NEVER FORGET TO DIE

by J.C Connors

About the Adventure

Never Forget to Die is a cinematic *GURPS Espionage* adventure set in 1965, although it can easily be adapted to other game systems (a *5E Spy Games* version is also available on www.1shotadventures.com).

Never Forget to Die is suitable for three or four 200 point characters (low player counts are especially good for espionage games!). The end of this adventure includes four pregenerated characters so GMs can get started right away.

NPCs introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in Small-Caps. Sections marked with a globe are side-quests and adventure hooks, and not critical to the overall plot of the adventure. Sections marked with a skull are opportunities for specific PCs, often the pregenerated ones from the end of this adventure.

Adventure Summary

The adventure begins *in media res*, with the PCs on a covert mission to recover a sample of lethepoxide, a powerful new drug that can precisely wipe someone's memory for months. Such a perfect drug would be a game-changer for intelligence agencies.

MI:6 received word that the dealer of the drug, a rich Spaniard named Colonel Olvidar, was vacationing on a luxury cruise ship on his way to meet KGB agents. MI:6 deployed their own agent to befriend the colonel and get information on who the inventor of the drug was. Unfortunately, the agent was discovered and captured, leaving MI:6 no other option but to emergency parachute other agents on to the ship to complete the mission. Thus, the adventure begins.

After recovering a sample of lethepoxide, the PCs discover the inventor of the drug is an ex-Nazi scientist named Wernher Nachtnebel, aka "The Night Fog." Intelligence sends the PCs to Kotor, Montenegro, with orders to confirm the information and capture Wernher Nachtnebel.

Unfortunately, Nachtnebel is not in Montenegro. He recently got into a messy divorce with his wife, Célia, and fled to the Alpine slopes of Merano, Italy with his new mistress. A seemingly-desperate Célia warns the PCs that her ex-husband hates the west with a passion and is building deadlier, more powerful drugs for the KGB from his home outside the resort town. Célia, however, is herself entangled with organized crime in Kotor, and the PCs have to protect her from the criminals she owes money to.

In the final act, the PCs head to the Alps to confront Wernher Nachtnebel. They aren't alone, as the KGB has also zeroed in on Wernher's location. Soon, however, both agencies realize that they've been had. Célia is the true inventor and supplier of the lethepoxide. While she's distracted them with her ex-husband, she's making her getaway. The PCs will get one last chance to stop her before she escapes.

Act One: The M/S *Corazon*

The Mission: Get the name of Colonel Olvidar's supplier of lethepoxide, a highly effective memory drug being sold to the Soviets. He cannot suspect he's been contacted by MI:6 agents. As a secondary objective, recover a sample of lethepoxide.

The adventure begins at midnight, in two locations. One of the PCs has been captured by COLONEL OLVIDAR *inside* the M/S *Corazon*, a luxury liner en route to Ibiza. The GM can pick the captured hero randomly, or, if using the pregenerated characters, pick Alura Lavendar or Stuart Thomas, who are better suited for solo work.

The other PCs are flying thousands of feet above the vessel in a French Aérospatiale N 262 turboprop aircraft, waiting to parachute on to the *Corazon*'s deck. These airborne agents are only cleared to drop in once their comrade has confirmed the presence of the colonel and the lethepoxide, and only if they have gotten an encoded **radio signal**.

The GM should kick off the adventure with the PCs on the plane. Hand each of them a banter card from Handout A. Someone should pick a line, read or paraphrase it, and then trade lines back and forth until they've all been spoken. This technique is great for getting players into character and ready for the game.

Then, the action switches to the captured PC, with a short solo scene...

Handcuffed and Interrogated

The captured PC is located in one of the ship's suites, handcuffed to the bed frame, waking up from some kind of knockout drug. Two men loom at the foot of the bed – Colonel Olvidar and his bodyguard, KLAUS DIESEL.

Critically, the briefcase holding the agent's electronic signalling device is across the room, sitting on a cabin table.

Olvidar is dressed in a sport coat with mismatched, contrasting trousers. He has a pompous look on his face and he studies the PC. After congratulating them for waking up so soon, he calmly tells them he has but one question for them. If they do not answer, he'll order his friend Klaus to strangle them.

"My friend Klaus here loves to strangle people. I find it a bit gruesome, but the heart wants what the heart wants, no? Anyway, I have but one question for you. Answer it, and you'll be relaxing with me on the sand of the El Cotillo lagoons by morning. You should try their cava, by the way. It is excellent. But I digress...

Running an Espionage Adventure

Never Forget to Die is inspired by classic, 1960s era spy stories. To run a good espionage adventure, the GM should try to enforce some best practices:

- **It's low caliber.** The PCs are not armed like action heroes. GMs should enforce local laws and customs, and not let the PCs waltz into public areas with assault rifles.
- **Conversations over violence.** Most of the villains in this adventure aren't outright evil. Whenever possible, the PCs should get a chance to talk to the bad guys – or even befriend them – before skirmishing with them. GMs should feel free to insert new characters into the adventure to add complications to the story. Perhaps a PC runs into an old flame on the cruise ship, or sees an opportunity to help an oppressed local in Montenegro.
- **Enjoy the locations!** Take extra time to describe the locations, the 1960s-era clothes, and the ambient music. Print out photos of the exotic locales.
- **Use cinematic rules.** All the pregenerated PCs have extra points for Impulse Buys (see Handouts).

KLAUS DIESEL

Creepy Bodyguard

ST	14	HP: 14
DX	11	Will: 11
IQ	10	Per: 10
HT	11	FP: 11

Basic Speed: 5.5 Punch: 1d cr
Move: 5
Dodge: 8

Traits: Bloodlust; Duty (Colonel Olvidar); Gullibility; Hard to Kill 2; Overconfidence; Trademark (Strangles people with white composer gloves). Meticulous; a clean freak; always wears white. Speaks German fluently, with broken English and Spanish.

Skills: Brawling-14; Driving-12; Chemistry-9; Guns-13; Savoir-Faire (Servant)-10; Skiing-12; Swimming-13; Wrestling-13.

Gear: Usually carries white composer gloves in his jacket pockets. In his room he keeps his favorite Izmekh PM 9x18mm pistol (2d pi, Acc 2, Range 110/1200, RoF 3, 8+1 shots, Bulk -2, Rcl 2, 2 lbs).

Notes: Klaus Diesel's survival in the adventure past his initial appearance is irrelevant. However, if he survives, the GM should have him come back later in the adventure at the worst possible moment -- perhaps on the slopes of Montero, Italy.

"If you do not answer my question, then I'm afraid I shall let Klaus here do what he loves. And that would be a terrible shame. But it would be too dangerous to let you live, you understand.

"So, tell me, where is the Leopard's Gold?"

It is impossible for the PC to answer this question. While their agent *once* knew the location of this secret stash of South American Nazi bullion, unbeknownst to them, they were exposed to a half-dose of Olvidar's lethepoxide amnesia drug. They have no knowledge of this gold.

Colonel Olvidar knows this. He understands precisely how the lethepoxide works, and is merely torturing the poor agent. He has no intention to let the spy live. He seems pleased at any wrong answer, asks a few more times, and then shrugs.

"Ah well, it seems I must find another friend to share cavo with in the morning. Adios, friend, I have a mermaid to attend..."

With that, Olvidar leaves the room, and Klaus Diesel smiles and reaches into his pockets, menacingly. He pulls out one white composer glove, winks, and slowly puts it on. He then reaches into his other pocket... and discovers he is missing his other glove. He sighs, excuses himself, and in a thick accent, says he'll be *right back*.

Klaus will be back in a minute. It's now up to the captured PC to escape this bad situation and signal the agents above. A few ideas that could work:

- Slipping the handcuffs requires an Escape-5 roll. Breaking the wood headboard post they are attached to requires a ST-5 roll. Similarly, lockpicking with an improvised tool (like a hairpin) requires a Lockpicking-5 roll.
- Klaus Diesel isn't exceptionally bright. The captured agent could trick him into opening the briefcase, and pressing the dime-sized red button on the inside that sends up the signal to the other agents.
- A skilled wrestler or martial artist can knock out or kill Klaus when he returns, even without being freed. Getting the briefcase is more difficult. The fight will likely knock the briefcase from the table, which then requires the PC to do some fancy footwork (maybe a DX-3 roll, plus a +3 or so bonus for a flexible PC) to drag over and use.

Once the radio signal has been activated, the rest of the PCs are free to parachute in...

The Drop

Landing on the dark deck of the cruise ship requires a Parachuting-3 roll. A roll made by 3+ lets the paraglider pick exactly where he wants to land on the deck; otherwise, the GM should randomly determine a spot. A failure by 1 lands the PC in a troubling spot, such as in the pool, caught on a railing, or nearby a guard. A failure by 2+ lands the PCs in the water near the ship, requiring a Swimming+3 roll to get to the vessel (but subtracting double Encumbrance level!).

CORAZON GUARDS

Bored Mercenaries

ST	11	HP: 11
DX	11	Will: 11
IQ	11	Per: 11
HT	11	FP: 11

Basic Speed: 5.5 Punch: 1d cr, Parry 9
Move: 5
Dodge: 8

Traits: Duty (Colonel Olvidar); various others. They speak Spanish fluently, and English accented.

Skills: Brawling-13; Guns-12; Knife-12; Savoir-Faire (Servant)-10; Search-12; Stealth-10; Swimming-11.

Gear: The guard furthest away from the pool carries a TOZ SKS-45 rifle (5d+1 pi, Acc 4, Range 500/3100, RoF 3, Shots 10(3), Bulk -5, Rcl 3, 9 lbs.). The others have TOZ TT-33 pistols (2d+2 pi-, Acc 2, Range 160/1900, RoF 3, Shots 8+1(3), Bulk -2, Rcl -2, 3 lbs.) One carries a fine large knife and imagines himself quite the expert knife fighter with Knife-13 (1d cut, reach C, 1, or 1d imp, reach C); he also has Fast-Draw (Knife)-12.

At midnight, the deck is mostly empty of passengers. Only a few lovers sit out by the pool enjoying the nighttime breeze. However, after Colonel Olvidar caught one of the PCs, he ordered three of his mercenaries to keep watch on deck for anything unusual. Their location is marked by red exclamation points on the map.

By midnight, the mercenaries are bored and not especially alert. If a PC lands close to one of the guards, the GM should make a Perception (Hearing) roll to see if the guard detects the landing and is curious enough to investigate. While trigger happy, the mercenaries are cautious not to shoot at anyone that may be a legitimate cruise ship passenger. As a result, clever PCs may be able to talk their way past the mercenaries with a good story and an appropriate outfit.

