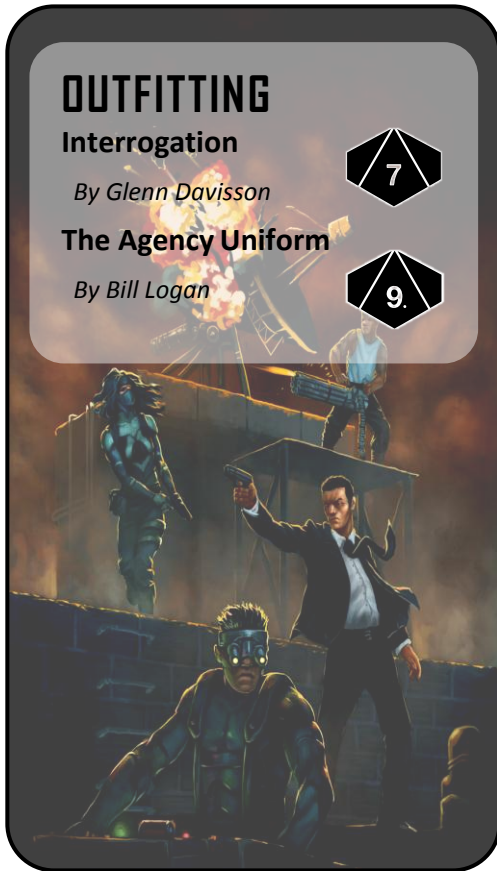
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ART CREDITS

Some artwork copyright Joe Calkins
of Cerberus Illustration
www.cerberusart.com

Bradley K McDevitt

John Grumph

Khairul Hisham

Back cover map: Matthew Lowes
<http://matthewlowes.com>

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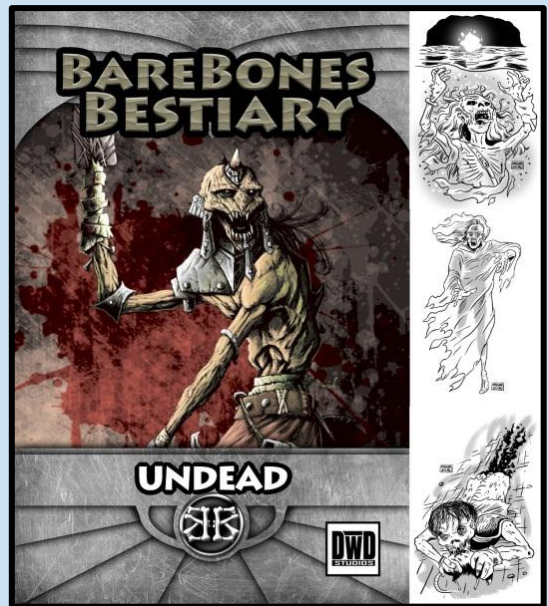
FOREWORD

As Bill and I prepare for the Agents of Sector Kickstarter we welcome you to Issue 05. In addition progress is being made on several projects (hey, we like to keep busy) and look forward to receiving any submissions for our products you might be working on. Even if you have questions drop us a line at info@dwdstudios.com

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

ADVERTISEMENTS



Coming soon for BareBones Fantasy!

Due to the enormity of the bestiary project we decided to break it up into sections. The first book will be Undead and contain approximately 38 creatures, GM tips and a list of undead artifacts to use in your games.

GAMER SPOTLIGHT MICHAEL HEYWOOD

It was the fall of 79 or the spring of 80 that I first met **D&D**; the first thing I did was to create a dungeon. Since then, I have been to the wastes of **Gamma World**, the sectors Behind the Claw in **Traveller**, and the castles and tunnels of **D&D**, edition after edition, then **GURPS**, **Savage Worlds**, **D6 System** and more; whether around a table or swinging a rattan sword I have had many wonderful experiences. As the responsibilities of life became more pressing I had less time and space for games, but then I discovered games happening across even the whole earth by internet chat and then by face to face communication online. A stand out experience was this one amazing experiment: a widely populated live action by **Google Hangout** and **You Tube** game of **Vampires**. Future plans are to enjoy the **doolite system** some more, eagerly await **Frontier Space**, and to fiddle with other rulesets. I always have an open eye towards more games online or in person as time allows.

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GAMING TABLE

By Chris Cortright and Larry Moore

The following table is designed to help take the burden off the GM's shoulders to come up with interesting things while characters are milling about the city.

