

“The Gregslist Menace”  
Branden Loizides  
October 2016

I wrote this adventure as a one-shot back in 2011 for the Palladium Open House. I’ve since run it a couple more times at local conventions and my players always had fun.

This adventure takes place in the modern day with real-life politics. A big part of this adventure is getting to know the characters that have been provided. They each have a back story, specialty, and reason for doing what they do. If you choose to use your own characters, this adventure is designed to be run for 4-6 players levels 4-5 and makes heavy use of the *Ninjas & Superspies* book. However, there is no reason you couldn’t use *Heroes Unlimited 2<sup>nd</sup> Edition* and/or *TMNT* as well.

Enjoy!

## Background

There has been an upsurge of terrorist attacks around the world. However, these attacks aren’t pipe bombs and rifles. The attacks have involved heavy military-grade weaponry. After the latest attack, the government was able to apprehend one of the assailants for “questioning”. The interrogation lasted two days and involved morally questionable techniques.

*The room remained dark except for the light shining over the suspect, tied down to a table with metal restraints, his legs slightly elevated. A hose dangled over his face. Two men stood beside him, one of them holding a cloth and the other holding the host about a foot over the suspect’s face. With a nod, the man holding the cloth covered the suspect’s mouth and nasal passage. While the suspect struggled with the restraints, the other man slowly turned a knob on the wall. Water began to come out of the hose and onto the suspect’s face. A muffled scream of agony and desperation could be heard from the suspect as water flowed over his face for more than thirty seconds.*

*“We will ask you one more time. How did you acquire the warhead?”  
The suspect, shaking with terror at this point, looked up at his interrogator, “....Gregslist.”*

The United States government has learned of at least two sales of Soviet-era military equipment done via the popular website “Gregslist”. Since discretion is of utmost importance, the government has chosen the secret spy organization known as NaSSO to discover the identity of the so-called “Gregslist Menace”, find out what arms and equipment they possess, to who he or she has sold arms, and stop further transactions from occurring. The only clues NaSSO has been given is a copy of the Gregslist Ad used for an arms purchase, and that the ad originated from an anonymous email source. However, using their knowledge of computer networks, NaSSO has learned the identity of the person posting the ad: Chad Samson of Cambridge, Massachusetts. (The GM may choose to have the players work for this clue.) That is where the adventure will begin.

## NaSSO

There are many secret spy organizations throughout the world. Everyone has heard of agencies such as the CIA, INTERPOL, Scotland Yard, the KGB, etc... But some organizations are so secret that even political leaders do not know of their existence. These secret organizations exist, serving to protect - or destroy - their nation. One such secret organization is a small, selective group based somewhere in northeastern United States. They refer to themselves only by their acronym: NaSSO (Not a Secret Spy Organization).

Using the *Ninjas & Superspies* book, NaSSO has 253 points distributed across the Agency Features. Here is the breakdown, but this can be tailored to fit your own existing spy agency.

**Superspy Agency - 300 pts**; **Outfits**: Gimmick Clothing (30); **Equipment**: Gimmicked Equipment (30); **Weapons**: The Arsenal (30); **Vehicles**: Specialty Vehicles (35); **Communications**: Computerized (15); **Office and Distribution**: Regional (15); **Military Power**: Militia (10); **Sponsorship**: Government (10); **Budget**: Large Loans (25); **Administrative Control**: Agency Protection (25); **Internal Security**: Tight (10); **External Infiltration**: Information Source (10); **Agency Credentials**: Unknown (3); **Agency Salary**: Freelance (5)

NaSSO was formed back in 2002, not long after the World Trade Center attack on September 11, 2001. The founding member, a former special forces soldier from New Jersey who goes by the name “Perl”, wanted to do more

to protect her nation. She took her knowledge of weaponry and warfare and began her search for those would become the founding members of NaSSO.

NaSSO has a niche role in the world. It is really quite simple: they go after the guys the other agencies won't - or can't. Due to the nature of the work, it's a thankless situation. NaSSO received no public acknowledgment when they saved the world from Theodore Glib, aka the Polar Cap Melter. No one had any idea that they prevented the assassination of King Rama IX of Thailand. Then there was the so-called "death star" where a NaSSO agent, undercover for months as a rich astronaut tourist, traveled to the International Space Station on board a Soyuz rocket to prevent a time-delay bomb left there by the previous rich astronaut tourist. The members of NaSSO do not do these things for fame and fortune - well perhaps, fortune - but because it is the right thing for them to do.