There are four levels to the deck of the *Corazon*. Climbing from one level of the deck to another takes about a minute and requires a Climbing roll.

Inside the Corazon

The interior of the *Corazon* can be accessed via any of the stairwells on deck. The exact interior of the ship is immaterial – the PCs will have studied the ship and know the basic layout. The two key locales include:

Olvidar's Suite

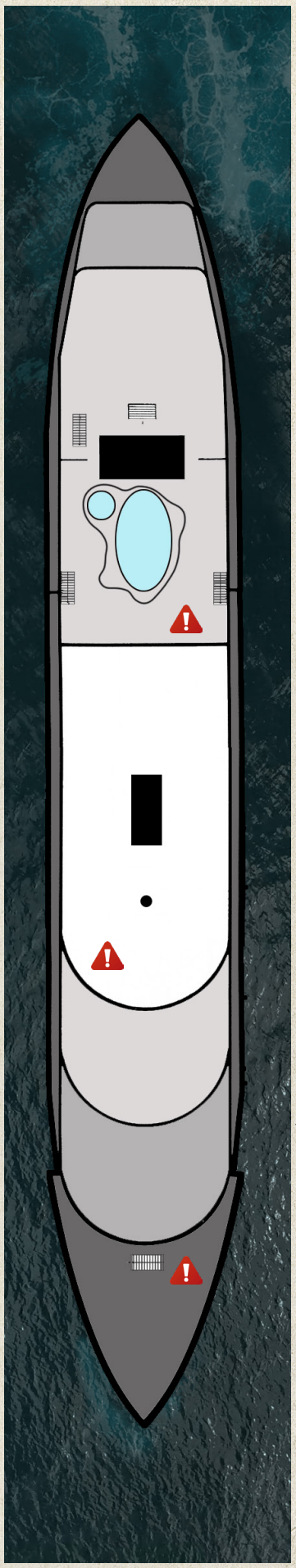
Olvidar's luxury cabin is on the port side of deck two, just below the main deck, and not too far from the suite where the captured PC is held. Olvidar's suite is as spacious as it is luxurious. The large dining and living room has a view of the ocean, and his penthouse suite features a stone floor, a walk-in wardrobe, and deluxe bathroom with a heated floor and large tub.

Gaining entrance to the suite requires a the door to be picked up, or getting past Olvidar's loyal, stuffy butler, MANUEL. Manuel is smart – if he's intimidated or suspects foul play, he'll surreptitiously trigger an alarm in the kitchen which will signal two armed guards, along with Klaus Diesel (assuming he's still active), to come and investigate.

Inside Olvidar's wardrobe is a medical bag that contains a syringe and 11 labeled vials of lethepoxide, the milky-white drug that the PCs came to retrieve. A slot for the 12th dose is empty (partially injected into the captured PC).

Jaula de la Sirena – Cage of the Mermaid

Jaula de la Serena, or Cage of the Mermaid, is the *Corazon's* famous bar and discothèque. The bar's most interesting feature is that it's located directly under the swimming pool. A thick, plate glass ceiling (DR 20, HP 60) gives clubgoers a thrilling view into the pool above.



COLONEL OLVIDAR

KGB Middleman

ST	12	HP: 12
DX	10	Will: 11
IQ	12	Per: 12
HT	12	FP: 12

Basic Speed: 5.5 Punch: 1d-2 cr, Parry 9
Move: 5
Dodge: 8

Traits: Born Soldier 1; Compulsive Carousing; Contact (KGB); Greed; Status 2; Wealth (Very Wealthy). Has a thing for bathing suits; laughs at his own jokes; Struggles to hire good people. Speaks Spanish (Native), English and French (Accented).

Skills: Guns-12; Merchant-13; Pharmacy-10; Savoir-Faire (High Society)-13; Seamanship-12; Soldier-12; Swimming-12; Tactics-11; Wrestling-10.

Gear: Olvidar discreetly carries a Lignose Modell 3A pistol in his coat pocket (1d pi-, Acc 1, Range 90/950, RoF 3, 9+1(3) shots, Bulk -1, Rcl 2, 1 lb.). He also has half a dose of lethepoxide in his pocket (which he is planning to water down and sell to the KGB later).

Jazz music plays from a live band here, while beautiful sequined dancers shimmy in glittering cages all around. Even at midnight, the place is packed with rich passengers, all awaiting the next "mermaid show" – where beautiful swimmers dive into the pool above and perform a dazzling, tawdry show.

Colonel Olvidar is in the bar, drinking and dancing with the women who catch his eye. Unless he's been alerted by his guards on deck, or by his butler Manuel, he will be blissfully unaware that anything unusual has happened on the boat. He assumes the captured PC is dead and thrown overboard, and tomorrow he will be delivering the lethepoxide to KGB agents in Ibiza for a nice price of $1 million dollars.

Once the mermaid show starts in the pool above the bar, Olvidar will be mesmerized and utterly distracted, and only pulled from the bar in an extreme and obvious emergency.

A key part of the PCs' mission is to get Olvidar to divulge the name of the supplier of the lethepoxide – Nachtnebel, aka "The Night Fog." Olvidar won't just give this name up to anybody; PCs must be clever, or else he'll suspect something and inform his KGB contacts. (Likewise, if the PCs *kill* or capture Olvidar, they will be alerted!) Some options include:

- Loosen Olvidar's tongue with expensive booze and an opportunity to get closer to the mermaids he loves. He talks big when he's happy and drunk.
- Trick Olvidar into thinking the PCs are, themselves, KGB agents, and need the information from him. (He'll be hesitant to give it up, however, as this cuts him out of a lucrative deal!)
- Trick Olvidar into thinking something has gone wrong with the lethepoxide and that he needs to contact his supplier. He'll go to the bridge and ask the captain to use a ship-to-shore radio to try contacting Nachtnebel.
- Sex Appeal. Seduce Olvidar. He talks in his sleep.

Once he divulges the name "Nachtnebel," the PCs have what they want. If they pry for more information, they may discover that Nachtnebel "has a wife whose beauty struck him like lightning," that he "lives in a Montenegro, and often owes money to the casinos," and "metes out his work like a museum lends artifacts."

Old Friends

Passing through the mermaid bar can tangle the PCs up! This is the perfect place to run into an old friend or enemy (perhaps one of PC Alura Lavender's jealous relatives). Or, a drunk patron might decide to pick a fight, or a beautiful or handsome stranger may take a sudden interest in one of the handsome PCs as they pass through. GMs should have fun with distractions in this encounter!

Act One Complications

The PCs' mission is to get the name of Olvidar's supplier without him knowing he's been discovered by western agents. This might all go wrong...

Now There's a Name to Die For (Olvidar is Killed)
If Olvidar is killed or otherwise unable to give up the information of his supplier Nachtnebel, the GM should give the name to one of his minions, such as his butler, Manuel. Or, GM's can plant a business card with the name in Olvidar's suite with the name, perhaps in one of Olvidar's spare suit pockets (see **Handout B**).

Shaken *and* Stirred (Chaos and Violence)
Olvidar already knows that there's an enemy agent onboard the ship (the one he captured), but he also knows that the dose of lethepoxide he gave them wiped their memory. If the agent escapes and a few guards show up dead, he won't panic, but he *will* tell the KGB they have a potential problem. At some point later in the adventure, the GM should have a KGB tail show up (see Extending the Adventure).

If *mass* violence breaks out on the ship, Olvidar will abort his meeting with the KGB altogether. The KGB decides that Olvidar is a liability after this event. They torture him to get Nachtnebel's address in Montenegro and send more heavily armed agents there. Olvidar then shows up dead the next morning, appearing as if he "jumped" from a balcony in one of Ibiza's high-end hotels.

Departure

The M/S *Corazon* docks on the island of Ibiza in the morning. The PCs know they are to disembark and debrief with their MI:6 handler at a designated meeting place inside a tapas bar. Their contact is a familiar, portly old agent, only known by the name MR. RELISH, who thanks them for their bravery on the *Corazon*, as he orders an excess of hors d'oeuvres to share.

Mr. Relish says he has three questions for the agents, then they should cease talking business and enjoy the meal like any other tourists:

- Did they get the name of the Colonel Olvidar's supplier? If for some unlikely reason the PCs didn't get the name, he scolds them and says that fortunately he had another agent on the ship, who *did*. When told the supplier's name is Nachtnebel, Relish rolls his eyes. *"Of course it is. Wernher Nachtnebel was one of those smug Nazi scientists who told us to go to hell when we asked them to work for us. Thought he retired to South America, but I suppose not."*

- Did they identify any other potential Soviet agents on the ship? There weren't any, but the PCs might think otherwise.
- Did they get any samples of the lethepoxide? If they did, *"Brilliant. Please hand it to the waiter when he brings the Boquerones."* (anchovies in vinegar)

The mission finished, Relish tells the PCs that his men will try to track down the whereabouts of Wernher Nachtnebel, and he will be in touch in the morning. He tells them that they are all booked at a hotel, and that he urges them not to enjoy the Ibiza nightlife, as KGB agents are everywhere.

"My theory is that the KGB sends their best agents to Ibiza as a sort of reward... you'd be shocked how many of the good ones are here right now. I've even heard Vova the Handsome is lurking about. Chap sawed his own hand off to escape cuffs, and word is the Kremlin outfitted him with a platinum replacement to stroke his ego and keep in the field. Jarring, right?"

The next morning, the PCs find plane tickets to Montenegro slipped under the hotel door. No other details are provided.

Act Two: Kotor, Montenegro

The Mission: Make contact with Nachtnebel to establish his whereabouts. Place a Locust tracker in his automobile so MI:6 specialists can extract him when ready.

The action picks up near the secluded coastal town of Kotor. Located on a sunny bay near limestone cliffs, the ancient Mediterranean town is the picture of paradise.

The PCs land a few miles outside of Kotor, on a poorly-maintained airstrip meant for sightseeing tours. Left alone on the runway, they see little else but a small hangar and an old vendor selling *cevapi*, delicious-smelling sausage patties of spiced lamb and pork.

The vendor, PETRAŠIN, calls out to them, saying they are just in time for hot cevapi. As he serves them a plate full of the patties, he hands them a soft, paper bag which he describes as "plenty of napkins."

Inside the bag is a key to the hangar door, a finger-sized "Locust" tracking device and accompanying handheld radar (which can track someone within 200 miles with a successful Electronics Operations (Surveillance) roll, and plenty of paper napkins. One napkin has a note on it (see **Handout C**). The note instructs the agents to find Nachtnebel, plant a tracker in his car, and meet "Ivan Visin" (a reference to a boat, not a person) afterwards.

