

Agents And Assassins: Modern-Day Action With The 4C System

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Costumed superheroes with larger than life powers can be a lot of fun, but so can heroes a little lower on the power scale. *Agents and Assassins* provides rules for role playing secret agent characters (like James Bond and Jack Bauer), pulp-era heroes (like Indiana Jones and H.P. Lovecraft's investigators), characters with a handful of minor super powers (like Luke Skywalker and Buffy the Vampire Slayer) and vigilantes who get most or all of their abilities from training, not supernatural powers (like the Phantom and the Punisher).

This rules set uses the free *4C System* RPG rules with the following changes. Either the Basic or Advanced 4C rules can be used in play.

Character Creation

Character Origin is optional. All modifiers to a character's Traits and Powers do count against the points used to create the character (see below).

Other types of origins can be added to the rules, like training by a martial arts master or birth into a wealthy family. Characters could even be from different "species," like elf, robot or vampire.

Point Buy Option

Instead of rolling dice to determine your character's Trait Rank Values and Powers, each player will instead be given two sets of points to work with.

Primary Traits, Lifestyle and Repute

You begin with 150 "Trait Points" to split among these nine abilities, spending 1 Trait Point per point of Rank Value, to a maximum of 50. Each ability must have one of the available Rank Values (1, 3, 6, 10, 20, 30, 40 or 50) – you can't spend 15 Trait Points for a Rank Value of 15.

The average *Agents and Assassins* character has one trait (including Lifestyle or Repute) at Rank

Value 30, two traits at Rank Value 20, and the remainder at 10. The character also has four skills (see below).

You can save Trait Points to spend as Power Points (see below), but you cannot change Power Points into Trait Points. Any Trait Points not spent when creating the character are lost.

Lifestyle and Repute

These Secondary Traits are purchased like Primary Traits (see above). Lifestyle represents both a character's wealth and the character's public authority: his or her political influence and social position. Repute represents both a character's fame and the character's

personal appeal: his or her physical appearance and force of personality – for example, a character could be friendly but mild-mannered, somewhat charming or overwhelmingly crude.

Damage and Fortune

These are calculated as listed in the *4C System* rules. Your character does

not spend Trait Points to determine these numbers.

Skills

Each skill costs 5 Trait Points. Choose them from the list below. Each advanced skill (if using that option) costs 10 Trait Points, and each contact (if using that option) costs 5 Trait Points. You can purchase each skill once, except Drive and Knowledge, which are purchased once per topic.

Acrobatics: Use this skill to test your balance, to escape someone trying to grab you or to slip out of restraints.

Athletics: Use this skill to climb, swim and jump.

Bluff: Use this skill to con a security guard, tell lies or sweet-talk a stranger into helping you out.

Computers: Use this skill to create computer programs, "hack" into Internet systems and find computerized data.



Diplomacy: Use this skill to negotiate a deal, bargain with a store clerk or calm down an angry crowd.

Disguise: Use this skill to convincingly change your appearance, voice and mannerisms.

Drive: Select a type of vehicle, like cars, motorcycles or fighter jets. You are trained at piloting vehicles of that type at their peak, to perform high-speed stunts.

Endurance: Use this skill to stay awake long hours, resist pain or survive harsh conditions.

Intimidate: Use this skill to threaten, tease and disturb your enemies, so they'll do what you want.

Knowledge: Select a topic like biology or video games. You are aware of the history, fundamentals and current situation of that topic.

Martial Arts: This represents training in formal fighting techniques, like judo, tae kwon do and boxing.

Occultism: You have knowledge of magic and the supernatural, both threats and helpful aspects.

Perception: Use this skill to notice clues, spot traps and threats, and locate hidden objects.

Repair: Use this skill to invent gadgets and fix machines.

Research: Use this skill to learn more about a topic using books and computers.

Ride: Use this skill to care for and direct animals or non-sentient creatures (horses, dinosaurs, etc.).

Sleight Of Hand: Use this skill to disable traps, open locks, undo knots and perform other small tasks.

Stealth: Use this skill to move quietly and hide effectively.

Streetwise: Use this skill in a city to get information, scout out the best deals and find your way across town.

