Name Ken Lavender Player _____ Point Total 200

Ht 5'11" Wt 160 Size Modifier 0 Age 29 Unspent Pts 3

Appearance Versatile hotel heir turned first-time infiltration agent

					CURRENT	
ST	12	[20]	HP	11		[−2]
DX	14	[80]	Will	12		[0]
IQ	12	[40]	Per	12	CURRENT	[0]
HT	12	[20]	FP	12		[0]

MOVE 6

DR

BASIC LIFT (ST × ST)/5 29 DAMAGE Thr 1d−1 Sw 1d+2

BASIC SPEED 6.5 [0] BASIC MOVE 6 [0]

ENCUMBRANCE

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

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 Heiress)	[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	15	[2]
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	11	[2]
Stealth	13	[1]
Swimming	12	[1]
Tactics	11	[2]
Thrown Weapon (Knife)	15	[2]
Wrestling	14	[2]
Leg Grapple	15	[2]

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
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 15	$80	–

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Walther PPK .32	2d-1 pi-	1	120/1300	3	7+1(3)	-1	2	Skill 14	$500	2 lbs.
Thrown dagger	1d-1 imp	0	6/12	1	T	-1	–	Skill 15		

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*

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	Cost	Weight
Black outfit, web gear	–	$50	3 lbs
Gucci tote bag	–	$1400	3 lbs.
Personal basics	Bag	$5	1 lb.
Black dress shoes	Feet	$90	1 lb.
Tan Brioni sportscoat		$200	2 lbs
White swim trunks		$20	1 lb.
	Totals:	$ 2225	13 Lbs.

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...

CHARACTER NOTES

Leg Grapple – On your turn, after parrying a kick, make a roll (Leg Grapple-15). Your foe can only Dodge. If successful, you grab the leg. You are at +4 to prevent breaking free, and can do a takedown at +3 (typically, contest of ST, DX, or grappling skill).

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

ESPIONAGE

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

					CURRENT	
ST	11	[10]	HP	11		[0]
DX	12	[40]	Will	14		[0]
IQ	14	[80]	Per	14		[0]
HT	12	[20]	FP	12	CURRENT	[0]

MOVE 6

DR

BASIC LIFT (ST × ST)/5 24 DAMAGE Thr 1d−1 Sw 1d+1

BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

ENCUMBRANCE

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

ACTIVE DEFENSES

Dodge	Parry	Block
9	9 (Unarmed)	—

REACTION MODIFIERS

Appearance +1

Status

Reputation −2 (Braggart)

+2 (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 2	[20]
Photographic Memory	[10]
Versatile (+1 to rolls that involve creativity)	[5]
Immunity to Chloroform	[1]
	[ ]
Spanish (Native)	[0]
English (Native)	[6]
	[ ]

DISADVANTAGES & QUIRKS

Duty (MI:6, 15 or less, extremely hazardous)	[−20]
Odious Personal Habit (Brags about his IQ)	[−10]
Pacifism (Cannot Harm Innocents)	[−10]
Slow Riser	[−5]
Workaholic	[−5]
Shyness (Mild)	[−5]
Stubbornness	[−5]
	[ ]
Takes orders very seriously	[−1]
Kind of a grandpa driver	[−1]
Dresses conservatively	[−1]
Over-prepares excessively	[−1]
Huge fan of classical piano	[−1]
	[ ]

SKILLS

Name	Level	
Armoury (Small Arms)	14	[2]
Biology (incl. +2 from Natural Scientist)	13	[1]
Chemistry (incl. +2 from Natural Scientist)	14	[1]
Computer Operation	14	[1]
Connoisseur (Music)	14	[2]
Driving (Automobile)	11	[1]
Electronics Operation (Communications)	14	[2]
Engineer (Electronics)	13	[2]
Filch	12	[2]
First Aid (heals 1d−1 HP)	15	[2]
Forensics	13	[2]
Geology (incl. +2 from Natural Scientist)	14	[1]
Guns (Pistol + Rifle)	14	[7]
Intelligence Analysis	14	[4]
Karate	12	[4]
Handcuffing	12	[2]
Mathematics (Applied) (incl. +2 from Scientist)	14	[1]
Musical Instrument (Violin + Piano)	14	[4]
Naturalist	12	[1]
Parachuting	13	[2]
Pharmacy	14	[4]
Piloting (Light Airplane)	12	[2]
Poisons	13	[2]
Research	14	[2]
Stealth	12	[2]
Swimming	12	[1]

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Karate punch	1d-1 cr	C	9*	Skill 12	–	–
Karate kick	1d cr	C,1		Skill 10	–	–

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Walther PPK .22	1d+1 pi-	1	120/1300	3	9+1(3)	-1	2	Skill 14	$350	2 lbs.