Given NaSSO's history and connections, the player characters – agents – have access to a wide variety of weapons and equipment. NaSSO has the access and funding to many weapons and equipment found in the *Ninjas & Superspies* book as well as the *Compendium of Contemporary Weapons*. The pre-generated characters already have weapons, armor and equipment assigned to them, but the GM should give the players flexibility here. The GM should use his or her judgment.

## The Agents (Player Characters)

### Jessica Ayers aka “Perl”

Jessica Ayers was never someone you wanted to mess with. Growing up in school she was often considered “one of the guys”, both in brawn and interests. In high school she played varsity sports, sometimes in leagues that people just assumed were “guys only”. Not really an academic, Jessica opted not to go to college and instead enlisted in the United States Army where she served two tours in Afghanistan as an elite special forces soldier. She later attended schooling to move from the enlisted ranks to that of an officer, eventually earning the rank of Captain.

After a twelve-year career in the Army, Jessica decided that she wanted to prevent war, not fight it. That's when she decided that her special forces training could come into use outside of the military. She got a job at the CIA where she worked for several years as an agent before spinning off and starting her own spy agency. That's when she founded Not a Secret Spy Organization, or NaSSO for short, thanks to funding from anonymous donors. She even had her code name picked out: “Perl”, after her birthstone “pearl”. It didn't take Jessica long to recruit the people she needed to begin accepting and undertaking missions. NaSSO quickly earned a respectable reputation with governments throughout the world.

On a personal level, Jessica is as tough on the inside as she is on the outside. She has no time or patience for friends and romance. Everything is about business with her. If you are on her good side, she's a great ally to have, but pity the person who lands on her bad side.

**Character Name:** Perl

**Real Name:** Capt. Jessica Ayers (US Army, Retired)

**Level:** 4

**O.C.C.:** Commando Mercenary

**Origin:** Erie, Pennsylvania, USA

**Education:** Two years of college

**Money:** \$30,000

**I.Q.:** 10, **M.E.:** 8, **M.A.:** 17, **P.S.:** 24, **P.P.:** 20, **P.E.:** 17, **P.B.:** 12, **Spd.:** 23

**H.P.:** 31, **Chi:** 37, **S.D.C.:** 82

**Skill Programs:** Basic Military, Advanced Infantry, Guerrilla Warfare, Bodyguard, Physical

**Skills:** Mathematics: Basic (88%), Language: English (98%), Climbing (84%), Demolitions (94%), Demolitions Disposal (84%), Read Sensory Equipment (70%), Running, Boxing, Detect Concealment (70%), Interrogation (70%), Land Navigation (77%), Pilot: Automobile (98%/98%), Detect Ambush (80%), Sniper, Tracking (65%), Wilderness Survival (80%), Escape Artist (60%), Optic Systems (80%), Surveillance Systems (75%), Acrobatics, Gymnastics, Prowl (73%), Swimming: Advanced (75%)

**Secondary Skills:** Athletics (General), Swimming (74%), Sports (45%), Body Building, Radio: Basic (65%), Language: Spanish (60%), Language: Chinese (60%), Archery, Taoism (86%)

**Weapon Proficiencies:** W.P. Assault Rifle, W.P. Grenade Throwing, W.P. Artillery, W.P. Flamethrower, W.P. Grenade Launcher, W.P. Infantry Missiles, W.P. Mortar, W.P. Rifle, W.P. Pistol, W.P. Machinegun, W.P. Sub-Machinegun, W.P. Energy Weapons, W.P. Knife, W.P. Blunt, W.P. Large Sword, W.P. Spear

**Martial Art:** Wui Wing Chun

**Combat:** Number of attacks: 5, Parry: +7, Dodge: +7, Strike: +5, Roll with Punch/Fall/Impact: +11, Critical from behind, Damage: +10, Balance: +2, Critical strike on 18+