Survival: Use this skill in the wilderness to find food and shelter, and follow tracks.

Powers

You begin with 70 "Power Points" to buy powers (plus any Trait Points that were saved to use as additional Power Points). Any Power Points not spent when creating the character are lost.

Each power has a base cost needed to possess the power. Each power can only be purchased once, except for powers marked with an asterisk (*). These powers can be purchased multiple times, one for each separate version of the power. The base cost must be paid for each individual version of the power.

In addition to this, Power Points are used to buy Rank Values for powers, spending 1 Power Point per point of Rank Value, to a maximum of 50. Each power must have one of the available Rank Values (1, 3, 6, 10, 20, 30, 40 or 50) – you can't spend 15 Power Points for a Rank Value of 15. Powers can improve a Trait's Rank Value above 50.

If you pay for the base cost of a power but don't spend any Power Points for a related Rank Value, the power has a Rank Value of 0 (zero). Several powers give a character a bonus or ability without requiring a Rank Value.

Mundane Powers

These powers are the ones most likely to be used by *Agents and Assassins* characters. They represent action movie characteristics and semi-realistic gear and abilities. Each character is assumed to begin (for free) with any equipment he or she would use on a daily basis, like identification, a computer, a phone, a car, etc. The character also has standard-issue weapons, if appropriate, also for free. For example, characters who work for a government agency are given a basic handgun, and a vampire killer can carry a wooden stake, small cross and vial of holy water.

Unique combat equipment (weapons with special abilities, body armor, etc.) and vehicles with special features are purchased as powers.

Each Mundane Power has a base cost of **10 Power Points**.

Astoundingly Wealthy	Improved Skills
Body Armor (see note)	Nine Lives
Celebrity	One-Of-A-Kind Weapon*
Combat Awareness (see note)	Sidekick* (see note)
Fast Attack	Trait Boost
Headquarters*	Trait Increase (see note)
Healing (see note)	Vehicle

Supernatural Powers

These powers defy the laws of physics, and are usually only seen in higher-powered superhero games. *Agents and Assassins* characters can buy and use most of those powers, though they should be rare, appearing as a super-science gadget (like the Flight power in the form of a jet pack) or as a mystical talent (like the Elemental Control power in the form of a magic ritual).

Each Supernatural Power has a base cost of **30 Power Points**.

Absorption	Nullification
Alter Ego	Paralyzing Touch
Animal Command*	Phasing
Burrowing	Physical Metamorphosis*
Chameleon	Plant Control
Claws*	Protected Sense*
Contaminant Resistance	Reflection
Detection*	Regeneration
Dimension Jump	Shapeshift
Elasticity	Superleap
Elemental/Energy Control*	Supersense*
Elemental/Energy Generation*	Superspeed
Extra Body Parts*	Telekinesis
Flight	Telepathy
Force Field*	Teleportation
Growth/Shrinking*	Wall-Crawling
Invisibility	Water Native
Mind Control	

Body Armor

Armor is less effective in an *Agents and Assassins* game, where a character's skill at finding cover, staying out of gun fights and dodging bullets is essential. This power is used as listed in the *4C System* rules, except that it only reduces damage equal to half the power's Rank Value (round up, minimum 1 point) if it is used to defend against guns or energy attacks. It uses the power's full Rank Value against hand-to-hand attacks, unless they are made with energy weapons.

Combat Awareness

This power is useful only in battle. Replace its rules text in the *4C System* rules with the following: When making a roll on the Master Table in combat, add half the power's Rank Value (round up, minimum 1 point) to the Rank Value of the Trait used for that roll, before consulting the Master Table. This power only applies to attacks and defenses (melee, ranged, dodging, etc.), not to combat results (concuss, pound, etc.).

Healing

This is a new power. It is exactly the same as the Regeneration power, except it can be used on the character or anyone else the character is able to physically touch. It also requires a successful roll of d% on the Master Table using the Rank Value of this power or the character's Intellect, whichever is greater. If the result is black the healing attempt fails. If the result is red or better, the target recovers a number of Damage points equal to the Rank Value of this power. A healing attempt can only be made on a character once per combat encounter.