If you like this table consider "*Of Towns and Heroes*" a Gamer Master's Toolkit consisting of 100 paragraphs full of ideas and inspiration to help you create memorable stories for you and your players. Also included are several city maps.



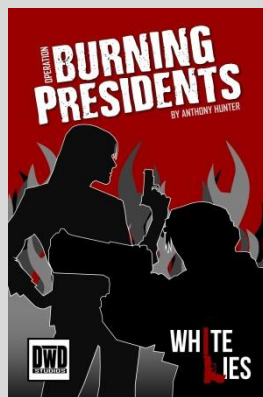
DOO CITY ENCOUNTERS

- 00 Elderly man dressed in fine robes constantly stares at one of the PC's. If approached, he will duck into the nearest public building and disappear.
- 01 A worn book titled, "Of Keranak and its Kingdoms" lies on a bench. It's barely legible scribbles in the margin of the book say "The Fendrake line with pay with their lives." No one is near to claim the book or will have been seen leaving it where it is discovered
- 02 A halfling with a small easel strapped to his back approaches the PC's and shows them a quickly drawn charcoal sketch of a husky human man he just witnessed going into the wealthy Shields family estate; he claims the man is wanted by local constable and offers to share the 1,000gp reward with the PC's if they can capture him.
- 03 Human mother pushing a baby cart. Inside is a small dwarf dressed in bright colors and sporting a greenish beard.
- 04 A peddler calls out to the weakest, shortest, most pitiful PC, "Gentle sir, come try your luck at my new strength potion. Just one sip and you can easily lift this large stone over your head." He points to a large stone block next to his cart. If the PC takes the challenge the potion will actually shrink him half size.
- 05 A young filthy boy dressed in rags is drawing symbols in the dirt with a stick. Moments later a wagon filled with melons approaches, when it reaches the symbols a large explosion rips apart the wagon and spewing fruit on all nearby.
- 06 A human mother is frantically looking for her missing child.
- 07 A street urchin with strangely clean hands tries to pick one of the PC's pockets. The attempt is clumsy and was easy to notice. Upon checking their belongings the PC finds a strange silver coin has been placed in their pocket. The coin radiates cold and seems to pull the PC north toward a strange crypt.
- 08 Discreet elf with a barely noticeable (LOG check) metal contraption on her neck. Upon closer inspection of the apparatus its fine metal works and flashing lights are unlike anything ever seen. (It's actually a piece of alien tech, implanted to record the elves sensory data and transmit it to an orbiting spaceship).
- 09 Homeless person is frantically trying to escape a manhole. He screams for help then is suddenly dragged back into the sewer system.
- 10 A loud-mouthed halfling approaches the PC's claiming he has the secret the local nobles have hidden for years. He offers

- them 100gp to travel with him to confront the nobles with their onerous secrets. The halfling is really an assassin after one of the nobles and will use the PC's as a diversion, perhaps even framing them!
- 11 The sound of scraping metal (LOG check) can scarcely be heard. Upon investigation a viewer will notice a long tentacle reaching over the side of a cart filled with recently deceased. It grabs a cadaver and pulls it into the sewer.
 - 12 A tall, wealthy dressed male elf carrying an expensive case approaches the PC's and offers to pay for escort to the city limits where his entourage is waiting.
 - 13 A strange burst of golden light envelops one of the PC's. The glow grows stronger as they near one of the local temples. The glow grows faint the further the PC is from the temple and they begin to feel weaker the longer they are away (STR is lowered by 20).
 - 14 The PC's are all struck by a strange insatiable hunger. No matter what they eat they crave more. A venerable holy man offers to help remove the curse but they must do something special for him.
 - 15 A dozen women from a local brothel surround and carry one of the PC's into their establishment.
 - 16 A ghostly apparition of *King Rahvan Keranak III* appears before the PC's, his mouth moves but no sounds can be heard. It becomes clear (LOG check) the spell *Commune* needs to be cast in order to hear. The King appears before the PC's every now and then until he delivers his message, "You are one of the kingdoms hopes. Do not squander your abilities on personal gain, but rather seek the 'Glory of the Kingdom' in all you do and say."
 - 17 A strange looking dwarf with glowing green eyes approaches the PC's and offers them a map to a nearby treasure trove so long as they take him along.
 - 18 One of the PC's stumbles and falls while walking down a cobblestone street. Before the PC can stand they are sprayed with a noxious green mist from under the loose stone.
 - 19 The PC's awaken to the sounds of a struggle in the next room. They know that their neighbor was a quite halfling with several large pouches and a fancy rapier. She is trying to cry out for help but all that comes out are strangled gasps.
 - 20 As the PC's stroll through town every window and mirror the pass suddenly shatters.
 - 21 All of the PC's weapons and equipment vanish in a flash of light. A perceptive PC will notice a short man in purple robes ducking into an alley.
 - 22 A young boy runs up to the PC's and begs them for help. His mother won't wake up and feels deathly cold although he can still see her breathing.
 - 23 A massive warrior is accosting a young woman in a nearby alleyway. His hand is over her mouth but the PC's still hear her whimpers and see the tears in her eyes.
 - 24 A dwarven soldier from a nearby mercenary encampment walks up to the PC's and starts jabbing his finger into the chest of whatever group member looks most threatening. He challenges to a 'friendly' duel. If the dwarf loses he owes his challenger 250gp, however if he wins the loser must enlist with the mercenaries for 6-months.
 - 25 An elf in clerical robes is thrown from a nearby drinking-house to land directly in front of the group. She looks up at the PC's and suddenly vomits across the closest person boots before passing out.
 - 26 Two constables hauling a frightened woman between them. They approach the PC's, one of the constables ask the woman, "Was it one of them." She focuses on one of the PC's and declares, "Yes, that one killed my husband."
 - 27 A sudden stampede of cattle is being driven through the city. Riding roughshod through the town and spurring on the cattle is a figure in ragged green robes swinging a massive scimitar.