**Martial Art Powers:** Falling Technique, One Life/Shot/Hit/Kill, “Warrior Spirit” Kata

**Superspy Modifications:** n/a

**Weapons:** Knife, Colt .48 Model 15 Pistol, .303 Mark I Vickers Machine gun, Explosive Grenade (x5)

**Equipment:** Hand-held communicator/Smart phone, Bluetooth headset, Designer pockets, Pocket night viewer, Multi-optics helmet, 5 six-magazine box (for pistol), 2 round magazine box (for Machine gun)

**Armor:** Concealed (A.R. 12, S.D.C. 60)

### **Jean-Simon Poisson aka “JS”**

There are those who say that privacy is dead in the 21<sup>st</sup> century. Thanks to people like Jean-Simon Poisson, that notion is accurate. Jean-Simon, who goes by JS for short, is one of the top communications experts in the European Union, and the very top in all of France. There isn’t a person who can hide, nor a phone call that cannot be traced by JS.

It started out as an amateur hobby. Okay, let’s be honest: it started out when he was a teenager trying to get over an ex-girlfriend who had broken up with him. JS was convinced there was another guy involved. Thanks to his detective work, JS not only discovered that there was another man, but he learned his identity, his place of employment, his habits, routines, even his favorite eating establishments. He tapped his landline, and learned every last detail about the “other guy”. Unfortunately for JS, this did not win his ex-girlfriend back, but he developed passion for information gathering and opened a business providing such services.

**GM’s note:** In the time since *Ninjas & Superspies* was written, communication technology has advanced significantly. For purposes of this adventure, assume that the “Telephone Networks” skill also includes cellular networks.

JS’s intelligence business became quite lucrative and was gaining some notoriety. So much so that it got the attention of Perl in the United States. To make sure he was the real deal, Perl hired him to track down someone who she considered to be untraceable. JS succeeded and Perl was convinced. She offered him a position in NaSSO as her intelligence officer.

**Character Name:** JS

**Real Name:** Jean-Simon Poisson

**Level:** 4

**O.C.C.:** Wired Agent

**Origin:** Strasbourg, France

**Education:** Special Training

**Money:** \$35,000

**I.Q.:** 12, **M.E.:** 9, **M.A.:** 17, **P.S.:** 16, **P.P.:** 12, **P.E.:** 18, **P.B.:** 10, **Spd.:** 21

**H.P.:** 37, **Chi:** 15, **S.D.C.:** 57

**Skill Programs:** Information Gathering, Intelligence, Communications, Telephone Hacking

**Skills:** Mathematics: Basic (88%), Language: French (98%), Language: Chinese (70%), Language: English (70%),

Fasting (66%), Wilderness Survival (55%), Tracking (45%), Prowl (63%), Taoism (86%), Computer Networks

(85%), Computer Operation (90%), Cryptography (65%), Laser Communications (60%), Microfilm (62%),

Microwave Communications (60%), Radio: Basic (80%), Radio: Scramblers (65%), Disguise (65%), Forgery

(50%), Interrogation (65%), Military Intelligence (66%), Surveillance Systems (70%), Optic Systems (67%),

T.V./Video (60%), Read Sensory Equipment (60%), Electrical Engineer (70%), Imitate Voices (75%), Mathematics:

Advanced (81%), Telephone Networks (80%)

**Secondary Skills:** Pilot: Automobile (98%/86%), Pilot: Motorcycle (62%), Athletics: General, Swimming (74%),

Climbing (74%), Body Building

**Weapon Proficiencies:** W.P. Pistol, W.P. Rifle,

**Martial Art:** Pao Pat Mei - Leopard Style Kung Fu

**Combat:** Number of attacks: 4, Parry: +5, Dodge: +3, Strike: +2, Roll with Punch/Fall/Impact: +2, Critical on 20,

Death Blow on 20, Rear Attacks: +1, Leap: +1, Damage: +3, Automatic multiple dodge: +2

**Martial Art Powers:** Art of Hiding, Dam Sum Sing, Itsutsu-No-Kata (“Kata of five principles”)

**Superspy Modifications:** Built-In Telephone, On-Body Computer w/Remote Modem Option and Cryptographic-Decoding Processor Chip Option

