

Name KEN LAVENDER Player _____ Point Total 200Ht 6'0" Wt 175 Size Modifier 0 Age 29 Unspent Pts 3Appearance Versatile hotel heir turned first-time infiltration agent

ST	12	[20]	HP	11	[-2]	MOVE 6		
	14	[80]		WILL	12		[0]	
	12	[40]			PER		12	[0]
	12	[20]					FP	12
CURRENT								
DR								
CURRENT								

BASIC LIFT (ST×ST)/5 29 lbs DAMAGE Thr 1d-1 Sw 1d+2
BASIC SPEED 6.5 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	
None (0) = BL	<u>29</u>
Light (1) = 2 × BL	<u>58</u>
Medium (2) = 3 × BL	<u>87</u>
Heavy (3) = 6 × BL	<u>174</u>
X-Heavy (4) = 10 × BL	<u>290</u>

ACTIVE DEFENSES

Dodge	Parry	Block
9	10 (Karate)	—

REACTION MODIFIERS

Appearance +2 (+4 to attracted gender)
Status +2
Reputation _____
-1 from Stubbornness (when noticed)

ADVANTAGES & PERKS

Acute Vision +2	[4]
Appearance (Handsome)	[12]
Contact Group (Hotel Association, 9-, skill 12)	[5]
Fit (+1 to all HT rolls)	[5]
Flexibility (ignore -3 penalties in tight spaces)	[5]
Jack of All Trades (+1 to default skill rolls)	[10]
Status 2 (Hotel Heir)	[10]
Doodad (1x per session, pull out a mundane object)	[1]
English (Native)	[0]

DISADVANTAGES & QUIRKS

Compulsive Carousing	[-5]
Curious (Severe, 9 or less)	[-7]
Duty (MI:6, 15 or less, extremely hazardous)	[-20]
Enemy (Big Jim, 9-, equal rival)	[-5]
Stubbornness	[-5]
Unluckiness	[-10]
Doesn't get along with his rich family	[-1]
Complains/brags he got disinherited	[-1]
Usually overconfident	[-1]
Obsessed about keeping things clean	[-1]
Drives way too fast	[-1]

SKILLS

Name	Level
Acting	12 [2]
Boating (Sailboat)	13 [1]
Carousing	13 [2]
Chemistry	10 [1]
Climbing (includes +3 from Flexibility)	12 [0]
Driving (Automobile)	13 [1]
Driving (Motorcycle)	14 [2]
Electronics Operation (Communications)	11 [1]
Escape (includes +3 from Flexibility)	16 [2]
Fast-Draw (Knife)	14 [1]
Guns (Pistol + Rifle + SMG)	14 [3]
Karate	15 [8]
Kicking	14 [2]
Knife	14 [1]
Navigation (Sea)	11 [1]
Observation	12 [2]
Parachuting	14 [1]
Savoir-Faire (High Society)	13 [2]
Sex Appeal (includes +4 from Appearance)	15 [1]
Skiing	12 [4]
Stealth	13 [1]
Swimming	12 [1]
Tactics	10 [1]
Thrown Weapon (Knife)	14 [1]
Wrestling	14 [2]
Scissors Hold	13 [2]



HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes
Karate punch	1d+1 cr	C	10*	Skill 15
Karate kick	1d+2 cr	C,1		Skill 14
Fine dagger	1d-1 imp	C	9	Skill 14

Cost	Weight
-	-
-	-
\$80	-

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes
Walther PPK .32	2d-1 pi-	1	120/1300	3	7+1(3)	-1	2	Skill 14
Thrown dagger	1d-1 imp	0	6/12	1	T	-1	-	Skill 14

Cost	Weight
\$500	2 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)
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Close	0-5 yds	0*
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Short	6-20 yds	-3
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Medium	21-100 yds	-7
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Long	101-500 yds	-11
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Extreme	501+ yds	-15
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* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or Pi attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

CASH

£100



POSSESSIONS

Item	Location
Black outfit, web gear	-
Gucci tote bag	-
Personal basics	Bag
Black dress shoes	Feet
Tan Brioni sportscoat	
White swim trunks	

Cost	Weight
\$50	3 lbs.
\$1400	3 lbs.
\$5	1 lb.
\$90	2 lbs.
\$200	2 lbs.
\$20	1 lb.

CHARACTER NOTES

Scissors Hold - Grapple an opponent's legs with your own and you are standing, sitting, or lying face-up (if standing, you end the turn prone whether you succeed or fail). Roll against Scissors Hold to grapple; if your foe fails to defend, their legs are grappled, they may attempt to break free on their turn, and if they remain trapped, future escape attempts suffer a cumulative -1 penalty each turn. Against a standing foe, a Scissors Hold gives you +3 on the contest.