- 28 A 10' ogre chasing a goat. A silver necklace with a large shiny object dangles from one of the goats horns.
- 29 A group of small human and halfling children surround the PC's in a circle. They yell out "King Keranak, King Keranak, send heroes to aid us." One child will run to the other side of the circle ducking between PC's. This might be a good time to have a pocket or two picked in the confusion.
- 30 Skinny elf artist wearing a large brimmed hat painting on of the PC's. If they move he calls out, "Hold for I have not captured thine essence this day." If the elf is able to complete the portrait, one day later the PC becomes restless, unable to sleep through the night.
- 31 Two merchants arguing.
- 32 Drifter looking for work in exchange for a hot meal and passage to the next town.
- 33 Mercenary looking for work in exchange for passage.
- 34 City watchman searching people as they exit a holy place.
- 35 A bar fight spills out into the street.
- 36 Wounded city guard can be seen lying in an alleyway behind a dumpster.
- 37 Blind dwarf wearing two different boots begs the PC's for coin.
- 38 Father saying goodbye to this family as city guards haul him off.
- 39 Mixed racial group with shaved heads and ponytails don signs saying, "The giants cometh to kill, flee to the Western Reaches."
- 40 Overly obvious pickpocket is studying the crowd.
- 41 Explosion from a holy place echoes through the city.
- 42 Odd blue fluid can be seen leaking from a covered wagon.
- 43 Spooked horse dashing through town.
- 44 Screams coming from a covered wagon.
- 45 Screams coming from a second story window.
- 46 Constable chewing out a city guard.
- 47 Merchant selling fake merchandise.
- 48 Clergywoman blessing bystanders as she walks to her temple.
- 49 Undertaker loading bodies behind a bar.
- 50 Two wagons and their horses crash in the middle of the street.
- 51 Man throwing pails of garbage into the street.
- 52 Dwarf standing on another dwarf's shoulders preaching about religion (or doomsday).
- 53 City guards closing down a section of the city and roping it off.
- 54 Funeral procession.
- 55 Butcher drying meat on hooks in front of his shop.
- 56 Pie eating contest in a park.
- 57 Peddler offering passerby a shot in a game of chance.
- 58 Large crowd gathering around something.
- 59 Workers repairing a city building.
- 60 A malnourished dog begs at PC feet.
- 61 Stampede of chickens chased by a large black goat.
- 62 Fortune teller reading psalms and telling fortunes.
- 63 Woman carrying baby in a rush.
- 64 Female elf running away from group of halflings.
- 65 Workers constructing a building.
- 66 Watchman recruiting for the City Guard.
- 67 Human clergy procession in single file.
- 68 Blind man led by a large bear.
- 69 A dapper looking halfling dressed in court finery approaches the PC's and tells them they are all wanted for an obviously made up crime.
- 70 A female orc stands in the lee of a nearby building carefully studying the PC's. In her hand is a small metal box that flashes every few seconds.
- 71 Two orc children rush out from under a nearby porch and start begging the PC's for anything they can spare.
- 72 The glimmer of light on metal catches the PC's attention. Off to the side of the street is a blood-covered dagger with a large sapphire in the pommel.
- 73 One of the PC's eyes take on a strange green glow when they pass a ramshackle building near the edge of town. The closer they get to the hovel the brighter the glow becomes.