**Weapons:** Knife, Colt .48 Model 15 Pistol

**Equipment:** Hand-held communicator/Smart phone, Bluetooth headset, 5 six-magazine box (for pistol)

**Armor:** Concealed (A.R. 12, S.D.C. 60)

**Surveillance Equipment:** Keyhole Microphone (3), Contact Microphone (2), Listening Device (2), Room Bug (2), Field Strength Meter, Tracer Bug (3)

### **Ryan Rogers aka “Pascal”**

There are people who tinker and then there are tinkerers. Ryan Rogers is the latter, always has been. From a young age growing up in Dublin, Ryan Rogers always found himself taking things apart, rebuilding and improving on the original design. It started at a young age playing with Legos and other building sets. By high school, he was playing around with circuit boards and microelectronics. Ryan decided to forego college and enter the service where he learned about explosives creation and its disposal, plus some handy weapons training.

After leaving the service, Ryan resumed tinkering, using his acquired skills. Before long, he was selling homemade gadgets on Internet auction sites. These gadgets ranged from watches that doubled as a two-way radio to cigarette lighters that acted as fire extinguishers. Locally, on the black market, he would sell weapons disguised as devices such as a smart phone that had a built-in Taser or belt buckles that could work as a throwing star. In essence, he was a modern day “Q” from James Bond, complete with classy yet eccentric tastes.

Word of Ryan’s gadgets spread throughout the black market, and eventually got the attention of Perl, the head of NaSSO. She was in full recruitment mode, looking for prospective undercover agents. While Perl didn’t see Ryan Rogers as the undercover type, she did see value in his skills. After all, Ryan could make weapons invisible in plain sight. What could be more beneficial to an undercover operative than that? Perl made Ryan an offer, which he quickly accepted, and he became one of the founding members of NaSSO. Ryan goes by the codename “Pascal”, the last name of his favorite inventor and mathematician Blaise Pascal.

**Character Name:** Pascal

**Real Name:** Ryan Rogers

**Level:** 4

**O.C.C.:** Tinker Gizmoteer

**Origin:** Dublin, Ireland

**Education:** Special Training

**Money:** \$65,000

**I.Q.:** 17, **M.E.:** 11, **M.A.:** 14, **P.S.:** 10, **P.P.:** 9, **P.E.:** 11, **P.B.:** 12, **Spd.:** 27

**H.P.:** 28, **Chi:** 21, **S.D.C.:** 28

**Skill Programs:** Weapon Construction, Explosives Construction, Locksmith & Security Systems, Containment Fabricating, Microchip Technology, Communications

**Skills:** Mathematics: Basic (98%), Language: English (98%), Armorer (98%), Basic Electronics (80%), Demolitions (98%), Mechanical Engineer (90%), Weapon Systems (81%), Chemistry (95%), Chemistry: Analytical (85%), Demolitions Disposal (98%), Mathematics: Advanced (96%), Electronic Counter-Measures (80%), Electrical Engineering (85%), Locksmith (75%), Pick Locks (80%), Safe-Cracking (72%), Surveillance Systems (80%), Art (82%), Circuit Board Micro-Electronics (95%), Concealment (55%), Forgery (65%), Photography (88%), Computer Operation (89%), Optic Systems (71%), Radio: Basic (79%), Radio: Scrambler (61%), T.V./Video: (64%), Read Sensory Equipment (64%)

**Secondary Skills:** Pilot: Automobile (93%/88%), Language: Japanese (74%), Prowl (67%), Running, Computer Programming (59%), Athletics (General), Swimming (62%)

**Weapon Proficiencies:** W.P. Knife, W.P. Flamethrower, W.P. Assault Rifle, W.P. Pistol, W.P. Machinegun, W.P. Sub-Machinegun

**Martial Art:** Hand-to-Hand Expert

**Combat:** Number of attacks: 3, Parry: +3, Dodge: +3, Strike: +2, Roll with Punch/Fall/Impact: +3

**Martial Art Powers:** n/a

**Superspy Modifications:** n/a

**Weapons:** Knife, Colt .48 Model 15 Pistol, .303 Mark I Vickers Machine gun, ABC-M9-7 Portable Flamethrower

**Equipment:** Hand-held communicator/Smart phone, Bluetooth headset, Designer pockets, Pocket night viewer, Multi-optics helmet, 5 six-magazine box (for pistol), 2 round magazine box (for Machine gun)

**Armor:** Concealed (A.R. 12, S.D.C. 60)

### **Ashley Jones aka “Ruby”**

Ashley Jones was a high school student-athlete. She excelled in her studies, was a high school sports all-star, prom queen, and all the good stuff many teens just dream of (or dread) becoming. She was accepted to an Ivy

League university with a full athletic scholarship and looked forward to starting her college career that coming fall semester.