* You can parry twice each turn, with no penalty vs. weapons. Retreating gives +3 to Parry.

Your favorite quote comes from your favorite song - "Fools rush in where angels fear to tread."

That's described your life ever since you dared your stogie-chomping-barely-a-father Jim "Three Wives" Lavender to disown you. You followed through. He followed through, you stole his hidden cash, and bought a boat to sail around the world. Long story short, you end up recruited by MI:6 on Ibiza after they discovered your throwaway girlfriend was a KGB agent. One year later, you're getting ready to drop out of a plane... just like a fallen angel...

Totals:

\$ 2225

14 Lbs.



Name CARLOS SERRANO Player _____ Point Total 200
Ht 5'10" Wt 150 Size Modifier 0 Age 28 Unspent Pts 3
Appearance Brilliant scientist turned risk-taking field agent

ST	11	[10]	HP	11	[0]	MOVE 6	
	12	[40]		WILL	14		[0]
	14	[80]		PER	14		[0]
	12	[20]		FP	12		[0]
					DR		



BASIC LIFT (ST×ST)/5 24 lbs DAMAGE Thr 1d-1 Sw 1d+1
BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

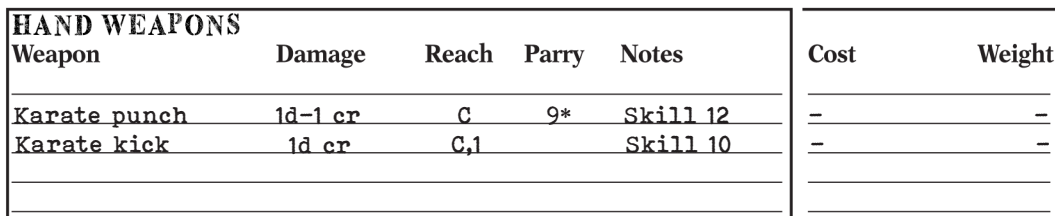
ENCUMBRANCE	
None (0) = BL	<u>24</u>
Light (1) = 2 × BL	<u>48</u>
Medium (2) = 3 × BL	<u>72</u>
Heavy (3) = 6 × BL	<u>144</u>
X-Heavy (4) = 10 × BL	<u>240</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
9	9	—
	(Unarmed)	

REACTION MODIFIERS	
Appearance +1	
Status	
Reputation -2 (Braggart)	
+1 (scientists)	
+1 (people listening to your music)	

ADVANTAGES & PERKS	
Absolute Timing	[2]
Appearance (Attractive)	[4]
Fit (+1 to all HT rolls)	[5]
Musical Ability 1	[5]
Natural Scientist 1	[10]
Photographic Memory	[10]
Versatile (+1 to rolls that involve creativity)	[5]
Immunity to Chloroform	[1]
Off-hand Weapon Training (Pistol)	[1]
Spanish and English (Native)	[6]
German (Accented)	[4]
Russian (Broken)	[2]
DISADVANTAGES & QUIRKS	
Duty (MI:6, 15 or less, extremely hazardous)	[-20]
Odious Personal Habit (Brags about her IQ)	[-10]
Pacifism (Cannot Harm Innocents)	[-10]
Slow Riser	[-5]
Workaholic	[-5]
Shyness (Mild)	[-5]
Stubbornness	[-5]
Takes orders very seriously	[-1]
Fascinated by foreign technology	[-1]
Dresses conservatively	[-1]
Over-prepares excessively	[-1]
Huge fan of classical piano	[-1]

SKILLS	
Name	Level
Armoury (Small Arms)	14 [2]
Biology (incl. +1 from Natural Scientist)	12 [1]
Body Language	13 [1]
Chemistry (incl. +1 from Natural Scientist)	14 [2]
Computer Operation	14 [1]
Connoisseur (Music)	14 [2]
Current Affairs (Science & Tech)	12 [1]
Driving (Automobile + Motorcycle)	11 [2]
Electronics Operation (Communications)	14 [2]
Engineer (Electronics)	13 [2]
First Aid (heals 1d-1 HP)	15 [2]
Forensics	13 [2]
Geography (Political)	12 [1]
Guns (Pistol + Rifle)	14 [7]
Handcuffing	12 [2]
Intelligence Analysis	14 [4]
Karate	12 [4]
Mathematics (Applied) (incl. +1 from Scientist)	13 [1]
Musical Instrument (Violin + Piano)	14 [4]
Naturalist	12 [1]
Parachuting	13 [2]
Pharmacy	14 [4]
Poisons	13 [2]
Research	14 [2]
Stealth	12 [2]
Swimming	12 [1]

[illegible]

For two years, you've been trying to convince Mr. Relish to let you on to the field. "Not just yet, my boy, but soon," he always said. You didn't believe that you shared the same definition of "soon" with him.