- 74** Two elderly men are deep in an argument nearby about the state of the Kingdom. They stop the PC's to get their opinion on the matter.
- 75** A young elven woman approaches one of the PC's and hands them a leather bound book before running off.
- 76** Innkeeper asks one of the players if they wouldn't mind watching the counter while he runs an errand across town. He hands the player his apron then makes his way out the back entrance. A few minutes later a handful of brigands show up looking for the person wearing the exact apron the player is wearing and they want their money.
- 77** Nine women in gleaming white robes walking toward the PC's.
- 78** A mousy young boy runs up to the PC's and tells them his master, the local scribe, needs their help.
- 79** A flagellant slowly walking down the street, lashing himself with a strange-looking whip.
- 80** One of the PC's becomes violently ill and needs to be rushed to the local temple.
- 81** The PC's notice that they are being followed by a figure in short emerald-colored robes.
- 82** A barbed crossbow quarrel flies out of a nearby window, narrowly missing one of the PC's.
- 83** A pale skinned dwarf priest offers to bless the PC's for a small offering.
- 84** A shackled prisoner runs down the street toward the party.
- 85** The PC's are knocked to the ground as a massive chunk of stone erupts from the ground and begins hovering in front of them.
- 86** The party members are all suddenly struck by lightning, real or magical.
- 87** A sibilant hiss comes from behind a nearby building. A long-fingered hand covered in fine blue scales beckons to the PC's to come to the shadows.
- 88** Each of the PC's hears a whisper in their minds urging them to hurry to the closest cross-street.
- 89** While eating in a small tavern a drunken soldier is knocked into the parties table, flipping it on its side.
- 90** A ravishing woman comes up to one of the PC's and gives them a long passionate kiss before walking off.
- 91** A tall hunter stands in the town center calling for able bodied individuals to help him slay a nearby four-headed, four-armed, two-legged ogre.
- 92** The entire city is suddenly enveloped in a thick black fog.
- 93** Two heavily armored dwarves emerge from a nearby sewer.
- 94** A bare-chested barbarian leaps from the top of the nearest building and lands near the PC's.
- 95** A strange looking, four-horned beast rampages through town, destroying everything in its path.
- 96** Three jugglers surround the PC's. They begin sending wickedly sharp daggers around the group.
- 97** A strangely garbed fairy flies up to one of the PC's and whispers a secret in their ear.
- 98** The PC's see a thief rushing out of a nearby shop.
- 99** A terrible screech fills the sky as a massive shadow obscures the sun.



Now Available...a White Lies mission by Anthony Hunter.

Originally published for Covert Ops, this mission has been given some additional content and has been re-themed and adapted to the [White Lies](#) RPG.



By Tony Demetriou

The following is a conversation turned into a GM Advice article. You can find more of Tony's GM's ramblings on [G+](#)

GM ADVICE

The Dork GM asks, "Have you ever rolled secretly to have a player's pocket picked, then record the item in your notepad. Later the player wants to use said item, but it's gone! Sure they might get upset, but it seems likely that would happen in a large city. Right? "

Tony, "Nope. Never done that."

Tony continues...

My players would hate it, not because it's unrealistic, but because it violates the OOC trust between players & GM that we're trying to tell a fun story together."

For me, it heads too far into dangerous territory in terms of player expectation. While I'm running the game, I'm picturing the world and the PCs in my head. They're doing the same. But I don't really know what they're picturing.

So when they have a silver amulet, I might imagine it's just sitting in their pocket. They might imagine it's around their PCs neck, or in an interior, hidden pocket. Or something. I might be picturing a crowded city with people jostling against the PCs, while they might be picturing their PCs walking like death come to town, down the middle of the street with the cowering peasants giving them a wide berth.

So, when I'm running something like that, I'll try to tie it into a plot, and into earlier/later events. And try to involve the players as soon as possible, to give them a chance to respond. I'd try to work in a description of someone stumbling into them or pushing them, when the pickpocketing happens. To avoid it being obvious, I'd try to tie that into something else. Like if they're having an argument with a shopkeeper, his friends might start heckling, and might shove the PCs towards the shop door. That's when the pickpocketing happens - and we've described an event where the NPC is explicitly touching the PC.