Magic

This power is not available to any character in *Agents and Assassins*. Superhero magic is on a

bigger scale than most modern-day characters can handle. A character can purchase supernatural powers and describe them as magical abilities to simulate a wizard, psychic or similar character.

Sidekick

A sidekick can be one individual character, or a small group (up to five) heroes. If you choose the "small group" option, create a sidekick character as normal, then divide the character's Rank Values in half (round up). Each member of the group has those same Trait and Power Rank Values.

Trait Increase

Unlike the standard *4C System* rules, purchasing this power a second time for two Primary Traits adds another +15 to the Rank Value of each Trait instead of increasing the Rank Value to +20. A Primary Trait Rank Value can only be increased twice using this power. This power cannot be purchased for the Lifestyle and Repute Traits.



Weapon

This power is not available to any character in *Agents and Assassins*. A character begins with typical weapons, if any, for his or her profession. This does not cost any Power Points. Combat equipment with special abilities, like swords powered by mystical energy or pistols using a unique type of ammunition, is purchased as the One-Of-A-Kind Weapon power.

“Famous” Characters

To recreate “famous” characters from fiction, simply give them appropriate Rank Values and powers. Add up the points those abilities would cost to determine the character’s overall “point value.” It may be more or less than the suggested Trait Point and Power Point amounts.

For *Agents and Assassins* characters, the suggested overall point value is 220 points (150 Trait Points plus 70 Power Points).

Movement

Agents and Assassins (and the standard *4C System* rules) works smoothly if you are using 25mm (1 inch) figurines and a map board or table top battle ground for your game.

1 sector of movement equals 3 squares, 3 hexes or 3 inches. It costs 1 square of movement to move into an adjacent square, even diagonally. It costs 2 squares of movement to move into a square with rough terrain.

The number of sectors a character can move per turn is determined by the character’s Coordination Rank Value, but uses the chart below instead, to better reflect speed on a map board. The rules for other kinds of movement, like climbing and superspeed, are the same as the standard *4C System* rules.

Rank Value	Sectors Moved in One Turn
1-5	1
6-49	2
50+	3

Firearms

Ranged combat is more deadly in *Agents and Assassins*. Change the damage effects of firearms as follows. They may use standard arrows and bullets, or bolts of laser energy, depending on the game setting. Each does the same amount of damage.

Weapon	Damage
Bow	20
Crossbow	20
Pistol	25
Rifle	30
Shotgun	35
Machine Gun	50

Standard Superheroes

You can create a traditional *4C System* character using the *Agents and Assassins* rules. A standard superhero character begins with 480 Trait Points and 120 Power Points. The character can have trait and power Rank Values up to and including 100.

There is no difference between mundane and supernatural powers for standard superheroes. Every power has a base cost of 10 Power Points. Alternately, powers that are “off-limits” to most characters, like characteristics of a certain species, can have a base cost of 30 Power Points, while most powers have the 10 Power Point base cost.

For standard superhero characters, the suggested overall point value is 600 points (480 Trait Points plus 120 Power Points).

Powers

The Magic power can be selected for standard superhero characters. It has a base cost of 50 Power Points.

The Weapon power is unavailable to standard superhero characters.

Other powers can also be added to the rules, like control over cosmic energy and time travel. Characters may be able to have Rank Values above 100, even to 1000 or more.

A Call To Action: An Agents And Assassins Game Setting

In *A Call To Action*, player characters are agents of P.A.R. (Private Action Response), a special operations organization devoted to solving the world's problems while keeping a low profile. They've got plenty of allies and enemies in the secret agent world, but P.A.R. stands out all the same.

P.A.R. also stands for Parker Anderson Randall, the creator of the organization – and also the founder and public face of Pizza Place, one of the world's biggest fast-food chains. Wall Street knows Pizza Place earns \$2.3 billion dollars a year; what it doesn't know is that Randall diverts more than a quarter of that money into his "other" business. Millions of people enjoy Pizza Place pizza, cheese bread and pasta meals every day, unaware that they're helping to fund one of the world's top covert operations groups.