Inside the hangar are two cars. One, is a beaten up Fiat with a bad starter. The second is a classic, perfect condition, white Ferrari 166 Inter Ghia road car. A photo of a man, presumably Wernher Nachtnebel, is taped to the dash (see **Handout D**).

A Mechanic roll identifies that the Ferrari's windows are made from armored glass (DR 15). Also, it is equipped with high-security locks (-5 to Lockpicking attempts). The car is a dream to drive, adding +1 to Driving skill.

MODIFIED FERRARI 166 (1950)

ST/HP	53	SM +2
HT	11f	DR 5 (window DR 15)
Hnd/SR	+1/4	Move 3/46 (93 mph)

Remember, firing from a moving vehicle is at -1, and Aim bonus is limited to SR of your vehicle!

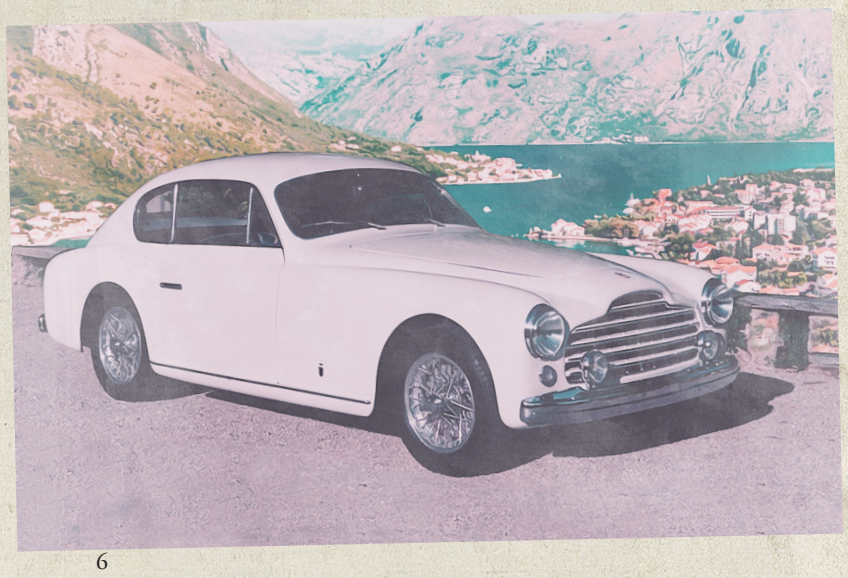
Finding Nachtnebel

Unbeknownst to the PCs, Wernher Nachtnebel, the Nazi Night Fog, is not in Montenegro. He's relaxing at a mountain resort in Italy with his mistress, unaware of any drama. His ex-wife, CÉLIA, still lives in Kotor; she can provide the information the PCs need to track down her husband.

Célia lives in a three-story house near the bay, not too far from downtown Kotor. The nearest landmarks are St. Nicholas Church, and Catovica, a fine-dining restaurant famous for its black risotto. Célia visits both places every week.

The PCs must use clever spycraft, contacts, and research to find the Nachtnebel's home (ex-Nazi scientists do not list themselves in the local phone books!). Some ideas:

- A Streetwise or Area Knowledge roll discovers that there's a small, but deluxe casino in Kotor, "Pasha Kotor," which is frequented by wealthy locals and tourists alike.



If the roll is made by 3+, the casino's connections to the Russian underworld are made clear. The staff there will recognize a photo of Wernher and confirm he lives near the bay, though they haven't seen him in a while. "But his beautiful wife Célia comes here almost every night!"

- Wernher checked out several books at the library (mostly on winter sports) using his real name. A few hours and a Research roll at the library finds his address in their records.
- The diligent, middle-aged postal worker, MASHA, has extraordinary memory, and will recognize the photo of Wernher *and* know his exact address. She's a stickler for rules, however, and must be convinced through some trickery or a Very Good reaction roll. She does, however, love fine dining and polite young men...

If the PCs have picked up a KGB tail, now is a good time for them to potentially detect the threat (see Extending the Adventure on p.15 for details).

The Nachtnebel Home

Célia Nachtnebel lives alone in her sun-bleached, Mediterranean-style home, located just a block or two from the bay. The home is three stories with a garage taking up most of the bottom floor. Each story has a porch that faces the water.

Célia is only home for a few hours during the day. At night, she usually goes to the casino, or dines with friends at her favorite restaurant, Catovica, just a block away.

Searching the House

The PCs will likely gain entry into the Nachtnebel house through stealth or forced entry. They likely suspect a hidden lethepoxide lab in the basement! While there's no incriminating evidence, searching the house finds:

- **A small library.** Contains magazines on fashion and winter sports, as well as up-to-date guides on pharmaceuticals, chemistry, and neurology. The literature is a mixture of German, French, and English.
- **Closets.** There's no men's clothes in the house. (Célia threw it out weeks ago when she found out her husband Wernher left to go to ski in Italy with his mistress.)
- **Bedroom.** A Russian Izhmekh pistol is kept in a bedroom nightstand (2d pi, Acc 2, Range 110/1200, RoF 3, Shots 8+1(3), Bulk 2, Rcl 2, 3 lbs.)
- **Kitchen.** A worn book, *How to Win Thousands at Baccarat* is on the kitchen table. A worn brochure from the Pasha Kotor casino is jammed in as a bookmark.
- **Living room.** A calendar on the living room wall is marked with "8pm - Dinner with Nevena at Catovica" for the night the PCs are investigating.
- **Garage.** The home's tight garage holds a 1959, black Mercedes W111. It has less than 5,000 miles on it.

Célia Nachtnebel

"Most marriages don't add two people together." - Ian Fleming

Célia Nachtnebel is the secret genius behind the lethepoxide serum. In 1959, Célia finished her medical degree at Sorbonne Universite. Taking a holiday to Tahiti, she met Wernher Nachtnebel, and found herself fascinated by his secret Nazi history and expertise in biochemistry. They married in 1960, but within a couple of years were bored of each other. Célia wanted a genius husband to help her sell innovative pharmaceuticals to the highest bidders, but instead she got a fat loafer who only wanted to sail, ski, and gamble. Wernher himself was disappointed that his young bride wanted more than to look gorgeous at his side in the casinos.

While Wernher was off gallivanting, Célia perfected the lethepoxide serum. No one at the CIA would take her invention seriously, so she turned to an old Spanish friend of her father's, Colonel Olvidar, who promised he could sell the doses to the KGB for tens of thousands of rubles apiece. Knowing any business with the KGB was dangerous, she pretended to be selling the drug on behalf of her husband.

Unable to find an outlet for her unhappiness, she turned to the casinos of her Montenegro home, where she racked up over a hundred thousand dollars in debt in under a year. Soon she began getting threats from the criminal kingpins who ran the casino – pay up, or else.

Eventually, Célia's marriage with Wernher collapsed. After a final argument, he jetted off to Italy to ski with his mistress. Although she had never truly loved him, Célia hated her ex-husband for his laziness, lack of ambition, and, despite his Nazi past, always seemed able to escape the eyes of the west.

By the time the PCs catch up with Célia, she knows she's over her head. The casino kingpins are threatening her life. The KGB wants more doses of the lethepoxide than she can provide, and she knows it's a matter of time before Olvidar wants to be more than a middleman. And worst part of all, her ex-husband is happy.

Celia's plan is to get out of the business, pin the blame on Wernher, and return to France...

Contact with Célia

Eventually, the PCs will track down Célia Nachtnebel herself. This event likely happens at her home, at the Pasha Kotor casino, or at her favorite restaurant, Catovica, where she plans to dine with her single friend, NEVENA. *GM's Note: Nevena is not detailed much in the adventure. While she's a sightseeing guide by trade, she can become an innocent bystander, a love interest, an annoying foil, or even a KGB shadow.*

If Célia is approached at the casino, she will refuse to talk about her husband there, "because he has too many friends here." Instead, she'll push to meet later at a restaurant or at her home, where there is more privacy.

Once the PCs get Célia alone, she'll demand to know their business. Célia is smart and suspicious. Depending on the PCs' approach and actions, she'll suspect that they are:

- Nefarious debt collectors sent on behalf of the casino owner and criminal kingpin, PRINCE DRAGOVIĆ (not a real prince, but his preferred title, she explains if asked)
- Toughs sent by Colonel Olvidar to strong-arm her into a better cut on the lethepoxide. She's only giving the colonel 5% of the money, which he's been unhappy with for a while.
- The KGB or CIA looking to kidnap or kill her as the inventor of the lethepoxide. (She figures it's a matter of time before they discover the truth.)

Regardless, Célia initial strategy is to play dumb. Once the PCs earn a modicum of trust with her (or succeed at intimidating or tricking her in some way), she quickly turns the conversation towards her ex-husband, Wernher. She blames all of her gambling debts on her ex-husband Wernher (untrue). If questioned on the existence of lethepoxide or other drugs, she blames Wernher. She says that Wernher is actively developing weaponized drugs and selling them off to the Soviets because he holds a grudge against the west.

Dragovic's Motor Attack

Just as the PCs begin a useful conversation with Célia, they are startled by the loud noises of nearby motorcycles. Within a minute or so, armed toughs race towards the PCs' location on high-speed maroon motorcycles.

"I know the noise of those engines," Célia announces anxiously. "My husband has sent men to kill me!"

This isn't quite true. These are men sent by the casino kingpin Prince Dragović. They have been sent to frighten Célia, to encourage her to pay her debts. While they have been told not to kill her, injury and property damage is within their orders.

KOTOR TOUGHS

Hired Goons

ST	12	HP: 12
DX	11	Will: 11
IQ	10	Per: 10
HT	11	FP: 11

Basic Speed: 5.5 Brass Knuckles: 1d cr
Move: 5
Dodge: 8

Traits: Fearlessness 2; Fit; High Pain Threshold; Speaks Montenegrin, Croatian (Native), and English (Broken).

Skills: Area Knowledge-11; Brawling-13; Driving-12; Guns-12; Knife-12; Streetwise-11; Swimming-13; Tracking-9; Wrestling-11.

Gear: Half the riders have Cz Skorpion .32 SMGs (2d-1 pi-, Acc 2, Range 90/1000, RoF 14, Shots 20(3), Bulk -3, Rcl 2 (3 if one-handed), 5 lbs). The others have Izhmekh pistols (2d pi, Acc 2, Range 110/1200, RoF 3, Shots 8+1(3), Bulk 2, Rcl 2, 3 lbs.); Most carry brass knuckles and wear cycle helmets (DR 6 vs. cr).