Then I'd shortly after describe the missing object. And if they realize (which they probably will) when they got grabbed, they can head back and question the shopkeeper. "No, he's left already. You might find him down the street at the tavern. That's where he'd be fencing it..." ... and then chasing their belongings can be a fun adventure. Or the PCs could let it go. Or they could make friends with the NPC because they want a light-fingered ally. Or whatever.

But just saying "I take out the map" "Oh. It's gone. It must have been stolen during one of my secret dice rolls"?

That sucks. Both for the players, and for me running the game. It's not a story. It doesn't add anything, it just diminishes the fun the players had in finding that map, and the anticipation of what they were going to use it for.

I also have an attitude that - before I roll the dice - I consider whether both outcomes will make the game more fun. If success will be fun and failure won't, or failure will be fun and

success won't, then I just don't roll the dice. I just describe what happens.

So if that NPC is going to steal the map, they're going to steal the map because it'll be fun for the game. I won't bother rolling, unless I also think it might be fun to catch the thief in action. In that case, both success and failure is fun.

But if success just means "you don't have the map" and if not having the map won't be a significant plot element, then... I'm not going to roll. I'll just describe them catching the pickpocket. Instead, I might make the roll to see if they spot the pickpocket before or after he's got his hands on the map.

PLOT HOOK

By Mitch A. Williams

Wizard's Lake is an adventure overview that can begin or continue your saga in the Keranak Province.

The body of water known as Wizard's Lake was the site of a powerful wizards holding several generations ago. Now, due to the Rindal River changing its course a little over 25 years ago, the former Wizard's Valley is now Wizard's Lake. Nothing of the old keep or surrounding village remains above the waterline. The lake is approximately a mile wide and almost circular. It is nestled in dense woodland where the trees go right to the water's edge for just over two-thirds of its circumference.

The deep and slow moving Rindal River drains into Wizard's Lake but there is no visible outlet. It is assumed that there is some kind of underground exits for the extra water but no serious effort has been made to find them.

The lands around Wizard's Lake are divided into two baronies owned by the Frierson brothers Walter (Age 72) and Reginald (Age 68). As the older brother, Walter was the official heir to his father's lands and title. Unfortunately for Walter, young Reginald went off to war and earned an honorary title of Baron as well. Their father, not wanting his valiant younger son to be a Baron in name only, split his lands between the two of them. Baron Walter has never really gotten over this and has kept up a one-sided sibling rivalry for the last 50 years. Wizard's Lake is entirely inside of Baron Reginald's land but the Rindal River runs through the middle of Walters Barony.

Walter is officious and delights in forcing Reginald to make official request of him. His petty actions are usually limited to such things as imprisoning a peasant or minor official who wanders across the boundary between the baronies without 'official'



travel papers and forcing Reginald to formally request their release. Baron Reginald puts up with this and even privately finds a small amount of humor in the situation. He has even opened a small academy for the training of diplomats and uses Walter's antics as training missions for promising students.

Plot Summary

This adventure starts as a simple diplomatic mission to request that Baron Walter remove the dam he has placed across the Rindal River which is causing the level of Wizard's Lake to quickly drop. Events change when strange animals not normally known in the area start causing problems. The characters soon learn that there is a teleportation gate still active in the ruins of the old wizards hold. (The strange animals have obviously been coming through that gate.) Going through the gate takes them to a high, cold vale that overlooks a Giants village in the distance. Now they know where the extra water from the lake was going. And it is likely that someone will soon come and investigate why their water source has been interrupted. Getting back may also be a problem if they do not make it before the dam is removed and the lake returns to its normal level. After all of that, they must finally decide what to do about the gate.



The rulebook says that interrogation is done with Detective skill, normally contested against the WIL of the subject. And that's about all it says. The GM's Handbook provides a little more guidance, but much is left to the imagination of the GM. This essay will attempt to provide a little more structure to the process. (It is oriented mostly towards how civilian police conduct interrogations, but the same rules should work for other circumstances just as well.)

THE INTERROGATION PROCESS

There are a number of ways to approach interrogation, but most boil down to one of these three:

The Old Fashioned Method

Beat it out of them; psychological, physical intimidation or outright torture. Has the advantage of being fast and reliably getting what you want, but the disadvantage that "what you want" isn't always "what actually happened." It is the most prone to false confession.