All of that changed one evening while she was driving home from her part time job on a dark forest road., An animal darted onto the road unexpectedly, running in front of the car. Ashley swerved to avoid hitting it but lost control of her car, causing it to crash into a tree on the side of the road. The car became engulfed in flames with Ashley pinned inside. She screamed in pain and desperation as the flames consumed the right side of her body. Suddenly, the car door was wedged open and she was pulled from the vehicle by passing motorists. They tossed her to the ground and managed to put out the flames covering her body. Firetrucks and ambulances arrived to rush Ashley to the emergency room. Ashley survived the accident - but not without severe disfigurement on the right side of her body. The third-degree burns destroyed her right eye, and the build-up of scar tissue inhibited her mobility in her upper body. Her days as an athlete were over, and she could never bring herself to look in the mirror after the accident; she didn't want to see the what had become of her beautiful face and body.

Ashley's mother was a professor of neurobiology at a local university, one of the best in North America. As such, her family was well-off financially and had "connections". Cybernetic technology was becoming all the rage and was constantly improving, especially for burn victims. After various consults, some loans, and some crowd funding, Ashley's family acquired the funds to have some cybernetic procedures performed on the severely burned right side of her body. After multiple complicated and expensive surgeries, doctors were able to replace her right eye with a cybernetic eye, as well as her right arm and hand. The surgery went well. So well, in fact, that a casual observer would not know her right eye, arm and hand were cybernetic. Only an x-ray or surgical procedure could reveal the cybernetic nature.

While this restored Ashley's mobility, there was still a lot of scar tissue on her face and body. Her physical appearance, the once beautiful prom queen, was still disfigured. This is where her mother's connection as a neurobiological researcher came in useful. In the name of research, she was able to pull some strings and had some experimental and state-of-the-art cybernetic implants placed into Ashley. The implants provided her with the ability to change her skin color, skin texture, the shape of her eyes, her hair, and even her fingerprints. Ashley was so excited and grateful for this, and she used this technology to make herself "presentable" in public. Before long, Ashley realized the true potential of what she had: she could make herself look like almost anyone of any race and age. Being good-natured, Ashley did not want to abuse these abilities.

Ashley attended community college for a few semesters, but felt like she had no direction. She had lost her Ivy League scholarship and her family spent all of their money paying for the expensive surgeries. Fortunately for Ashley, the experimental procedure performed on her caught the attention of Perl, head NaSSO. She met with Ashley and asked if she would be interested in trying out undercover work. Though reluctant at first, Ashley decided to give it a try - and loved it. She felt like she had a purpose and became a full time member of NaSSO. When asked what her codename should be, she elected to use her maternal grandmother's maiden name: Ruby.

**Character Name:** Ruby

**Real Name:** Ashley Jones

**Level:** 4

**O.C.C.:** Cyber Agent

**Origin:** Ottawa, Canada

**Education:** Two Years of College

**Money:** \$28,000

**I.Q.:** 12, **M.E.:** 14, **M.A.:** 10, **P.S.:** 12, **P.P.:** 15, **P.E.:** 24, **P.B.:** 7, **Spd.:** 20

**H.P.:** 43, **Chi:** 34, **S.D.C.:** 34

**Skill Programs:** Information Gathering, Surveillance, Deep Cover, Computer Hacking

**Skills:** Mathematics: Basic (98%), Language: English (98%), Computer Networks (98%), Computer Operation (98%), Cryptography (75%), Laser Communications (70%), Microfilm (72%), Microwave Communications (70%), Radio: Basic (90%), Radio: Scramblers (85%), Electronic Counter-Measures (85%), Optic Systems (85%), Surveillance Systems (80%), Telephone Networks (95%), T.V./Video (75%), Tracking (70%), Disguise (97%), Escape Artist (60%), Forgery (60%), Imitate Voices (70%), Impersonation (67%), Photography (90%), Gymnastics, Running, Computer Programming (85%), Computer Repair (70%), Supercomputers (70%)