D5 BANTAM BIKES (1958)

ST/HP	30	SM 0
HT	10f	DR 4
Hnd/SR	+1/2	Move 0.5/28 (57 mph)

Remember, firing from a moving vehicle is at -1, and Aim bonus is limited to SR of your vehicle!

The toughs tear up and down the road firing at Célia, her house, and her belongings. If not stopped, the men grow more bold – eventually, one will dismount and try to force Célia into taking her for a terrifying "joyride" – all the better to teach her a lesson about not paying back Prince Dragović.

As the PCs are distracted, Célia bolts. She'll run for her black Mercedes and race out of Kotor along a scenic, but dangerous, stretch of road that heads out of town. Unless the PCs have somehow managed to earn her trust at this point, her plan is to race out of town at top speed and hide out in the town of Herceg Novi, located about 25 miles to the west.

This is a fantastic opportunity for a car chase, with Célia racing out of town, the motorcycle-riding toughs hot on her heels firing away, and the PCs trying to intervene!

Eventually, the toughs will be dealt with and Célia stopped or tracked down. After this encounter, Célia is rattled and more willing to talk to potential allies. As long as the PCs do some good roleplaying, she'll appear to be helpful:

- Prince Dragović wants her dead because her husband left the country without paying his gambling debts. (False – the debts are hers!)

- She cannot leave Montenegro because Prince Dragović said he will kill her if she leaves before he gets paid the $100,000 he is owed. (True)
- Her marriage is over. Her husband left her for a younger Italian woman whose only talent is for looking good in skis. (True)
- Her ex-husband's new girlfriend is named Armani. "I apologize if I roll my eyes every time I utter that name," she says. (True)
- She discovered her ex-husband was an ex-Nazi scientist after they got married. This factored heavily into their separation. (Mostly False... she was willing to overlook his past).
- Her ex-husband Wernher never gave up his interest in unethical biochemistry. "He's been selling drugs and serums for years. At first, he told me that he was secretly working for the U.S. government." (False)
- Her ex-husband Wernher left two months ago for a chalet near the Alps in Merano, Italy. (True)
- Célia thinks Wernher has a lab in Merano where he is manufacturing his illicit drugs. "He told me he used to work in abandoned churches..." (False)
- She says that suspects her ex-husband will try to kill her, because she could turn him into the authorities looking to imprison ex-Nazis. (False)
- She despises her ex-husband, and hopes that he ends up dead, or in prison with the rest of his Nazi friends. (True)

While Célia willingly gives up the location of her husband (hoping the distraction will allow her to escape Montenegro and disappear), she won't leave with the PCs. She says that she is too afraid of Prince Dragović. Even if the kingpin was repaid, would not know where to go. If the PCs *insist* on keeping Célia safe, she will ask that they find a safehouse somewhere in Montenegro. Certainly, if requested, MI:6 can accommodate that request.

Dealing with Dragovic

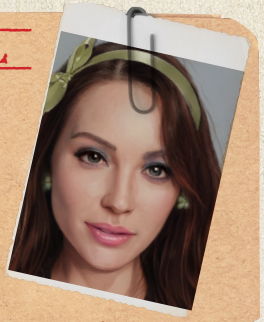
Valorous PCs may decide that they need to have a word with the ruthless Prince Dragović. After all, he *did* try to terrorize Célia with his motorcycle toughs.

If the GM wants to keep the adventure moving, Prince Dragović is out of town, on holiday far away on a private island in the Aegean. Perhaps another day...

Or, Prince Dragović can still be found in Kotor. He's either in the Pasha Kotor casino, in his third-floor penthouse above the gambling floor, or sailing on the *Orao Rano* (Early Eagle), his 60' sailboat. Regardless, Prince Dragović is always well-guarded, especially in the casino or in his penthouse. He'll always have tall, well-trained bodyguards nearby, many of them with military backgrounds.

CÉLIA NACHTNEBEL

Brilliant Pharmacologist



ST	10	HP: 10
DX	12	Will: 13
IQ	13	Per: 13
HT	12	FP: 12

Basic Speed: 6.0 Punch: 1d cr
Move: 6
Dodge: 9

Traits: Appearance (Beautiful); Compulsive Gambling; Debt ($100k to Prince Dragović); Fit; Impulsiveness; Secret (working for the Soviets). Speaks French (Native), Italian, English, and Montenegrin (all Accented). Likes fast cars; Despises indifference.

Skills: Area Knowledge (Montenegro)-13; Acting-14; Boating-13; Biology (Biochemistry)-16; Carousing-12; Chemistry-15; Diagnosis-11; Driving-13; Gambling-13; Games (Baccarat)-14; Guns-12; Holdout-12; Mathematics-12; Merchant-14; Navigation-13; Pharmacy-16; Physician-11; Research-14; Sex Appeal-15; Sleight of Hand-14.

Gear: She keeps an Izhmekh pistol in her nightstand (2d pi, Acc 2, Range 110/1200, RoF 3, Shots 8+1(3), Bulk 2, Rcl 2, 3 lbs.).

MERCEDES-BENZ W111 (1959)

ST/HP	55	SM +3
HT	11f	DR 5
Hnd/SR	+0/4	Move 2/51 (103 mph)

Arranging a Meeting

Dragović has several notable underworld enemies and he always suspects the worst when he meets new people. Arranging a meeting with Dragović is difficult, requiring someone to be of high-station, a celebrity, or have a real business offering. Inquiries to meet with him must go through his surly head of operations, VITOMIR VUJOVIĆ, who is almost always in the casino, or his attached apartment on the second floor. Meetings with Dragović are always held in his office on the second floor of the casino, and always with noless than Vujović and two other men in the room.

If the PCs meet with Prince Dragović, he'll be unsympathetic to Célia's plight. She's borrowed $100,000 from his organization, and has been unable to pay back a dime. He's given her three chances to repay, even partially, but she ignores him and still regularly gambles at the casino as if she has nothing to lose. On a Good reaction or better, the PCs may find out:

- The $100,000 debt is entirely Célia's, not her husbands. "Wernher won more than he lost. And if you met his new girlfriend, you'd agree."
- Dragović found Wernher amiable, but generally not an impressive man. "I heard he was once a brilliant scientist or mathematician, but I saw no hunger in him."

- Dragović finds Célia entertaining, which is why she's still alive. "Unlike her husband, she's hungry. I enjoy hearing her laugh on the casino floor. But I cannot allow her to leave Montenegro until I am repaid, you understand."

On a Very Good or better reaction, Dragović may agree to give Célia more time to pay back her debts, or even take 10-20% off the total. "I am a reasonable man, you'll see. Let's give her 90 days more, fair?"

Dragović does *not* respond well to intimidation or threats. He seems himself as a powerful man in Montenegro, and will not take threats from strangers lightly. If provoked, he'll order his men to rough up the PCs (though he will stop short of actual murder – he doesn't need the state police in his business).

The *Orao Rano*

The PCs may decide to skip a formal meeting and instead surprise Dragović on his luxury sailboat. But first, they'll have to infiltrate or dispatch his loyal crew.

His sailboat is manned by six experienced sailors, five of which he has known since childhood (the sixth left for a job in Greece, and is currently being replaced). Two of the sailors act as effective, armed bodyguards (treat them as Kotor Toughs, but with Boating-13 and Seamanship-13 skills). Even when not in use, Dragović's men will be guarding the boat – too many criminal kingpins have been murdered with a bomb planted on board their vehicles!

Act Three: Merano, Italy

The Mission: Make contact with Wernher Nachtnebel to establish his whereabouts. Locate his lethepoxide laboratory. Take Nachtnebel into custody, destroy any lab, and await retrieval at Kranebitten Airport.

Merano is an Italian alpine village not too far from the Austrian border. It lies in the shadow of Ifinger, a craggy gray mountain that offers world-class skiing and other winter activities.

When the PCs arrive, the 1965 Alpine World Championships are being held. The village is packed with hundreds of Italian, French, Austrian, and Swiss ski champions, the European sports press, and their celebrating fans.

Among those fans is Wernher Nachtnebel and his fabulous new Italian girlfriend, ARMANI PALMIERI. The two have been spending the past week attending all the championship runs and carousing with their favorite athletes in their home – an expensive chalet located on the edge of the village.

Mr. Relish Gives Skiing Advice

At dawn, the PCs arrive at Kranebitten Airport, located in western Austria. There, they are met again by Mr. Relish, bundled up in a heavy, fur-lined parka. He looks like a rather large seal.

"Well met, chaps. I have to admit, I miss the weather in Ibiza.

"You only beat me here by a few hours, so I haven't located Werner Nachtnebel yet. But apparently the sports press is talking about him," he says, waving a German-language newspaper about.

"Seems a ski jumper had an unfortunate fall at one of Nachtnebel's parties, and he's had to bow out of the finals. The jumper's name is Baldur Bachler. I'd be willing to wager he knows where Nachtnebel lives."

Relish gives the PCs their orders, and then apologizes that he only has a modest car for them to drive this time – a cobalt-blue,1962 Mercedes-Benz 190C sedan (with a ski rack, of course). He also advises them to "check the boot to make sure the emergency kit is in order."

In the trunk of the car, in an emergency kit, are two 2-lb bricks of C4 explosives (6dx8 damage), enough to destroy any lab the PCs might encounter. There's also a camera bag with a 35mm Nikon F camera with extra film, and a bottle of prescription drugs, which contains three small knockout pills that the agents will be familiar with (a Per-based Poisons or Pharmacy roll will confirm). When a pill is orally taken, the victim becomes drowsy (p. B428) after HT minutes. A minute later he must make a HT roll. On a failure he falls into a deep sleep and cannot be wakened for about 6 hours. Success also results in sleep, but for about 3 hours.

An investigation under the hood of the sedan along with a successful Mechanic roll identifies that the Mercedes is equipped with a rare Judson supercharger for added power. The tires are made from puncture-resistant rubber.

MERCEDES-BENZ 190C (1962)

ST/HP	55	SM +3
HT	11f	DR 5
Hnd/SR	+0/4	Move 4/52 (105 mph)

Equipped with a Judson supercharger, two-way radio, ski rack, and puncture-proof tires (DR 6, 20 HP).

Relish concludes by telling the PCs to signal him once they have Nachtnebel in custody. He points to a nearby "Euro-Games" news helicopter. "We'll come get you."

GM's Note: At this point, Mr. Relish can get a radio message that his agents have found Nachtnebel's address. Or, to extend the adventure with some more roleplaying interactions, the GM can send the PCs to track down Wernher by befriending the hurt athlete, Baldur Bachler...