Good Cop/Bad Cop

Common on cop shows on TV. Offer the carrot and the stick. "Tell us what happened, and we can help you with a good word to the DA. Don't, and you go away for even longer." Or "Confess or I'll go get a cup of coffee, and leave you alone in this room with Officer Animal for a while." Works well with a guilty

Interrogation

By Glenn Davison

A discussion on the Dwd Studios Covert Ops forums turned into this nifty article on expanding interrogation guidelines.

suspect, also prone to false confessions by the innocent.

The Patient Approach

The Reid Technique - the PEACE Method - Kinesic Interview.

By far the most common approach in real world police work (Reid Technique in the US, PEACE Method in the UK). The essence is to ask the same questions over and over, in as many different ways as possible, and compare answers to find inconsistencies to confront the suspect with. More reliable, but much slower, and relies heavily on the interrogator's ability to detect lies. (More details at <https://www.cga.ct.gov/2014/rpt/2014-R-0071.htm>). Least likely to lead to false confessions if used correctly.

All these techniques are susceptible to error. All can lead to false confessions, and all rely to some degree on the interrogator's ability to detect lies (and some people can lie very well). And all can be misused by sloppy interrogators. The innocent and the guilty will both insist they didn't do it, and promises and threats can convince the innocent the best course is a false confession. Some people are very prone to false confessions for a variety of reasons. (During the investigation into the kidnapping of Charles Lindberg's son, the police got over 200 confessions.)

Most subjects will tend be either more or less susceptible to different techniques. This would result in modifiers to either or both die rolls, depending on which technique is used. For instance, a suspect who is physically very tough might be +20 to his WIL roll vs The Old Fashioned Method, but -20 to Good Cop/Bad Cop. The modifiers should probably balance out to zero unless the suspect is particularly



unusual. Certain drugs (truth serum) will also affect the subject's WIL, if used properly (Medic check). If used improperly, they will usually put the subject to sleep. A critical failure can kill.

The GM's Guide says that contested rolls should be made until there is a clear winner - one side succeeds, the other side fails. These rules will modify that to say that the interrogation continues until one side either succeeds better or fails less than the other - in other words, if one side succeeds, but the other side critically succeeds, or one side fails but the other side critically fails, the interrogation is finished.

Each roll should represent a unit of time, the length of which would depend on the interrogation method used:

- **Old Fashioned Method** - 1D Min. per roll
- **Good Cop/Bad Cop** - 1D Min. x 10 per roll (because TV shows only have 42 minutes to solve the case)
- **The Patient Approach** - 1d Hours per roll (optionally use 1D days for complicated interrogations)

Once a definitive result is obtained, assign a point value to each sides result:

- Critical failure 0
- Failure 1
- Success 2
- Critical success 3

Then subtract the subject's value from the interrogator's (this can be a negative number) and compare it to the Interrogation Table

(each level includes all levels underneath it, if the subject wishes).

Circumstances may lead to the GM adjusting the final result value - offering Witness Protection may turn a 1 into a 2, an overeager interrogator who knows what he's looking for could turn a 1 into a -1 ("If you're looking for something specific, there's only one right answer."). A subject with a well-constructed story planned out in advance might reduce the result number by one.

Needless to say, all die rolls have to be done in secret by the GM, or the results that do not favor the players are largely impossible.

Interrogation Table

Result Effect

- 3 The subject is in complete control of the interrogation, and can convince the interrogator of anything they want. (If using the Old Fashioned Method, the subject is mentally broken, completely, and no longer able to answer anything, or has died "under the question.")
- 2 The subject is in control, and can convince the interrogator of anything plausible (If using the Old Fashioned Method, the subject is beaten unconscious, but clearly not going to break).
- 1 The subject is able to withhold information and convince the interrogator they will never break, or that they do not know what is being sought. (Alternately, the subject will give a false confession or invent whatever information the interrogator is looking for.)
- 0 Shouldn't be possible. Roll again.
- 1 The subject will answer any questions asked, but will not volunteer anything. (If the interrogator failed his roll, but the subject critically failed his, a false confession/invented information will result.) If the subject does not know what is being sought, the interrogator believes them.
- 2 The subject will answer any questions asked, and volunteer any additional information they believe is relevant. Will volunteer things like secret passwords, locations of hidden bases, etc.
- 3 The subject is broken completely, and is easily turned in to a double agent. Will volunteer to lead the interrogator past security, open fingerprint locks, etc, or even become a mole.

The Agency Uniform

By Bill Logan



All agency uniforms are considered ballistic clothes and provide DR2, as well as contain a concealed pocket in the lining which is difficult to find (-20% to any detective skill check to search) to keep passports and documents. Agents can customize their Agency Uniforms with upgrades. An agency uniform costs 2 of an agent's equipment allowance.