**Secondary Skills:** Language: French (70%), Swimming (74%), Prowl (63%), Dance (58%)

**Weapon Proficiencies:** W.P. Pistol, W.P. Knife

**Martial Art:** Hand-to-Hand Expert

**Combat:** Number of attacks: 4, Strike: +1, Parry: +2, Dodge: +2, Roll with Punch/Fall/Impact: +5, Kick attack (1D8+2)

**Martial Art Powers:** n/a

**Superspy Modifications:** Right Hand (Realistic Hand w/P.S. 12, S.D.C. 50, Sound Recorder Gas Finger Joint (x2), Finger Light; Neural Interface Hand); Right Arm (Realistic Arm w/P.S. 12, S.D.C. 50, Artificial Circulatory System); Right Eyeball (Retinal Image Eyeball; Realistic Eyeball w/Mini-Laser); Cyber-Disguises: Bio-Electric Wrinkle Manipulator, Facial Silicon Layer, Melanin Release Device, Eyelid Compression Device, Adjustable Hair Follicles, Fingertip Silicon; Jawbone Implants: Built-In Radio, Clock-Calendar; Oxygen Storage Cell

**Weapons:** Knife, Colt .48 Model 15 Pistol

**Equipment:** Hand-held communicator/Smart phone, Bluetooth headset, 5 six-magazine box (for pistol)

**Armor:** Concealed (A.R. 12, S.D.C. 60)

### **Aom Bunyasarn aka “Python”**

There isn't much excitement for locals in the old school Thai town of Trang, Thailand. It is very fascinating if you're a tourist, but lacks excitement if you are a local like Aom Bunyasarn. A tinkerer, Aom took a particular liking to vehicle mechanics, fixing and upgrading old vehicles, and even some vehicle conversions such as a car that could turn into a boat. He didn't have many friends in his home town, save for his beloved pet python, so he made an effort to get out and explore the world and learn new technologies.

Aom's first stop was Bangkok, where he lived for a couple years. In Thailand's largest city, Aom learned how to use, repair, and upgrade simple weapons. Having access to better tools and increased demand, Aom also had more opportunity to practice his vehicle repairs and conversions. In the meantime he took flying lessons, expanding his skill-set to the air. He travelled around Southeast Asia as well as southern China, learning new skills by acquiring military-grade weapons on the black market, and even learned a martial art along the way. After several years of travel, Aom became well known in the black market as a guy who can repair or enhance anything with wings or wheels.

Eventually, Aom found his way to the United States where local restrictions made it difficult to get his hands on toys with which to tinker. Word gets around, however, and within a month of his arrival in Los Angeles, he was being tailed and tracked by JS, a member of the NaSSO spy agency. Once JS and Perl confirmed his skills, they approached Aom with a job offer he could not refuse: be the official vehicle expert for a secret international spy agency. He agreed, and picked a selected after his favorite pet back in Thailand: Python.

NaSSO has three vehicles for Python to use: a jet aircraft, a utility van, and a sports car with jet airplane conversion capability. Stats for these vehicles can be found later in this article.

**Character Name:** Python

**Real Name:** Aom Bunyasarn

**Level:** 5

**O.C.C.:** Dreamer Gizmoteer

**Origin:** Trang, Thailand

**Education:** High School and Special Training

**Money:** \$28,000

**I.Q.:** 13, **M.E.:** 15, **M.A.:** 9, **P.S.:** 17, **P.P.:** 17, **P.E.:** 27, **P.B.:** 13, **Spd.:** 19

**H.P.:** 46, **Chi:** 37, **S.D.C.:** 72

**Skill Programs:** Vehicle Construction, Weapon Construction, Explosives Construction, Language Skill Program, Advanced Pilot