Baldur Bachler - Champion No More

The Austrian ski jumping champion, BALDUR BACHLER, twisted his ankle at one of Wernher's parties and had to bow out of the finals. The press officially blames the slippery deck around an outdoor whirlpool bath.

The truth is that the athlete lost his footing when the beautiful Armani Palmieri purposely distracted Baldur by losing her bikini top and "falling" into his arms on the edge of the sauna. He slipped, fell, and almost broke his ankle.

It is easy to find Baldur Bachler. He is glumly sipping beer at one of the lodges near the ski lifts, watching the finals with some friends on a small black and white television.

Bachler is mad at himself, mad at Wernher, and mad at Wernher's girlfriend, Armani. In fact, Bachler thinks that Wernher *purposely* sabotaged his chances in the finals because wanted Armani's brother to win instead!

"Her brother, Roberto, is not as athletic as everyone thinks. I would have easily out-distanced him," grumbles Bachler.

If the PCs befriend Bachler, they'll discover some interesting information:

- Rumor is that Wernher Nachtnebel made a $10,000 wager that Roberto Palmieri, his girlfriend's brother, would win the ski jumping championship. This is why Bachler thinks Armani purposely made him trip and fall.
- There were several men who introduced themselves as Russian athletes at Wernher's parties, which is unusual because the Russians are not invited to this event.
- Bachler says Wernher is arrogant and thinks he knows *everything* about winter sports. Wernher has spent the last week doing nothing but holding parties, getting athletes drunk, and attending the championships.
- Werhner is planning another party tonight at his chalet. Dozens of people have been invited, as usual. Bachler does not intend to go.
- Wernher lives at a brand new chalet on a hill near the edge of town. Bachler can provide the address.

The KGB Winter Athletes

After Colonel Olvidar reported an "incident" on the M/S *Corazon*, the KGB did their research. They discovered Olvidar had been regularly receiving packages from Montenegro, and it did not take long for them to also think they were being sent by the ex-Nazi scientist, Werhner Nachtnebel.

The Soviets sent KGB agents to Merano, Italy to befriend Wernher and verify that he was making the lethepoxide. Once confirmed, they plan on kidnapping him and taking him back to the USSR. No one will miss an ex-Nazi!

Their agents are all in Merano under the cover of being talented Russian athletes studying the competition ahead of the 1968 Winter Olympics. This is convincing. The men *are* talented athletes, which a Current Affairs (Sports)-2 roll will know. The only exception is VOVA THE HANDSOME, an ex-Olympian turned Soviet assassin, who is pretending to be "Mario Berlusconi," an Italian sports physician.

The KGB has been getting frustrated that they've found no sign of Nachtnebel's lethepoxide experimentation (because there is none!). Eventually, they will grow impatient and try to kidnap Wernher without the hard evidence they need.

The GM should decide when this kidnapping happens. It's likely to either happen at the ski jumping finals, or later that night during one of Wernher and Armani's famous parties.

Ultimately, the KGB is smart and will eventually discover that Wernher Nachtnebel is not the inventor of the lethepoxide drug. Unless the PCs intervene, their agents will converge on Célia's location in Montenegro (see Epilogue).

Wernher's Nachtnebel's Chalet

Wernher Nachtnebel's two-story chalet is located on a steep hill on the edge of Merano. Winding wooden stairs make their way up to the main deck and front door.

If the PCs arrive at the chalet during the day, the house is only occupied by a few housekeepers while Werhner and Armani are off watching the ski jumping championships. With some stealth or clever distraction, the PCs can likely gain free reign to search the chalet:

- **Kitchen.** A calendar in the kitchen shows that the two plan to spend all day at the ski jumping finals. Newspaper clippings of the athletes in the games are scattered on the kitchen tables. Many names are circled, which match an invitation list handwritten on the counter. There is clearly a party planned for tonight.
- **Stairway.** The stair walls are filled with photos of Wernher and Armani in various parts of the world – in swimsuits at a tropical lagoon, posing underneath the Eiffel Tower, and in formal wear on the beaches of the Riviera.
- **Living room.** An unopened letter from Célia is on a small end-table, dated from a week ago (see **Handout E**).
- **Master bedroom.** A Search roll discovers a finely-made Hartmann document safe (DR 25, HP 25) in the bedroom closet, hidden inside a shoe cabinet. Cracking the safe requires a stethoscope, and a Lockpicking-5 roll. Inside the safe is a heart-shaped, 2-carat diamond engagement ring, the deeds to several properties in France, Italy, and Montenegro, and a list of names and addresses (see **Handout F**). A Current Affairs (Politics)-3 or Intelligence Analysis roll identifies these as a list of ex-Nazi scientists from a secret Hamburg facility that have so far evaded the eyes of the west! *GM's Note: While this valuable list does not play into this adventure, this is an excellent hook for a follow-on adventure...*

The Ski Jumping Finals

The ski jumping finals are held on the eastern slopes of Ifinger Mountain. Getting to the venue requires taking a five minute lift to the ramp. Some wooden bleachers give a few dozen onlookers a good view of the in-run ramp. Wernher can be found among the crowd in the bleachers. He is obsessed with the sport and is rooting for his girlfriend's brother Roberto, with whom he has a $10,000 wager placed.

KGB Kidnapping Attempt

The KGB will try to kidnap Wernher during this event. Their plan is simple – injure Armani's brother Roberto, then use the distraction to ski off with Wernher. Specifically:

- After his first jump, one of their athlete agents hands Roberto a bottle of Lucozade sports drink, which is spiked with a fast-acting muscle relaxant.

Wernher Nachtnebel

"Those whom the Gods wish to destroy, they first make bored."
- Ian Fleming

Wernher Nachtnebel was an unprincipled Nazi scientist who specialized in experimental, neuro-drugs. His lab, along with most of his coworkers, was annihilated in the Allied bombing of Hamburg in 1943. As a result, his name appeared in few records, which allowed him to escape prosecution after the war ended.

By 1959, he had settled down in Tahiti, where he met his future wife, Célia. The two were married in 1960. Célia's energy and desire to partner on research and experiment ation exhausted Wernher. By 1962, he was spending most of the year away from his wife and their home in Montenegro.

Although Wernher had many affairs over the years, he eventually left Célia for Armani Palmieri. He loved that she was beautiful, vibrant, and had the same hobbies. Most important, Armani was utterly uninterested in any kind of real *work*.

Confronting Wernher

Eventually, whether on the slopes or at his party, the PCs will confront Wernher, thinking that he is the inventor of the lethepoxide serum. He will be shocked at the accusation, not having touched lab equipment for over a decade. He'll deny any involvement with the Soviets or any other government entity. If confronted by his past, he uses the same old excuses that all the Nazis did – he was young and ignorant, and just following orders.

Once Wernher understands more about the lethepoxide, he'll immediately figure out that it is his ex-wife's work. He has little fondness left for Célia. He will happily turn on his ex-wife, using any tactics he can to negotiate out of whatever trouble he is in.

Ultimately, Wernher's motivation is to return to his playboy lifestyle. Whether he succeeds or not is not important to the adventure. Both western and Soviet governments will happily take him into custody, either to try him for his war crimes or force him into service.

- Roberto won't have the strength to stick the second landing, and will horribly crumple to the ground on the landing hill, injured. Wernher and Armani ski to his aid.
- Vova the Handsome, posing as "Mario the medic," races over and volunteers to ski Roberto down the hill on a rescue sled. Of course, Wernher and Armani agree to come with him...
- During the downhill ski, two armed Russian agents ambush the party. The Russians incapacitate Armani and Wernher is injected with a knockout drug. He'll be put into the sled instead of Roberto, and the agents make their way to a nearby helicopter to escape Italy.

There are plenty of ways for the PCs to foil this kidnapping, (ideally spotting it before it happens, or stopping it in an exciting downhill slalom with lots of gunfire and action!).

However, in the event of a confrontation, the Russians will know when they are outplayed, and will retreat and regroup if it looks like their plan has gone awry...

Wernher and Armani's Evening Soiree

The evening party at Wernher's chalet only matters to the adventure if the PCs somehow missed going to the ski jumping finals, or went to the ski jumping finals and stopped the Russians – but didn't get the chance to confront or try capturing Wernher.

If the PCs entirely missed the ski jumping finals, the GM should assume that the KGB still tried to capture the scientist, but Wernher somehow avoided capture through dumb luck:

"Roberto, that poor fellow, just crumpled when he hit the landing hill. It was a beautiful jump otherwise. A handsome medic named Mario was kind enough to sled him down the hill. I would have gone with, but the clips broke on my skis. Bad luck for all of us, eh? Anyway, I knew Roberto was in good hands, so I stayed on the mountain to watch the rest of the finals."

The party is attended by about sixty guests, most of them athletes from various nationalities, the press, and many local women. The party takes place all over the large chalet, including the two outdoor decks, the large living room, and several of the tucked-away spare bedrooms.

Notable guests include British agent Mr. Relish (posing as a pastry chef in the kitchen) and Roberto Palmieri, who limps around the party on crutches, content with using his broken leg to gain sympathy with his sister's friends. Unless the identified them as Soviet agents previously, the party will also be attended by Vova the Handsome (still acting as Mario the medic who saved Roberto) and the KGB "athletes."

Wernher is unusually frustrated the night of the party. In any scenario, he lost $10,000 from his bet on the ski jumping finals. While he can afford it, he hates to lose. His girlfriend Armani is more concerned about being a fabulous hostess, while keeping an eye on her injured brother.

KGB Kidnapping Attempt #2

GM's Note: If the PCs utterly foiled the KGB on the slopes, this event won't take place. See KGB Assassination below, instead.

The KGB is planning to whisk Wernher away in the middle of the party, hoping that by the time anyone notices his absence, he'll be safely inside a helicopter.

The Soviets plan is to lure Wernher outside with another wager. One of the KGB athletes, pretending to be drunk, bets a French biathlete that he can hit a target at 100 yards, in the dark. Several of the men at the party get excited by the bet, grab a .22 rifle from the Wernher's garage, and head out back to a small gazebo to watch the wager play out.

Hidden behind the gazebo, however, are three camouflaged KGB agents mounted on Scorpion snowmobiles. Springing out, they grab Wernher, cuff him, drag him to a snowmobile, and race off through the woods towards their helicopter a mile away. They are confident that they can escape before anyone else can realize what is happening and catch up.

TRAIL-A-SLED SCORPION (1963)

ST/HP	30	SM +0	Occ 2
HT	10f	DR 4	
Hnd/SR	-1/2	Move 4/10 (20 mph)	

Remember, firing from a moving vehicle is at -1, and Aim bonus is limited to SR of your vehicle!