The agency uniform is already a good deal. It's the same cost and effectiveness of ballistic clothes, and has a concealed document pocket as well. To increase the uniform's functionality, any of the following upgrades can be added, each increases the cost of the uniform by +1.

UPGRADES

Improved Ballistic Mesh - The uniform protects almost as well as a bullet proof vest, add +2 to DR, giving it a total DR 4.

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 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

When the agent selects an agency uniform, the player must choose its appearance. Any type of clothing is permitted, but most people choose a sensible if fashionable business suit. Others choose a trench coat or combat dress fatigues. Some, however, choose a uniform for a cover identity specific to the needs of a mission.

the garrote choke hold, he must succeed in a martial arts check against his opponent.

Boot Knife - When activated, a sharp blade extends from the toe of an agent's boot. Martial arts attacks now do 1D damage instead of 1D/2. Don't forget Melee Damage Modifier. The blade can retract back into the shoe when desired. The shoe can set off metal detectors, but when x-rayed or searched will not reveal the knife and will be assumed to simply contain structural metal in the construction of the shoe or boot.

Concealed Equipment Pack - The uniform has various special pockets and recesses built into its linings which can contain any one standard equipment pack of the player's choice. The pack itself must be purchased separately, and the uniform is tailored specifically for that type of equipment pack. The equipment pack is completely concealed from casual view, and even against very thorough searches 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 uniform. Common sense should prevail here; the GM can reject a request based on the estimated size of the equipment pack and type of uniform.

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 large distances and land safely. Once landed, the

agent can release the parachute to discard it. The parachute can be reset only at the SECTOR headquarters labs between missions.

Defensive Bracers - Normally, unarmed agents are at a disadvantage to resistance checks against opponents wielding melee weapons. This uniform contains long cords of strong kevlar in the forearms. The agent with defensive bracers in his uniform suffers no penalty when fighting an armed enemy while unarmed.

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

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 fallen in a fight doesn't have to wait until after the fight to make a STR check to see if he wakes up and survives; he may do so one turn following being knocked down. If he succeeds, he awakens with 1 BP and the traditional headache. But if he fails, he is gone; there is no additional roll allowed after the encounter is over.

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. A suit jacket can be reversed to change its style and color, etc. The actual game terms are up to the GM, but this identity change might give a +10 or even +20 to a detective or thief check.

Lojack - The uniform 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. It uses cell phone satellites and repeaters to coordinate the signal, so it cannot track the uniform if it is outside of coverage area.