But then two agents turned up with their memory wiped. A sample of their blood discovered that the KGB had acquired "lethepoxide" - a powerful chemical that could precisely wipe someone's memory. The Oxford lab can't seem to replicate the drug... and THAT'S when Mr. Relish told you that it was time for you to become a field agent.

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Totals:	\$ 554	13 Lbs.
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Name JOSEPHINE BASSEY Player _____ Point Total 200Ht 5'9" Wt 155 Size Modifier 0 Age 33 Unspent Pts 3Appearance Compassionate Korean War ferry pilot, ex-CIA, now on loan to MI:6

ST	13	[30]	HP	13	[0]	MOVE 6
DX	12	[40]	WILL	12	[0]	
IQ	12	[40]	PER	12	[0]	DR
HT	12	[20]	FP	12	[0]	

BASIC LIFT (ST×ST)/5 34 lbs DAMAGE Thr 1d Sw 2d-1BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	
None (0) = BL	<u>34</u>
Light (1) = 2 × BL	<u>68</u>
Medium (2) = 3 × BL	<u>102</u>
Heavy (3) = 6 × BL	<u>204</u>
X-Heavy (4) = 10 × BL	<u>340</u>

ACTIVE DEFENSES

Dodge	Parry	Block
10	11 (Boxing)	—

REACTION MODIFIERS

Appearance +1
Status
Reputation +1 from Charisma
+3 from Driver's Reflexes (passengers)
+1 from Merchant (buying/selling)
+2/-2 from Overconfidence
+1 from Comp. Generosity (pious folk)

ADVANTAGES & PERKS

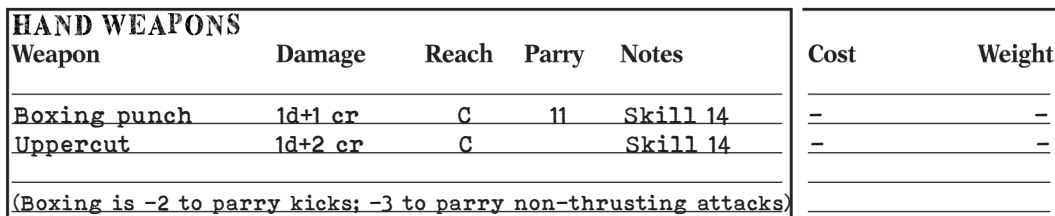
Appearance (Attractive)	[4]
Charisma 1	[5]
Combat Reflexes (+6 vs. mental stun)	[15]
Contact (Carl, ex-CIA, 9-, skill 15, reliable)	[6]
Drivers Reflexes 3	[15]
Fit (+1 to all HT rolls)	[5]
Hard to Subdue 1 (+1 to unconsciousness rolls)	[2]
High Pain Threshold (ignore pain penalties)	[10]
English (Native)	[0]
Korean (Broken - Spoken Only)	[1]
Spanish (Broken)	[2]

DISADVANTAGES & QUIRKS

Code of Honor (Military)	[-10]
Compulsive Generosity	[-5]
Duty (MI:6, 15 or less, extremely hazardous)	[-20]
Insomniac (Mild)	[-10]
Overconfidence	[-5]
Sense of Duty (Friends and family)	[-5]
Afraid of cats	[-1]
Has big dreams to be rich by 40	[-1]
Likes to dress for the occasion	[-1]
Obsessed with Motown singer Marvin Gaye	[-1]
Religious	[-1]

SKILLS

Name	Level
Boxing - with Uppercut Technique	14 [9]
Carousing	12 [1]
Dancing	12 [2]
Diplomacy	12 [4]
Driving (Auto) (incl. Driver's Reflexes)	15 [2]
Electronics Operation (Surveillance)	12 [2]
Explosives (Demolition)	12 [2]
First Aid (heals 1d-1 HP)	12 [1]
Guns (Pistol + Rifle)	14 [7]
Guns (Shotgun + SMG)	13 [4]
Intelligence Analysis	10 [1]
Interrogation	12 [2]
Knife	13 [2]
Leadership (includes +1 from Charisma)	14 [4]
Mechanic (Automobile)	12 [2]
Merchant	11 [1]
Parachuting	14 [4]
Piloting (High-performance Plane)	15 [2]
Search	12 [2]
Sex Appeal (includes +1 from Appearance)	12 [1]
Shadowing	12 [2]
Soldier	12 [2]
Stealth	12 [2]
Survival (Mountains)	11 [1]
Swimming	12 [1]
Tactics	11 [2]