The PCs should get a chance to stop this kidnapping. Perhaps they are invited out to the target practice to watch, or even get involved in the wager. Or, they spot it occurring from a vantage point on chalet's the deck. Either way, the GM should give the PCs a chance to knock a KGB agent off a snowmobile and give chase before they escape!

KGB Assassination ("If you can't win, don't lose.")

If the PCs had a decisive victory over the KGB on the ski jumping course *and Vova the Handsome escaped*, the agent is ordered to assassinate Wernher at his evening party. An assassination prevents the "inventor" of the lethepoxide from landing in MI:6 hands.

At dusk, Vova positions himself in a quiet gazebo on the edge of the chalet's property, about a hundred yards from the house. Armed with his SVD rifle, he prepares to take a steady

shot at Wernher at some point during the party, once the German walks out on to one of his decks. Once he takes his shot, he escapes on Scorpion snowmobile to a nearby helicopter.

Whether Vova succeeds or not doesn't particularly matter. The GM can give the PCs the opportunity to spot the sniper at the last minute and intervene, or kill off Wernher just as he figures out that his ex-wife has gotten him involved in a high-stakes mess. Vova himself can vanish into the night to return in a future adventure, or the PCs can chase him down before he escapes into the mountains.

GM's Note: If the GM wants to leave fate up to the dice, the shot needs a 13 or less to hit (Guns-17, -10 for range, -3 for Vitals, +9 for aiming). Vova's rifle does 7d pi damage.

What to Do With Wernher?

Eventually, the PCs will confront or try to snatch Wernher away. However it players out the GM should give Wernher the an opportunity to plead his ignorance. After all, while the man is a callous, ex-Nazi, he has nothing to do with the manufacturing of lethepoxide.

Ultimately, the PCs will need to decide the right fate for Wernher Nachtnebel. They can let him return to his playboy lifestyle, turn him over to their MI:6 bosses, or let him be stolen away by the KGB. It's a good ethical dilemma for the PCs.

If the PCs decide to get Mr. Relish's advice on the whole situation, he'll advise them to take Wernher into custody:

"He may not be the father of lethepoxide, but we have uses for men like him. We'll let him choose between a quiet government lab or a repeat of Nuremberg," he says. "And at least the Soviets seemed to be just as confused as we were."

Epilogue: Célia...

The Mission: Apprehend Célia Nacthnebel.

At some point in Merano, the PCs will figure out that Célia Nachtnebel is the true inventor of lethepoxide. This creates several potential conclusions to the adventure:

She Gets Away...

If the PCs never planted a Locust tracking device in Célia's car, she likely has vanished. Some of her friends said she drove up the coast towards Italy, others say she headed south into Greece on holiday. Either way, she's disappeared, and will likely not turn up again for quite a while. This scenario isn't a loss for the agents – she's been scared her out of the lethepoxide business, and the Soviets' supply is cut off... for now.

Or, She's Found and Confesses...

If the PCs planted a tracker in Célia's car (or have taken other precautions to have her tailed), they are able to pick her up at a quaint café in Saranda Beach, on the border of Albania and Greece.

If the PCs established a strong personal relationship with Célia (e.g., negotiating freedom for her from Prince Dragović will help, or embarrassing – but not killing off – her ex-husband), she may decide to confess. She realizes she's in way over her head, and asks the PCs to relocate her somewhere back in France, where she agrees to work for the British government. She reveals that she's kept her lab in a small sailboat moored in the Bay of Kotor.

If the PCs have not established a strong relationship, then Célia plans to slip away. After "agreeing" to quietly go with the agents, she pours coffee for everyone, and uses her Sleight of Hand-14 skill to slip a tablet into the carafe. This tablet is an oral form of lethepoxide. Within five minutes, PCs must make a HT-3 roll to avoid passing out. Success means they are fatigued and dizzy. Failure means they need to roll a Will-3 roll to avoid losing a full month's worth of memory when they awaken.

Or, She's Found by the KGB...

If Vova the Handsome survived Merano, the Soviets dispatch him to kidnap Célia, or kill her if it looks like she is joining western agents.

This finale plays out similar to the previous one. The PCs track Célia to a small café in Saranda Beach. As they are conversing with her, a familiar Russian face shows up across the street.

How this plays out depends on whether Vova recognizes the PCs from Merano. If so, he assumes they are enemy agents and sets up his rifle to snipe them from across the street, then rush in and grab Célia. If he doesn't recognize the PCs, he'll simply try to grab her as she leaves the café, stuff her into his car, and drive her to a secret location in Albania for exfiltration.

If at any point it looks like Célia is going to escape, he'll try to kill her, versus let her fall into western hands.

Conclusion: Wrapping It Up

The *best* outcome of the adventure is that the PCs apprehend Célia and convince her to work for the west, rather than selling secret drugs to the Soviets. If Célia ends up dead, the agents will still get congratulated for putting an end to the lethepoxide production. But if Célia escapes or ends up in KGB hands, the PCs will get a serious dressing down by their handlers.

For completing the adventure, PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying or excellent performance (i.e., apprehending Célia, stopping the KGB, etc.).

If Vova the Handsome escapes the adventure, or they terribly embarrassed Prince Dragović, the PCs may have earned a permanent Enemy.

Extending the Adventure

While *Never Forget to Die* is an episodic and fairly linear adventure, there's lots of opportunities for side adventures. Here's a couple ideas:

The KGB Tail

If the PCs botch the escapade on the M/S Corazon, the KGB will figure out that MI:6 agents were involved, and assign the PCs a KGB tail in Ibiza – DIANA PIDKUYMUBA, aka "Diana De León."

In Ibiza, the PCs may only get a fleeting glance of the woman at the tapas bar. Perhaps she flirts and sends one of the PCs an icy *rebujito* cocktail. Or, as they go to leave, she approaches them, saying she saw them disembark from the *Corazon*, and wonders if they would recommend the *Corazon* as a cruise ship. Her motive is to find out their next destination.

In Montenegro, Diana shows up again, this time wearing a brunette wig to avoid notice (a Per roll vs. her Disguise-14 skill may still recognize her). Depending on how the events in Montenegro play out, she'll either stay under the radar, watching the Nachtnebel house and reporting back to the KGB, or, if the PCs look especially competent, she'll try to slow them down. She has a few tricks for this:

- **Keep them in Montenegro longer.** She pays off one of Prince Dragović's subordinates to approach the PCs before they leave. This man, Vicko Nenezić, tells the PCs that they've been tricked, and that Wernher Nachtnebel is hiding out in a 40' sailboat in the bay, the Achille. He's willing to take the PCs to an overlook to show them the boat. This is a trick, the *Achille* is owned by a rich French businessman, who is enjoying time with his wife. But hopefully, by the time the PCs discover this, they will have wasted time, allowing the KGB to better infiltrate the winter championships in Italy.
- **Send them an explosive warning.** The other way Diana will try to slow down the PCs is by blowing up their car. She doesn't want to actually kill them outright, but she hopes to make it look like Prince Dragović tried to kill them, regardless of whatever deal they may have reached with him. To accomplish this, she plants an explosive in the engine of their car while they are away from it. Along with the explosive, she plants a motorcycle helmet nearby that matches the ones from the men that attacked Célia. She hopes that this attack distracts the PCs and sends them on a hunt after Dragović, vs. tracking down Wernher Nachtnebel.

Diana may show up again in Montero, but only if the PCs still haven't identified her as a tail yet. Pretending to be a sports journalist, she will try to follow the PCs from a distance, reporting their actions back to Vova the Handsome, better to ruin their plans.

If at any point the PCs confront Diana, she will do everything she can to escape. She's a talented infiltrator, but is not trained to engage in outright violence with enemy agents. She'll do what she does best – disappear into the crowd.

DIANA DE LEÓN

Reluctant KGB Tail

ST	11	HP: 11
DX	13	Will: 12
IQ	13	Per: 13
HT	12	FP: 12

Basic Speed: 6.25 Punch: 1d-1 cr, Parry 11
Move: 6
Dodge: 10

Traits: Acute Vision +3; Appearance (Beautiful); Combat Reflexes; Duty (KGB); Language Talent; Night Vision 3. Speaks Russian, English, Spanish (Native), Montenegrin, Albanian, Croatian (all Accented). Reluctant KGB agent... her father is imprisoned.

Skills: Acting-13; Disguise-14, Driving-14; Explosives-13; Guns-14; Holdout-15; Fast-Draw-14; Karate-14; Knife-13; Lockpicking-14; Merchant-13; Observation-16; Savoir-Faire (High Society)-13; Scrounging-14; Shadowing-15; Swimming-12; Tactics-11; Sex Appeal-15; Stealth-14; Tracking-14.

Gear: Silenced Izmekh PB pistol (2d-1 pi, Acc 2, Range 80/800, RoF 1, Shots 8(+1), Rcl 2, Bulk -3, 3 lbs. -3 to Hearing rolls); fine stiletto hidden in her heels (1d-1 imp, reach C, Parry 9).

The Traitorous Mr. Relish

Great spy stories usually have surprise betrayals. If the GM wants to add one, then Mr. Relish is secretly working for "Arcana," a secret criminal organization that wants the lethepoxide for themselves. After getting a sample in Ibiza, he's able to replicate the serum. Now, his goal is to make sure that both the Nachtnebels are killed, and that the KGB and western agents are left empty-handed.

A traitorous motivation changes the adventure in two ways:

The Merano Meeting

When Relish meets the PCs in Italy, he explicitly tells them to bring Wernher Nachtnebel to him, even once the PCs have figured out Wernher has nothing to do with the lethepoxide. Relish's plan is to load the ex-Nazi on to a small plane, and then deliver him to a secret Arcana location. There, Arcana operatives will interrogate Wernher and kill him.

The PCs will only detect this plan if they follow Relish, in which case they might overhear him having a conversation on a phone:

"It's all set. They'll bring Nachtnebel to me, and I'll drop him off at the Foundry. We'll get what we need from him them."

[pause as someone on the other end talks]

"No, don't worry. Vova the Handsome is around, so the story will just be that Vova grabbed him from me before I could bring him to Paris. No one will suspect anything."

Regardless of whether the PCs hear this, Diana the KGB tail, *does* discover that Relish is working for another organization. At a key moment (perhaps during the ski jumping finals, or Wernher's party), she tells the PCs that their boss is a traitor.

Montenegro Epilogue

In the epilogue, when the PCs show up in Montenegro to track down Célia, Relish meets them at the airport and gives them alternate orders:

"I'm afraid that MI:6 has determined that it's too dangerous to let Ms. Nachtnebel go free. She knows too much, and she has too much affinity for the Russians. You'll have to eliminate her," he says, looking apologetic.