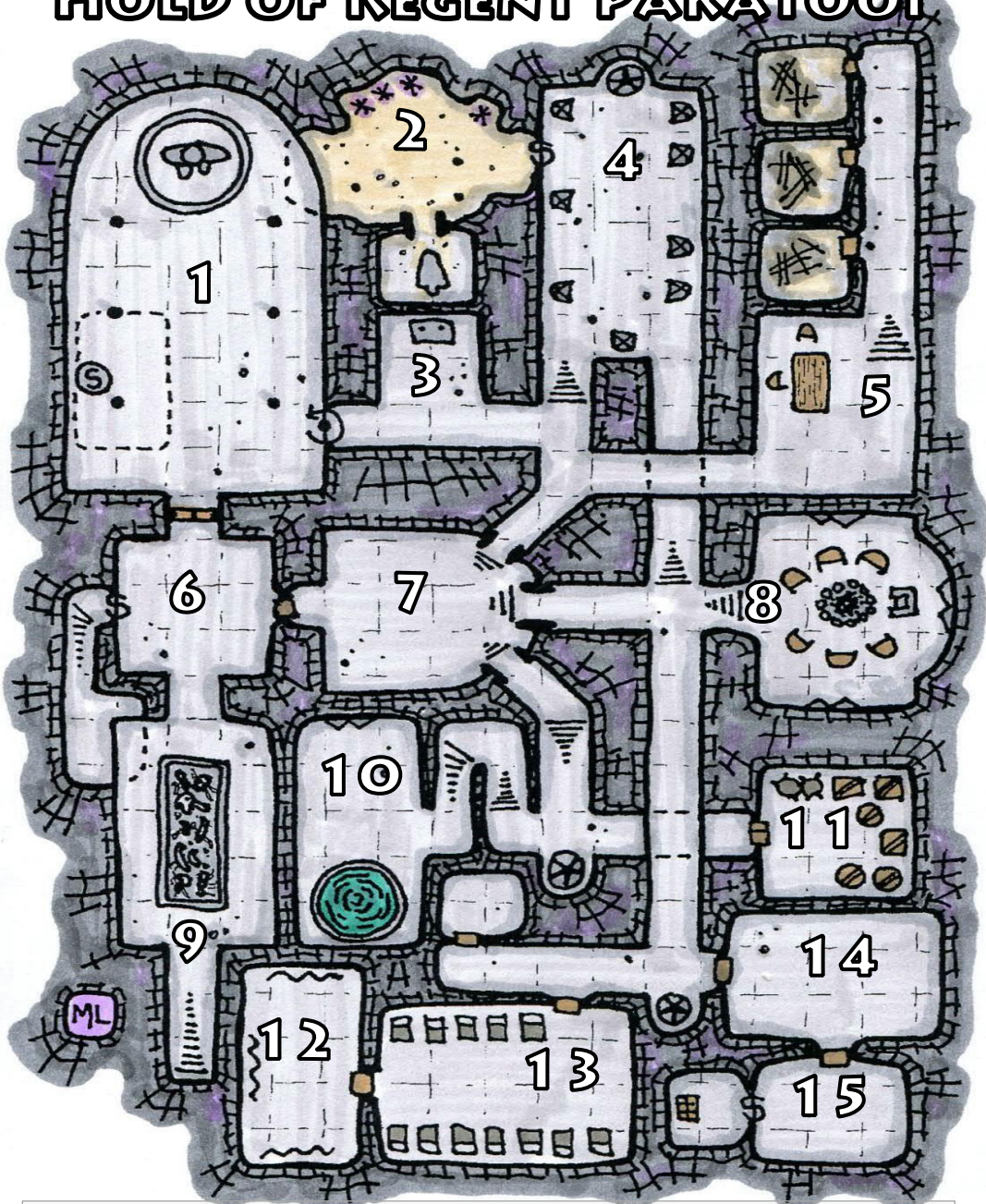
Shaped Explosive Charge - This upgrade can be activated, which causes shaped explosive charges to detonate in all directions around the agent's uniform. The uniform is reduced to shreds (the agent better be wearing undergarments!) and sharp bits fragment everywhere to create an explosion similar to a fragmentation grenade. The agent takes 1D concussion damage (no DR will help this) but all those in adjacent spaces will sustain 5D damage (half with DEX resistance check). The charge is detonated by a command word from the agent (validated through vocal pattern recognition micro circuitry) which must be set-up when signed out from SECTOR. Make sure the agent picks a command word that he won't likely say in common speech! The agent need not be wearing the uniform to activate it.

Thermal Dampening - The suit (which has pull-out hood and gloves) has active thermal compensation running through its lining. It attempts to normalize the outward appearance of the body's temperature with the environment to attempt to hide him from infra-red cameras, goggles, and motion sensors. If someone has reason to know the agent is there (because he makes noise, opens a door, etc.) a detective check will spot the thermally dampened agent.

Agents of Sector Kickstarter poster. The top half features the title 'AGENTS OF SECTOR' in large, bold, white letters with a black outline. To the right of the title is the text: 'Manage a budget and a team of spies, complete missions and sabotage your foes, compete to be appointed the Administrator of SECTOR!'. Below the title is the text 'Coming to KICKSTARTER' in a vertical orientation. The central illustration shows a man in a tuxedo holding a handgun and a woman in a black dress also holding a handgun. The bottom left corner features the DWD logo and the text 'DWD DESIGN'. The bottom right corner features the text 'STRETCH GOALS' and a small image of a character with a white wig and sunglasses.



HOLD OF REGENT PAKATOOI



High above the Shattered Hills lays the hold of Regent Pakatooi. He commands a garrison of humans, most of which are female from all over the Keranak Province even reaching up into Far Vandimir. Little is known about the specifics of the hold, most shipments arrive in the wee hours of the morning before the sun rises and leave the next day during the same time. The monarchy does not interfere with Regent Pakatooi or is concerned about his secrets, when he is needed he always answers the call and that's enough.

GM TIP: Pakatooi is a female changeling, while infiltrating the politics of this region she was trapped in Pakatooi's form by one of the female high-priest using an artifact. She now does her bidding; secretly amassing loyal followers to the Cause. Pakatooi may reveal her true nature, exposing evidence of a race of changelings within the Keranak Kingdoms in exchange for her freedom.