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*

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	Cost	Weight
Black outfit, web gear	–	$50	2 lbs
Cruise ship uniform	–	$50	3 lbs
Sunglasses	Pocket	$5	–
Leather shoes	Feet	$60	2 lbs.
Omega Seamaster watch	Wrist	$45	–
Leather satchel	Purse	$25	2 lbs.
Vial of 20 smelling salts	Purse	$4	
Handcuffs	Purse	$40	0.5 lbs.
Black swim trunks	–	$20	1 lb.
Totals:		$ 554	13 Lbs.

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.

CHARACTER NOTES

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

Name Josephine Bassey Player _____ Point Total 200

Ht 5'9" Wt 155 Size Modifier 0 Age 33 Unspent Pts 3

Appearance Compassionate Korean War ferry pilot, ex-CIA, now on loan to MI:6

					CURRENT	
ST	13	[30]	HP	12		[0]
DX	12	[40]	Will	12		[0]
IQ	12	[40]	Per	12	CURRENT	[0]
HT	12	[20]	FP	12		[0]

MOVE 6

DR

BASIC LIFT (ST × ST)/5 34 DAMAGE Thr 1d Sw 2d-1

BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

ENCUMBRANCE

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

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 (Soldier's)	[-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]

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Boxing punch	1d+1 cr	C	11	Skill 14	–	–
Uppercut	1d+2 cr	C		Skill 14	–	–

(Boxing is -2 to parry kicks; -3 to parry non-thrusting attacks)

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Star Mod A 8mm pistol	2d+1 pi	1	150/1600	3	8+1(3)	-1	2	Skill 14	$350	3 lbs.

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*

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	Cost	Weight
Black outfit, web gear	–	$50	2 lbs
Brown jacket, green pants	–	$150	2 lbs
Sunglasses	Pocket	$5	–
Ferragamo leather shoes	Feet	$60	2 lbs.
Air Force watch	Wrist	$40	–
Bottle of pain pills	Pocket	$5	–
Totals:		$ 660	9 Lbs.

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 MI: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!

CHARACTER NOTES

Name Rosemary Thomas Player _____ Point Total 200

Ht 5'8" Wt 135 Size Modifier 0 Age 37 Unspent Pts 3

Appearance Suave British agent, considering retiring to the beaches of Greece

					CURRENT	
ST	12	[20]	HP	12		[0]
DX	13	[60]	Will	12		[−5]
IQ	13	[60]	Per	13		[0]
HT	12	[20]	FP	12		[0]

MOVE 6

DR

BASIC LIFT (ST × ST)/5 29 DAMAGE Thr 1d−1 Sw 1d+2

BASIC SPEED 6.25 [0] BASIC MOVE 6 [0]

ENCUMBRANCE

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

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

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

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]
Gambling	13	[2]
Guns (Pistol)	15	[4]
Guns (Other)	13	[0]
Intelligence Analysis	12	[2]
Lockpicking	13	[2]
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]

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Boxing punch	1d-1 cr	C	11	Skill 14	–	–
Uppercut	1d cr	C		Skill 13	–	–

(Boxing is -2 to parry kicks; -3 to parry non-thrusting attacks)

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Walther PPK .32	2d-1 pi-	1	120/1300	3	7+1(3)	-1	2	Skill 15	$500	2 lbs.

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*

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	Cost	Weight
Black outfit, web gear	–	$50	3 lbs
Givenchi cocktail dress	–	$480	2 lbs
Suppressor (-2 Hearing)	Pocket	$10	0.5 lb.
Ferragamo pumps	Feet	$60	1 lb.
Omega Ladymatic watch	Wrist	$40	–
Cigarette lighter	Pocket	$10	–
Lockpicks	Pocket	$50	
	Totals:	$ 595	9 Lbs.

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. 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.

CHARACTER NOTES

Likes to use a cover identity - Rosemary Katsaros, Greek liquor supplier

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.

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.

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.

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.

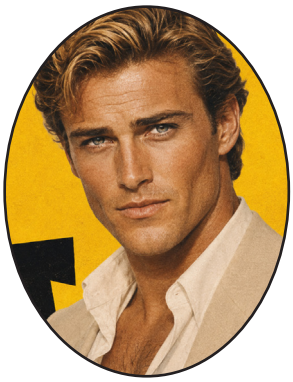
- Anyone want to make a wager on who will land on the ship first?

- 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