Unlike many secret agencies, P.A.R. is independent of any government. Its headquarters is in Washington, D.C. (underneath the Pizza Place main offices), but it has no loyalty to the United States. Agents can and do act against the wishes of the White House when it's in the interest of P.A.R. What does P.A.R. want? Nothing less than world peace.

Agent Teams

Parker Randall and his elite team of mission directors send out small agent teams, usually with 3 to 6 members, around the world to stop madmen bent on revenge, warlords tearing countries apart in a quest for money and power, and corporate bosses seeking every last dollar, no matter who is hurt along the way. It operates quietly, to keep enemies from knowing too much about the operation, and to stay away from political interference. Agents are often able to maintain private lives outside of P.A.R., though they know they have to respond if they're called into action by the agency.

P.A.R. works hard to stay independent, so it can step in when politics keeps the U.S., United Nations, European Union and others from taking action. It doesn't have to plan for funding a new government after its agents take out a vicious dictator. It doesn't have to worry about what the international community will think before every

move. P.A.R. agents stop threats, kill when they have to, and give hope to the hopeless, then move on. They are fast, smart and very effective.

Parker Randall deflects attention from P.A.R. by living a high-profile life as an explorer and philanthropist. Inside the organization, there are three main divisions. Agent teams are made from members of each division, put together as needed for the mission. Teams that work together especially well are used by P.A.R. again and again.

Investigation Division

The Investigation Division assembles missions for the agency. It includes former police detectives, computer experts, researchers in unusual fields like the occult and northern African culture, and even librarians. Investigation monitors daily news reports from around the world, searching for "hot spots" where people need help. They have detailed files on some of the world's worst human monsters, and are especially good at leaking classified information to the media when it would destroy an enemy of P.A.R. Investigation takes special pride in its computer network, super high-tech machines that have infiltrated most governments in the western world.

The Investigation Division is headed by Michael Fitzgerald, who took a long list of contacts and useful informants with him when he retired from the U.S. Secret Service. Fitzgerald takes his role very seriously, since Investigation is responsible for every mission. He wants the division's agents to be able to answer any and every question an agent team in the field has. He's so dedicated to his mission that he's not much fun to be around: Fitzgerald never touches alcohol, in case he's suddenly called for duty.

Action Division

The Action Division takes the missions that Investigation creates and makes them happen. Action Division agents are former professional athletes, weapons masters, stunt drivers and actors. There's a friendly rivalry between Action and Investigation: while a member of Investigation Division can identify which bad guys need to be taken out of commission, an Action Division member of an agent team is the one who's trained to do the killing. Often after a particularly

spectacular confrontation or convincing performance, the members of an agent team will debate who should get more credit for the accomplishment.

Justin Kiel is Parker Randall's son-in-law. He's still head of Action Division, even though Randall's daughter and Kiel's wife Madison vanished several years ago, sent by Kiel on a P.A.R. mission in Kuala Lumpur, Malaysia. No one knows what happened to her, though rumor has it Kiel knows more than he's telling. Agents who work closely with the top tier of Action Division say he's become a haunted man. He's always making sure a mission is fully completed, whether that means a silent assassination, a smooth blackmail job or a massive explosion. Justin Kiel won't send an agent team to do anything he won't do himself.

Support Division

The Support Division is less flashy, but just as essential. It provides the equipment, the technical staff, and the resources for agent teams. Investigation Division can't use its super-computers if they're not operating, and Action Division agents rely on the gadgets and weapons created and perfected by Support. Thanks to the varied needs of P.A.R., the Support Division includes computer network administrators, doctors, accountants, auto mechanics and even blacksmiths among its members.

Allison Branch runs Support Division. She's been the first head of the division to last more than four years. Most people burn out quickly while trying to keep up with constantly changing technology and the headaches of a budget limited by consumers of deep-dish pizza. Branch loves her job, but sometimes she wishes she was able to get into the field with an agent team like other Support Division members do, just so she could see her computer lock bypass systems and innovative explosives at work.