SPEED/RANGE TABLE			HIT LOCATIONS		POSSESSIONS	
For complete table, see p. 550.			Modifier	Location	Item	Location
Speed/ Range Modifier	Linear Measurement (range/speed)		0	Torso		Cost
			-2	Arm/Leg		Weight
			-3	Groin	Black outfit, web gear	-
			-4	Hand	Brown jacket, green pants	-
			-5	Face	Sunglasses	Pocket
			-7	Skull	Ferragamo leather shoes	Feet
			<i>Imp</i> or <i>Pi</i> attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)		Air Force watch	Wrist
Close	0-5 yds	0*			Bottle of pain pills	Pocket
Short	6-20 yds	-3			One-piece swimsuit	Bag
Medium	21-100 yds	-7			Straw handbag	
Long	101-500 yds	-11				
Extreme	501+ yds	-15				
			CASH			
			£100			
						

[illegible]

When Mr. Carl VanPelt retired, you asked your old CIA boss for just one more favor. "Help me see the world," you asked.

Little did you know that six months later you'd be loaned out to M:I:6 and living in a flat in London. You even brought your kid sister Nell along with you. Her dreams of being a model are as big as your dreams of owning a yacht one day.

VanPelt swore the Brits would make use of your piloting skills... but so far, they haven't asked you to pilot so much as a paper airplane!

Name ROSEMARY THOMAS Player _____ Point Total 200Ht 5'8" Wt 140 Size Modifier 0 Age 37 Unspent Pts 3Appearance Suave British agent, considering retiring to the beaches of Greece

ST	12	[20]	HP	12	[0]	MOVE 6
DX	13	[60]	WILL	12	[-5]	
IQ	13	[60]	PER	13	[0]	DR
HT	12	[20]	FP	12	[0]	

BASIC LIFT (ST×ST)/5 29 lbs DAMAGE Thr 1d-1 Sw 1d+2BASIC SPEED 6.25 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	
None (0) = BL	<u>29</u>
Light (1) = 2 × BL	<u>58</u>
Medium (2) = 3 × BL	<u>87</u>
Heavy (3) = 6 × BL	<u>174</u>
X-Heavy (4) = 10 × BL	<u>290</u>

ACTIVE DEFENSES

Dodge	Parry	Block
9	10 (Boxing)	—

REACTION MODIFIERS

Appearance +1
Status +1
Reputation +1 from Charisma
+3 from Super-Spy (other agents)
+2 from Sense of Duty (Brits in danger)

ADVANTAGES & PERKS

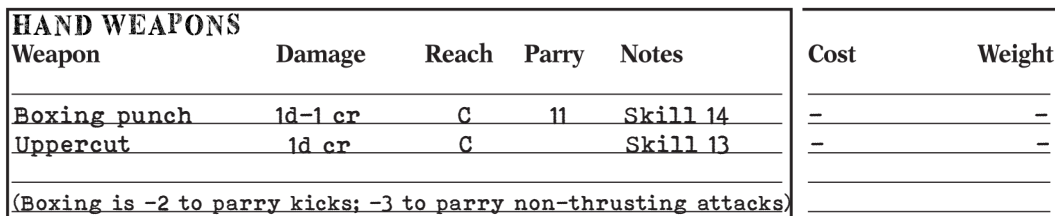
Appearance (Attractive)	[4]
Charisma 1	[5]
Higher Purpose (+1 to rolls when protecting the U.K. from foreign enemies)	[5]
Status 1 (Respected Professional)	[5]
Super-Spy 3	[45]
Disarming Smile	[1]
English (Native)	[0]
Russian (Broken)	[2]

DISADVANTAGES & QUIRKS

Code of Honor (Professional)	[-5]
Duty (MI:6, 15 or less, extremely hazardous)	[-20]
Impulsiveness	[-10]
Lecherousness	[-15]
Sense of Duty (Great Britain)	[-10]
Never lets insults slide	[-1]
Always uses the same cover identity	[-1]
Has an affinity for Greeks	[-1]
Prefers aged Scotch	[-1]
Poor night vision (extra -1 penalty)	[-1]