**Skills:** Mathematics: Basic (98%), Language: Thai (98%), Basic Mechanics (79%), Automotive Mechanics (80%), Aircraft Armor and Weaponry (69%), Aircraft Mechanics (80%), Electrical Engineer (78%), Helicopter Mechanics (68%/58%), Mechanical Engineer (88%), Weapon Systems (76%), Pilot: Automobile (98%/98%), Pilot: Airplane (133%), Offensive Driving (63%), Pilot Heavy Machinery (69%), Armorer (98%), Basic Electronics (73%), Demolitions (95%), Demolitions Disposal (85%), Chemistry (93%), Chemistry: Analytical (83%), Mathematics: Advanced (93%), Radio: Basic (83%), Air-to-Air Combat, Pilot: Jet (102%), Read Sensory Equipment (73%), Aerial Navigation (63%), Language: English (88%), Language: French (88%), Language: Chinese (88%), Language: Japanese (88%), Language: Russian (88%), Language: Mongolian (75%), Fasting (70%), Desert Survival (70%), Tracking (50%), Horse Riding, Archery, Gymnastics, Prowl (62%), Sufi (88%)

**Secondary Skills:** Pilot: Motorcycle (62%), Pilot: Boats: Motor (66%), Pilot: Helicopter: Basic (66%), Land Navigation (56%), Computer Operation (65%)

**Weapon Proficiencies:** W.P. Machinegun, W.P. Flamethrower, W.P. Vehicle Mounted Weapons, W.P. Sub-Machinegun, W.P. Energy Weapons, W.P. Pistol, W.P. Rifle, W.P. Knife, W.P. Sword, W.P. Spear

**Martial Art:** Ch'a Ch'uan Kung Fu

**Combat:** Number of attacks: 4, Parry: +2, Dodge: +2, Strike: +3, Damage: +4, Initiative: +2, Roll with Punch/Fall/Impact: +4, Leap/Jump: +5, Critical on 19-20, Backflip: +2, Death Blow on 20

**Martial Art Powers:** Dam Sum Sing, Martial Art Awareness, Iai-Jutsu

**Superspy Modifications:** None

**Weapons:** Knife, Colt .48 Model 15 Pistol

**Equipment:** Hand-held communicator/Smart phone, Bluetooth headset, 5 six-magazine box (for pistol)

**Armor:** Concealed (A.R. 12, S.D.C. 60)

### Hideki Fukuyama aka “Bash”

Hideki Fukuyama was just your ordinary kid growing up, except for his extreme affinity for martial arts. Hideki also exhibited an unusual amount of physical strength for a young boy, and enjoyed using that strength to break boards and even cement blocks – just like in the movies. This earned him the appropriate nickname “Bash” among his peers. Seeing talent and remarkable strength for his age, Hideki’s parents sent him to formal martial arts training. He learned the ways of Kyokushinkai Karate, known for its aggressive style and striking power. Hideki took the training seriously, but also managed to get out a bit and see some of the world. He did a brief stint in the military, and also learned some cultural skills.

After serving his nation for a few years, Hideki wanted to expand his horizons and see more of the world. He recalled an American special forces soldier he met while in the service. Her name was Captain Ayers, and he reached out to her to see what special forces opportunities exist for a person of his skill set. Captain Ayers, aka Perl, was no longer in the service but she recalled meeting Hideki when she was stationed in Japan for a brief time and also recalled his extraordinary strength and will power. Perl felt that NaSSO was missing some brute force strength so she offered him a position in NaSSO. Hideki accepted the offer and now goes by the codename “Bash”.

**Character Name:** Bash

**Real Name:** Hideki Fukayama

**Level:** 5

**O.C.C.:** Worldly Martial Artist

**Origin:** Naha, Japan

**Education:** High School

**Money:** \$16,000

**I.Q.:** 10, **M.E.:** 13, **M.A.:** 9, **P.S.:** 27, **P.P.:** 18, **P.E.:** 25, **P.B.:** 21, **Spd.:** 12

**H.P.:** 47, **Chi:** 35, **S.D.C.:** 92

**Skills:** Mathematics: Basic (88%), Language: Japanese (98%), Go (50%), Language: Chinese (95%), Language: Thai (85%), Cook (79%), Bonsai (86%), Dance (69%), Body Building, Wrestling, Athletics (General), Acrobatics, Climbing (82%), Demolitions (77%), Demolitions Disposal (77%), Read Sensory Equipment (65%), Running, Boxing, Detect Ambush (70%), Detect Concealment (65%), Escape Artist (55%), Optic Systems (75%), Sniper +1, Surveillance Systems (70%), Tracking (60%), Radio: Basic (70%), Mountaineering (60%), Prowl (67%),