The "Atlas Program"

P.A.R. is also on the cutting edge of science, with almost as many biologists and geneticists as spies and assassins on staff. For several years, the agency has been developing what it calls the "Atlas Program": genetic manipulation, chemical injections and rigorous training to encourage more-than-human traits in volunteer P.A.R. agents. Every Atlas Program candidate is altered, then trained for at least a year, as his or her abilities emerge and develop. And every candidate's abilities are different: some can fly, others can create blasts of

flame out of thin air, still others can switch between human and animal forms, and there are dozens of other abilities. Most Atlas Program agents develop one or two superhuman abilities.

P.A.R. typically sends one or two Atlas Program members along with each agent group. Since the agency works to stay out of sight, it encourages those with superhuman abilities to use them only when necessary – which seems to be most of the time, in the secret agent business.

The Atlas Program is headed by Dr. Martin Wheeler, who has the power to negate superhuman abilities. That's useful in his line of work, to keep Atlas Program agents from spiraling out of control. He's a little absent-minded, focused on developing new superhuman abilities and putting them to good use.

A Call To Action Adventure Seeds

1. Parker Randall isn't the only multi-billionaire with a secret. Anders Luthersson, a Swedish inventor who made his fortune in software, is also behind a wave of computer viruses. They're blamed on teenage hackers, but the PCs discover Luthersson is striking at specific business rivals from his headquarters in Stockholm, in a move to corner the computer market and cripple his opponents for good.
2. Call it the "anti-Atlas Program": a terrorist organization has recruited a team of super-agents of its own that's just as powerful as a P.A.R. team. They seem to know where the PCs are going before they get there. Is there a double agent in P.A.R.? Where did the terrorists find willing superhuman soldiers?
3. Sometimes P.A.R. agents are sent on missions that don't involve saving the entire world at once. The PCs are assigned to capture David Black, a known drug smuggler. He's scheduled to arrive at a major airport this afternoon. Between airport security and Black's own bodyguards, there's no way of knowing how much resistance the agents will face. They'll have to work from the shadows, to keep innocent travelers safe.

Scorpion

Jennifer Ruiz

“These people need help. I’ll take point. We’ll get the job done.”

Point Value: 220

Movement: 2 sectors

Melee: 20

Coordination: 30

Brawn: 10

Fortitude: 10

Intellect: 10

Awareness: 20

Willpower: 10

Damage: 70

Fortune: 40

Lifestyle: 10

Repute: 10

Skills: Acrobatics, Diplomacy, Martial Arts, Stealth

Equipment and Vehicles:

Standard P.A.R. equipment (cell phone, laptop computer, first aid kit, night vision goggles, flashlight, casual clothing, formal clothing, small amount of cash for minor expenses, 9mm handgun (damage 25) with extra ammunition)

Hunting knife (damage Brawn +5)

Lock picks

Powers:

Fast Attack: 30 (3 attacks per turn)

Nine Lives: 20 (40 Fortune points to spend during game session)

Born and raised in Taos, New Mexico, Jennifer Ruiz was part of U.S. Olympic gymnastics team twice. She graduated top of her class at the University of New Mexico, and was introduced to P.A.R. by her martial arts instructor the day after graduation. Since then, Ruiz has improved her already impressive athletic abilities, becoming a talented martial artist.

She’s also discovered leadership skills she never knew she had. “Scorpion” loves leading a team into action. She’s willing to listen to the other agents on her team, and is also willing to take responsibility for any actions she takes in the field. She is especially excited when she’s assigned to missions in Central or South America; she wants to learn more about her heritage.

Magic Man

Tim Harrison-Baker

“If I can fool the Pope, I can fix you.”

Point Value: 220

Movement: 2 sectors

Melee: 10

Coordination: 10

Brawn: 10

Fortitude: 10

Intellect: 40

Awareness: 20

Willpower: 10

Damage: 40

Fortune: 70

Lifestyle: 70

Repute: 30

Skills: Knowledge (Medicine), Sleight Of Hand

Equipment and Vehicles:

Standard P.A.R. equipment (cell phone, laptop computer, first aid kit, night vision goggles, flashlight, casual clothing, formal clothing, small amount of cash for minor expenses, 9mm handgun (damage 25) with extra ammunition)

Travel medical kit with 5 doses poison/venom antidote, liquid skin patches and other medical gear

Powers:

Astoundingly Wealthy: 0

Headquarters: 10 (the penthouse floor of a Washington, D.C., apartment building)

Healing: 30

Tim Harrison-Baker paid his way through medical school in Washington as a stage magician, performing increasingly complicated tricks that won him audiences with world leaders. He shunned the spotlight, turning down offers for TV specials and magazine interviews. That choice was what led P.A.R.'s executives to offer Harrison-Baker a position as a field agent.