SKILLS

Name	Level
Acting (includes +3 from Super-Spy)	15 [1]
Area Knowledge (Western Europe)	13 [1]
Boating (Motorboat)	12 [1]
Brawling	15 [4]
Carousing	13 [2]
Climbing	12 [1]
Connoisseur (Spirits)	12 [1]
Current Affairs (People)	13 [1]
Current Affairs (Politics)	16 [1]
Driving (Automobile)	12 [1]
Electronics Ops (Comms+Surveillance)	13 [4]
Escape (includes +3 from Super-Spy)	15 [2]
Explosives (Demolitions)	12 [1]
Fast-Draw (Pistol)	13 [1]
Fast-Talk (includes +3 from Super-Spy)	15 [1]
Gambling	13 [2]
Guns (Pistol)	15 [4]
Intelligence Analysis	12 [2]
Lockpicking	12 [1]
Observation (includes +3 from Super-Spy)	16 [2]
Parachuting	14 [2]
Pickpocket (includes +3 from Super-Spy)	14 [1]
Sex Appeal (includes +1 from Appearance)	13 [2]
Stealth (includes +3 from Super-Spy)	16 [2]
Swimming	12 [1]
Wrestling	13 [2]



SPEED/RANGE TABLE For complete table, see p. 550.		
Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

POSSESSIONS	
Item	Location
Black outfit, web gear	-
Givenchi cocktail dress	-
Suppressor (-2 Hearing)	Pocket
Ferragamo pumps	Feet
Omega Ladymatic watch	Wrist
Cigarette lighter	Pocket
Lockpicks	Pocket
H. Wald & Co handbag	
Black gloves	

Cost	Weight
\$50	3 lbs.
\$480	2 lbs.
\$10	0.5 lb.
\$60	1 lb.
\$40	-
\$10	-
\$50	
\$30	1 lb.
\$15	-

You hate to admit it, but you've gotten a bit tired. That last mission ended up with you almost losing an eye from shrapnel. Your handler Mr. Relish sent you to Zakynthos for some R&R, and you were half tempted to buy a little house on the beach and not come back.

But you know you can't just leave the job. If you say no to a mission, a thousand U.K. citizens could die. Plus, these new international trainees need someone with your expertise to show them how it's done. So maybe... just one more mission.

HANDOUTS

KEN LAVENDER

- You used to travel on cruise ships like the *Corazon* all the time. You miss the cocktails by the pool.
- You heard the *Corazon* has a glass-bottomed pool.
- You forgot to take your sunglasses off the last time you did one of these jumps. Not going to forget again!
- Colonel Olvidar probably doesn't have the sample of lethepoxide on him. That's a million dollars of drugs he's bringing the Soviets.
- Olvidar's cabin is on the port side of deck two. The manifest shows he's only traveling with his butler, Manuel.

JOSEPHINE BASSEY

- Something must have gone wrong down there. Your agent should have found Olvidar and contacted us by now.
- You prefer piloting planes versus jumping out of them.
- Lord help you hit that deck.
- You're glad MI:6 pays better than the CIA. This is a crazy plan. Who jumps out of a plane at midnight?
- You've never been to Ibiza before. Hopefully they give everyone some R&R there before sending you out on another mission.

CARLOS SERRANO

- You met Colonel Olvidar once. He's smug and laughs at all the wrong times. Shouldn't be too hard to get the name of his supplier out of him.
- Olvidar always has three or four armed guards around him. They'll probably be on the main deck now.
- This is your first real jump.
- Lethepoxide is serious stuff - a miracle drug even. An MI:6 agent was dosed with it and 5 weeks of his memory was wiped.
- Your parachute harness is a little tight. They really didn't have women in mind when they designed these.

ROSEMARY THOMAS

- Remember, you're all here to get a name from Colonel Olvidar - the name of the man who's making the lethepoxide serum.
- You're surprised Colonel Olvidar is a KGB middle-man. He's surprisingly incompetent for a colonel.
- Anyone want to make a wager on who will land on the ship first?
- Your orders are not to let Olvidar know you're anything more than tourists.
- Once we get the name out of Olvidar, you want to celebrate with a Scotch in the Mermaid Bar.

Handout A - Banter Cards to Kick off the Session. Players should take turns reading or paraphrasing any one of their tidbits of information. Once they've gotten through all of them, the adventure begins!
(The captured PC does not get one...)

Ken Lavender



PER 12 - UNLUCKINESS

Carlos Serrano



PER 14 - ABSOLUTE TIMING

Josephine Bassey



PER 12 - INSOMNIAC

Rosemary Thomas



PER 13 - DISARMING SMILE