If the PCs refuse and leave Relish to his own devices, he uses his contacts to hire Prince Dragović's men to kill Célia and incapacitate the PCs. Not wanting to cause an incident that would blow his cover, his plan is to have Dragović's men knock out the PCs in an ambush, then inject them with a dose of the lethepoxide.

MR. RELISH

Arcana Operative

ST	14	HP: 14
DX	11	Will: 14
IQ	13	Per: 13
HT	12	FP: 12

Basic Speed: 5.75 Punch: 1d+1 cr, Parry 9
Move: 5
Dodge: 8

Traits: Chummy; Duty (MI:6); High Pain Threshold; Secret (Arcana Operative); Status 2. Speaks English (Native), Spanish, German, French (all Accented), Russian (Broken); Jolly most of the time; Loves great appetizers.

Skills: Acting-13; Boxing-13; Diplomacy-13; Driving-12; Explosives-13; Fast-Draw-14; Fast-Talk-14; Guns-13; Holdout-12; Intelligence Analysis-14; Lockpicking-13; Merchant-13; Observation-14; Pyschology-13; Savoir-Faire (High Society)-13; Scrounging-13; Shadowing-12; Tactics-12; Stealth-12; Streetwise-12.

Gear: Usually none, but when he's prepared for trouble, he wears an FN-Browning 9x19mm pistol (2d+2 pi, Acc 2, Range 160/1800, RoF 3, 13+1(3) Shots, Bulk -2, Rcl 2, 3 lbs.)

A full injection of the lethepoxide is powerful. PCs must make a HT-5 roll. Success means they are fatigued and foggy for 8 hours. Failure means they need to succeed at a Will-5 roll to avoid losing a full month's worth of memory!

If at any point Relish is confronted, he denies everything, of course. He claims that he's acting on secret orders from within MI:6, and that everything is on the up-and-up. If the PCs look on the verge of ruining all of his plans, he injects *himself* with the lethepoxide, and laughs, saying, "Arcana will be in touch."

Special Thanks

Special thanks to Saffron Connors for editing help, and artbreeder.com for helping create illustrations of the various characters. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Post a note on www.1shotadventures.com or tweet @SageThalcos on Twitter. For more adventures, visit www.1shotadventures.com

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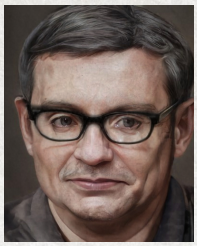
MERANO CELEBRITIES

Sport

Feb 1965

WERNHER NACHTNEBEL

Ex-Nazi Scientist



ST	10	HP: 11
DX	10	Will: 12
IQ	13	Per: 13
HT	11	FP: 11

Basic Speed: 5.25 Punch: 1d-3 cr
Move: 5
Dodge: 8

Traits: Bad Sight (Nearsighted); Callous; Compulsive Carousing; Laziness; Overconfidence; Secret (ex-Nazi scientist); Wealth (Wealthy). Speaks German (Native), English, Italian, and Montenegrin (all Accented). Bored easily; Obsessed with winter sports; Hates to lose.

Skills: Carousing-11; Chemistry-15; Driving-11; First Aid-13; Gambling-14; Guns-11; Intimidation-12; Pharmacy-15; Research-13; Sex Appeal-11; Skiing-11.

Gear: Notepad and pencil. Usually keeps a compact Walther PPK .22 in his coat (1d+1 pi-, Acc 2, Range 160/1800, RoF 3, Bulk -2, Rcl 2, Shots 10+1, Range 2 lbs.)

ARMANI PALMIERI

Life of the Party

ST	9	HP: 9
DX	13	Will: 10
IQ	10	Per: 12
HT	12	FP: 12

Basic Speed: 6.25 Punch: 1d-3 cr
Move: 6
Dodge: 9

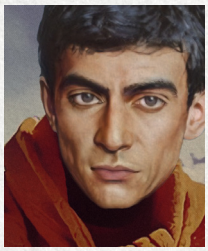
Traits: Appearance (Beautiful); Chummy; Compulsive Carousing; Fashion Sense; Fit; Sense of Duty (her brother Roberto); Status 2; Wealth (Comfortable). Speaks Italian (Native), English, and German (both Accented). Can't stand sad eaters and sad drinkers; Loves being a hostess.

Skills: Acting-10; Carousing-13; Current Affairs (Sports)-11; Piloting (Light Airplane)-12; Sex Appeal-16; Skating-13; Skiing-13.

Gear: A perfectly delightful winter outfit; sunglasses; headache medicine.

VOVA THE HANDSOME

Legendary KGB Assassin



ST	12	HP: 12
DX	13	Will: 12
IQ	12	Per: 12
HT	13	FP: 13

Basic Speed: 6.5 Punch: 1d+1 cr, Parry 11
Move: 6
Dodge: 10

Traits: Ambidexterity; Appearance (Attractive); Combat Reflexes; Charisma 1; Duty (KGB); Hard to Subdue 2; High Pain Threshold; Fit; One Hand; Phantom Voices (Annoying). Speaks Russian, English, and Italian (all Native).

Skills: Acting-14; Current Affairs-12; Diplomacy-12; Disguise-12; Driving-14; Fast-Draw-14; First Aid-13; Garrote-13; Guns-16; Intimidation-12; Karate-15; Knife-14; Psychology-12; Shadowing-12; Skiing-15; Stealth-15; Tracking-14. Various other spy skills, as needed.

Gear: Glove-covered metal hand (DR 4); silenced Izmekh PB pistol (2d-1 pi, Acc 2, Range 80/800, RoF 1, Shots 8(+1), Rcl 2, Bulk -3, 3 lbs). He also stores an emergency Izhmash SVD rifle, with a 4x scope, in his car (7d pi, Acc 5+2, RoF 3, Shots 10+1(3), Bulk -6, RoF 3, 11 lbs.).

KGB SPORTSMAN

Faux Athlete

ST	12	HP: 12
DX	12	Will: 12
IQ	11	Per: 12
HT	12	FP: 12

Basic Speed: 6.0 Punch: 1d cr, Parry 11
Move: 6
Dodge: 10

Traits: Combat Reflexes; Duty (KGB); High Pain Threshold; Fit; Speaks Russian (Native), English and German (Accented). Forgettable face.

Skills: Acting-12; Current Affairs-12; Driving-13; Guns-14; Karate-14; Shadowing-12; Sex Appeal-11; Skiing-15; Stealth-13; Throwing-13. Various other spy skill, as needed.

Gear: Silenced Izmekh PB pistol (2d-1 pi, Acc 2, Range 80/800, RoF 1, Shots 8(+1), Rcl 2, Bulk -3, 3 lbs). If prepared for combat, some will carry a single, German-made frag grenade (8d+2 [2d] cr ex, Bulk -2).

HANDOUTS

ALURA LAVENDER

- You used to travel on cruise ships like the Corazon all the time. You miss the cocktails by the pool.

- You noticed the Corazon has a glass-bottomed pool.

- Forgot to take my heels off the last time I did one of these jumps. Not going to forget again!

- Olvidar's cabin is on the port side of deck two. The manifest shows he's only traveling with his butler, Manuel.

- Olvidar probably doesn't have the sample of lethepoxide on him. That's a million dollars of drugs he's bringing the Soviets.

CARMEN 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 my first real jump.

- Lethepoxide is serious stuff. We had an agent 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.

JOHN BASSEY

- Something must have gone wrong down there. Our agent should have found Olvidar and contacted us by now.

- You prefer piloting planes versus jumping out of them.

- Lord help me hit that deck.

- I'm glad MI:6 pays better than the CIA. This is a crazy plan. Jumping out of a plane at midnight.

- I've never been to Ibiza before. Hopefully they give us some R&R there before sending us on another mission.

STUART THOMAS

- Remember. We're here to get a name from 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 bet who will land on the ship first?

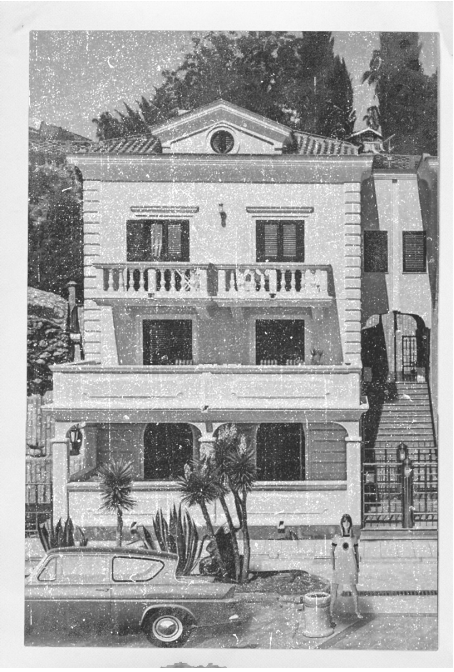
- Remember, we're not to let Olvidar know we're anything more than tourists.

- Once we get the name out of Olvidar, I'm inviting you all to join me in a Scotch in the Mermaid Bar.

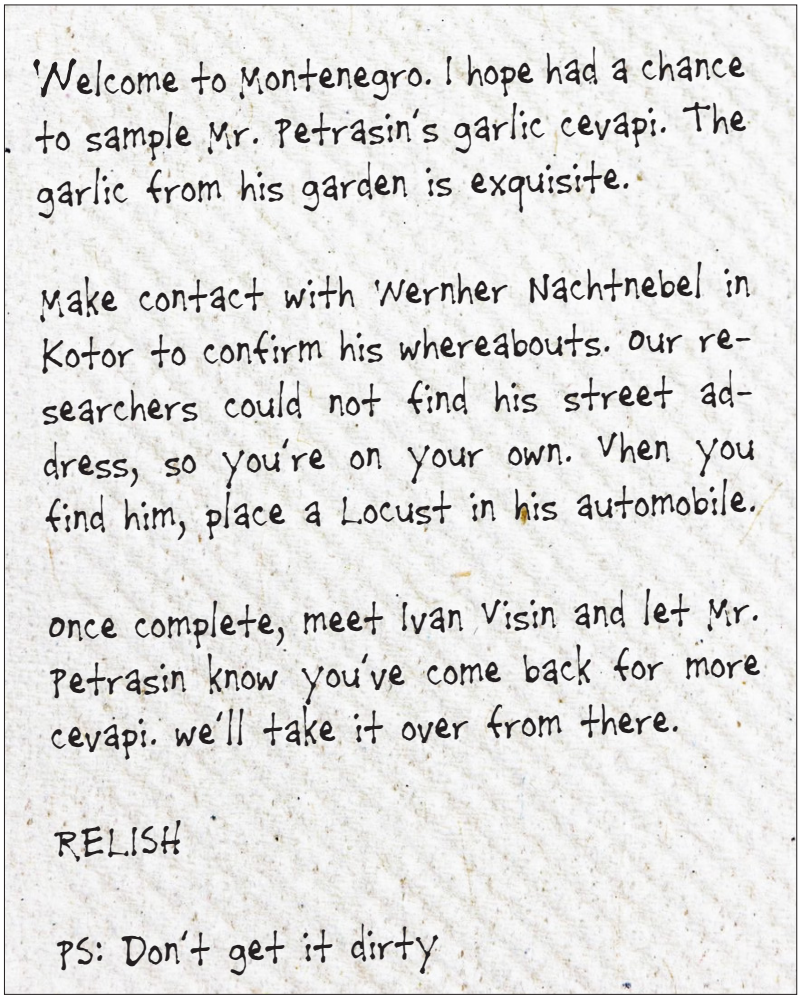
Handout A - Banter Cards to Kick off the Session. Players should take turns reading or paraphrasing any one of their tidbits of information. Once they've gotten through all of them, the adventure begins! (The captured PC does not get one...)