He made a fortune as a surgeon at private hospitals, and still steps in on complicated cases at several of them. He prefers to stay at home, to build up his skills and visit with friends, but he understands why he's sent out on missions with P.A.R. teams. "Magic Man" is one of the best doctors on the P.A.R. payroll.

Network

Jagrati "Jane" Mehta

"I'll get it, just give me a few minutes."

Point Value: 220

Movement: 2 sectors

Melee: 10

Coordination: 20

Brawn: 10

Fortitude: 10

Intellect: 60

Awareness: 40

Willpower: 20

Damage: 50

Fortune: 60

Lifestyle: 10

Repute: 10

Skills: Computers (Advanced, Row Step +3), Knowledge (Electronics), Knowledge (Weapons), Repair, Research

Equipment and Vehicles:

Standard P.A.R. equipment (cell phone, laptop computer, first aid kit, night vision goggles, flashlight, casual clothing, formal clothing, small amount of cash for minor expenses, 9mm handgun (damage 25) with extra ammunition)

Powers:

Body Armor: 30 (reduces 15 damage)

Improved Skills: 0

Trait Increase: 0 (purchased twice for Intellect and Awareness)

Jane Mehta is daughter of a former U.S. Ambassador to India. She fell in love with computers as a child, and has been working with them ever since. She's worked on alternative energy for several years, developing computer programs to develop solar, wind and bio-fuel sources of energy.

At P.A.R., "Network" is a gadget girl. She tries to work her alternative energy research into high-tech vehicles, surveillance gear and other equipment used by the agency. She contributed to the group that got solar panels on the top of nearly every Pizza Place building in the U.S. "Network" prefers to think, not to fight, but she has no problem inventing a weapon for P.A.R.

Smooth

Stephen Warner

“Relax, I’ll do all the work. Sometimes I wonder why I even need a team.”

Point Value: 220 (2 points not spent)

Movement: 2 sectors

Melee: 20

Coordination: 10

Brawn: 10

Fortitude: 10

Intellect: 10

Awareness: 20

Willpower: 10

Damage: 50

Fortune: 40

Lifestyle: 10

Repute: 30

Skills: Bluff (advanced), Disguise

Equipment and Vehicles:

Standard P.A.R. equipment (cell phone, laptop computer, first aid kit, night vision goggles, flashlight, casual clothing, formal clothing, small amount of cash for minor expenses, 9mm handgun (damage 25) with extra ammunition)

Makeup Kit

Taser (damage 25)

Powers:

Body Armor: 3 (reduces 2 damage)

Nine Lives: 30 (60 Fortune points to spend during game session)

Trait Boost: 10 (Repute Trait)

Stephen Warner has never had trouble getting what he wanted. He attended the University of California not to study acting, but because of its reputation as a top “party school.” Warner knows people from every walk of life, from drug dealers to the CEOs of several top movie studios. His acting career has been limited to bit parts in movies and long-running TV shows, and he’s found his skills are more appreciated at P.A.R.

Warner earned his code name of “Smooth” on his very first mission, when he tricked a Polish general into giving up the location of a test tube of deadly bacteria by convincing the general he was a long-lost relative. Everything seems to fall in place very easily for him, a fact that makes some of his less outgoing allies a little resentful. His arrogant attitude doesn’t help, either. But they know he’ll come through when they need him, even if they do have to put up with his bragging the entire time.

General Kendall

Robert Kendall

“All right, team, listen up.”

Point Value: 220

Movement: 2 sectors

Melee: 20

Coordination: 10

Brawn: 20

Fortitude: 10

Intellect: 10

Awareness: 10

Willpower: 30

Damage: 70

Fortune: 60

Lifestyle: 10

Repute: 10

Skills: Computers, Diplomacy, Intimidate, Knowledge (Interrogation)

Equipment and Vehicles:

Standard P.A.R. equipment (cell phone, laptop computer, first aid kit, night vision goggles, flashlight, casual clothing, formal clothing, small amount of cash for minor expenses, 9mm handgun (damage 25) with extra ammunition)

Assault rifle (damage 30)

Powers:

Headquarters: 30 (horse ranch)

Telepathy: 0 (uses Willpower Rank Value 30)

After a long and distinguished career in the U.S. Army, Gen. Robert Kendall retired to his horse farm to breed what he hoped would be Triple Crown champion animals. On a visit to Scotland to inspect a prize-winning stallion, Kendall was rear-ended in a six-car pileup. His rented vehicle slammed into the back of a truck carrying a variety of chemicals. Kendall was splashed by a strange green fluid and passed out. When he came to several days later, he discovered his world had changed. He was quickly recruited by P.A.R., where he blends his military training with his new ability.

General Kendall can read minds. He knows when people are lying and is especially good at getting information out of people who don't want to give it up. He usually doesn't take to the field with any particular team of P.A.R. agents, but stays in contact mentally throughout a mission. Using his power too much at one time can be exhausting, so Kendall prefers to speak through normal channels when he can. He's a skilled officer and a valuable asset to P.A.R.

Aftershock

Geoffrey Secombe

“The first hit is good, but wait until you feel the aftershock!”

Point Value: 220

Movement: 2 sectors

Melee: 20

Coordination: 10

Brawn: 20

Fortitude: 30

Intellect: 10

Awareness: 10

Willpower: 10

Damage: 80

Fortune: 30

Lifestyle: 10

Repute: 10

Skills: Athletics, Drive (Cars), Knowledge (Finances), Perception

Equipment and Vehicles:

Standard P.A.R. equipment (cell phone, laptop computer, first aid kit, night vision goggles, flashlight, casual clothing, formal clothing, small amount of cash for minor expenses, 9mm handgun (damage 25) with extra ammunition)

Powers:

Elemental Control (Earth): 40

Geoff Secombe was one of the first volunteers for the Atlas Program. Working as an accountant for P.A.R., he saw weapons, fancy dinners and plane tickets around the world in agent expense reports every day. Already in good shape, Secombe wanted to play a bigger role in the agency and get a little of that excitement for himself. He loves living the high life, and complains loudly when a mission sends him to a jungle village or a desert wilderness.

In every P.A.R. operation, there's a time for stealth and a time for a show of force. "Aftershock" specializes in force. His favorite move in combat is to crouch down, press his hands on the ground, and grin at his enemies. He can pour kinetic energy into rock and soil to cause small earthquakes and shatter stone walls. He's also able to lift and move heavy rocks that others cannot pick up. Aftershock has to be touching earth with his hands to use his power, though it does work even if he's only able to touch one fingertip to a stone.

AGENTS AND ASSASSINS

A 4C SYSTEM ROLE PLAYING GAME

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Code Name:

Secret / Public Identity:

Player:

Point Value:

Movement:

sectors

Primary Trait

Rank Value

Advanced Skills

MELEE

Expertise in melee (hand-to-hand) combat

COORDINATION

Physical proficiency; used to shoot, dodge, balance, etc.

BRAWN

Physical power; used to lift, punch, etc.

FORTITUDE

Physical stamina and robustness; used to stay awake, resist poison, etc.

Equipment and Vehicles

INTELLECT

Intelligence; used to invent gadgets, solve problems, etc.

AWARENESS

Intuition; used to spot tracks, follow a hunch, resist fast-talk, etc.

WILLPOWER

Mental strength; used to resist the occult, stay focused, etc.

Secondary Traits

Rank Value

DAMAGE

FORTUNE

LIFESTYLE

Measure of wealth and public authority

Maximum

Maximum

REPUTE

Measure of fame and personal appeal

Power:

Power:

Power:

Power:

Rank Value:

Rank Value:

Rank Value:

Rank Value:

Notes:

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