HANDOUTS

Handout B - Business card found in Colonel Olvidar's Suite, revealing the name "Nachtnebel"



Bonus Handout - The Nachtnebel house in Montenegro



Welcome to Montenegro. I hope had a chance to sample Mr. Petrasin's garlic cevapi. The garlic from his garden is exquisite.

Make contact with Wernher Nachtnebel in Kotor to confirm his whereabouts. Our researchers could not find his street address, so you're on your own. When you find him, place a Locust in his automobile.

Once complete, meet Ivan Visin and let Mr. Petrasin know you've come back for more cevapi. We'll take it over from there.

RELISH

PS: Don't get it dirty

Handout C - Orders given to the PCs in Montenegro

Handout D - Photo of Wernher Nachtnebel, circa 1955

19-1-65

Dear Wernher,

It's bad enough that you ran off with Armani. Worse that you left Kotor leaving me with nothing. Do you want Dragovic to kill me? I think Armani would enjoy that - but you?

When we met I thought you were brilliant and driven. Now I know that only one of those things were true. I regret all the nights I spent begging you to help me with my lab work.

Send me £35,000 and I will release you to your carefree lifestyle and useless vices.

Enjoy your snow.

Célia

Handout E - Letter from Celia to Wernher, found in his Montero home

Februar '63

Hamburg 1943 - Überlebende

Ernst Donath (Chem) - in Mexico?
Helmut Kerzweg (bio)
Karl Vandersee (rocketry)
Heinz Eisenhardt (architecture) - Lisbon?
Werner Voigt (chem) - Greece
~~Walter Shreiber~~ - Op. Paperclip?
Emil Bergeler (med) - Brazil
Theodor Wolfgang Seidel-Zettler - dead?
~~Guenther Houkall~~ - Op. Paperclip?
Gerhard Hans Knacke (med) - still missing

Handout F - Handwritten note found in Wernher's safe, revealing the names of additional surviving Nazi scientists who escaped from the Hamburg bombing in '43. Agents can make an IQ roll to recall that Operation Paperclip was a secret US intelligence program in which more than 1,600 German scientists and engineers were taken from Germany to the U.S (1945-1959).

HANDOUTS

GURPS Espionage

IMPULSE BUYS

Flesh Wound! Damage from one wound reduced to 1 HP. *1 point.*

Buying Success: Success to failure costs 1 point (if important, margin of success is Skill 10). Buying a critical success is 2 points.

Fast Reload: Instantly reload your weapon. *1 point.*

Player Guidance: Add a minor effect into the scene (1 point); moderate effect (2 points); or something that stretches disbelief (3 points).

Dramatic Death: Gain 1d+1 seconds so you can go out with style! *1 point.*

GURPS Espionage

IMPULSE BUYS

Flesh Wound! Damage from one wound reduced to 1 HP. *1 point.*

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GURPS Espionage

IMPULSE BUYS

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GURPS Espionage

IMPULSE BUYS

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Fast Reload: Instantly reload your weapon. *1 point.*

Player Guidance: Add a minor effect into the scene (1 point); moderate effect (2 points); or something that stretches disbelief (3 points).

Dramatic Death: Gain 1d+1 seconds so you can go out with style! *1 point.*

For GMs using the impulse buy cinematic rules, here's a good reference for players. Each use of an ability costs 1 unspent character point (pregenerated PCs have 5 each).

Name Alura Lavender Player _____ Point Total 200

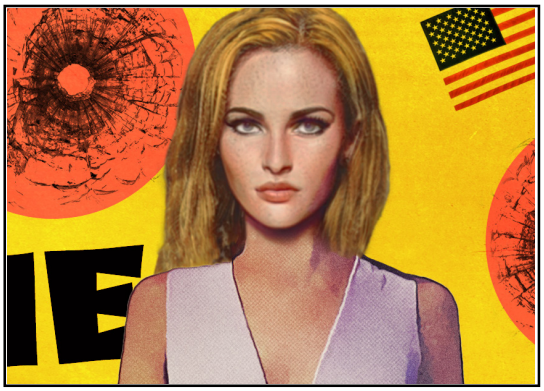
Ht 5'9" Wt 140 Size Modifier 0 Age 29 Unspent Pts 5

Appearance Versatile hotel heiress 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 (Beautiful)	[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 her rich family	[−1]
Complains/brags she 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	2 lbs
Courrèges handbag	–	$1400	3 lbs.
Personal basics	Bag	$5	1 lb.
Bright yellow heels	Feet	$90	1 lb.
Pink cocktail dress		$200	2 lbs
White bikini		$20	1 lb.
	Totals:	$ 2225	12 Lbs.

You're 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 boy toy was a KGB agent. One year later, you're getting ready to drop out of a plane... just like a scared 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 for vs. weapons. Retreating gives +3 to Parry.

Name Carmen Serrano Player _____ Point Total 200

Ht 5'4" Wt 125 Size Modifier 0 Age 28 Unspent Pts 5

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		[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 (Show-off)

+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 (Show-off)	[−10]
Pacifism (Cannot Harm Innocents)	[−10]
Slow Riser	[−5]
Workaholic	[−5]
Shyness (Mild)	[−5]
Stubbornness	[−5]
	[ ]
Takes orders very seriously	[−1]
Kind of a granny driver	[−1]
Dresses conservatively	[−1]
Awkward around attractive men	[−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	[2]
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	11	[1]
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	2 lbs
Sunglasses	Pocket	$5	–
Orange slip-on shoes	Feet	$60	1 lb.
Omega Ladymatic watch	Wrist	$45	–
Gold clutch purse	Purse	$25	1 lb.
Vial of 20 smelling salts	Purse	$4	
Handcuffs	Purse	$40	0.5 lbs.
One-piece swimsuit	–	$20	1 lb.
Totals:		$ 554	10 Lbs.

For two years, you've been trying to convince Mr. Relish to let you on to the field. "Not just yet, my dear, 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 for vs. weapons. Retreating gives +3 to Parry.

ESPIONAGE

Name JOHN BASSEY Player _____ Point Total 200

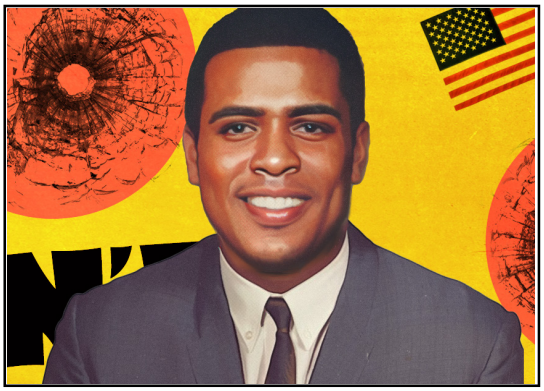
Ht 6'2" Wt 185 Size Modifier 0 Age 33 Unspent Pts 5

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

					CURRENT	
ST	12	[12]	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 Mary Wells	[-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 (Demolitions)	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	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
Colt Star Mod A 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
Gray suit, green pants	–	$150	2 lbs
Sunglasses	Pocket	$5	–
Italian leather shoes	Feet	$60	1 lb.
Air Force watch	Wrist	$40	–
Bottle of pain pills	Pocket	$5	–
	Totals:	$ 660	8 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 ace piloting skills... but so far, they haven't asked you to pilot so much as a paper airplane!

CHARACTER NOTES

Name Stuart Thomas Player _____ Point Total 200

Ht 6'0" Wt 170 Size Modifier 0 Age 37 Unspent Pts 5

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

					CURRENT	
ST	12	[12]	HP	12		[0]
DX	13	[60]	Will	12		[−5]
IQ	13	[60]	Per	13	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 6.25 [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 foes)	[5]
Status 1 (Gentleman)	[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]
Selective with his orders	[−1]
Has an affinity for Greeks	[−1]
Only drinks 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]
Boxing	14	[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 (Rifle)	13	[0]
Intelligence Analysis	12	[2]
Lockpicking (includes +3 from Super-Spy)	16	[2]
Observation (includes +3 from Super-Spy)	16	[2]
Parachuting	14	[2]
Pickpocket (includes +3 from Super-Spy)	14	[1]
Sex Appeal	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.

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

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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
Tuxedo	–	$480	–
Suppressor (-2 Hearing)	Pocket	$10	0.5 lb.
Italian leather shoes	Feet	$60	1 lb.
Omega Genevè watch	Wrist	$40	–
Cigarette lighter	Pocket	$10	–
Totals:		$ 545	6 Lbs.

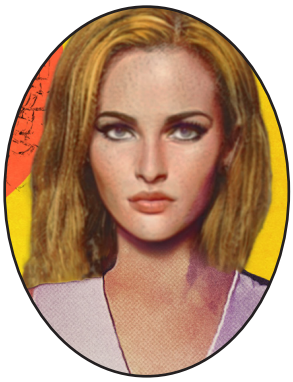
You hate to admit it, but you've gotten a bit tired. That last mission ended up with you almost losing an eye from shrapnel. Mr. Relish sent you to Zakynthos for some R&R, and you were half tempted to buy a little house on the beach and not come back.

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 – Thomas Katsaros, Greek liquor supplier

Alura Lavendar



Per 12 - Unluckiness

Carmen Serrano

Per 14 - Absolute Timing

John Bassey

Per 12 - Insomniac

Stewart Thomas

Per 13 - Disarming Smile