**Secondary Skills:** Pilot: Automobile (92%/88%), Pilot: Truck (74%), Wilderness Survival (50%), First Aid (70%)

**Weapon Proficiencies:** W.P. Pistol, W.P. Machinegun, W.P. Rifle, W.P. Blunt, W.P. Automatic Rifle, W.P.

Grenade Throwing

**Martial Art:** Kyokushinkai Karate

**Combat:** Number of attacks: 6; Roll with Punch/Fall/Impact: +6; Damage: +14; Critical Strike on natural 20; Parry: +6 (+8 if using Itsutsu-No-Kata); Auto multi-dodge: +2 (if using Itsutsu-No-Kata); Dodge: +6; Strike: +3; Knock-Out/Stun on natural 19-20;

**Martial Art Powers:** Tamashiwara (5th level), Kaijutsu, Itsutsu-No-Kata, Weapon Kata

**Chi Mastery:** Hardened Chi

**Weapons:** Bo Staff (2-handed), Knife, Colt .48 Model 15 Pistol

**Equipment:** Hand-held communicator/Smart phone, Bluetooth headset, 5 six-magazine box (for pistol)

**Armor:** None

### The “Gregslist Menace”

Back at MIT, Chad Samson established an online rapport with a counterpart of his from the former Soviet Union, a scientist named Yuri Lebedev. As the Soviet Union dissolved, it was uncertain who would retain control of

the Cold War-era weapons and equipment. Having a bit of foresight, Yuri “retained” access to a sizable amount of Soviet hardware, including several nuclear warheads. These warheads, and other equipment, are simply unaccounted for. It is the scenario that many Americans have heard about on the news and in movies: former Soviet scientist wants to feed his family, so he resorts to selling Soviet weapons and equipment to the highest bidder.

Yuri had no method of secretly advertising or delivering his “goods” so to speak, so he worked with his American friend and computer expert Chad Samson. In return for posting the ad and securing communication such that customers could not be traced, Chad would receive a 20% cut of all sales that were made. There were just two major problems that needed to be addressed.

The first problem was to create a “code” that prospective customers would understand. Obviously, placing an ad with the headline “Soviet nuclear warhead for sale: \$10,000,000 or best offer” would attract undesired attention. Instead, an ad could have the following headline: “99 Pontiac Grand Am SS-25 - \$1000” with the following description: “Looking to sell my 99 Grand am. Has a SS-25 solid propel quad four motor. Gets great gas mileage and runs strong. Does not come with TELEphone. Arrange your own transportation if necessary. No warranty available. Great starter vehicle. Two for sale, wont last long! Cash only. Serious buyers only, don't waste my time!” At first glance, this sounds like a simple advertisement for a used 1999 Pontiac Grand Am for \$1,000. However, if read closely, there are clues in the ad. SS-25, also known as “Sickle” by NATO, is Soviet-developed RT-2PM mobile ICBM. “TELEphone”, with an emphasis on TEL, stands for “Transporter Erector Launcher”, which is a device used to mount and level the missile on a launch vehicle. The asking price of \$1,000 seems absurdly low for such a weapon, but there are four additional zeroes implied in the price, making it \$10,000,000. When responded to, the response goes to an anonymous email address using a service provider created by Chad Samson. Once secured communication is established, payment and pickup arrangements are discussed. This technique has been used to complete over two dozen sales from eight different countries, including customers in the United States.

This leads to the second problem: how would the goods be delivered in a discreet manner? A few small weapons or electronic hardware was one thing, but what about vehicles? Or larger weapons such as a missile? Or items that can be detected, like radioactive material?

To solve this dilemma, Yuri and Chad sought the expertise of a corrupt Chinese entrepreneur named Lo Fang. Using venture capital funding from Lo Fang, a base was built on a deserted island northeast of New Zealand: Raoul Island. Its lack of safe harbor, not to mention frequent earthquakes and volcanic activity, make it an island rarely visited by people without a specific purpose. There once was a manned meteorological station on Raoul Island, but frequent earthquakes resulted in its permanent evacuation. More details on Raoul Island can be found later in this article.

## **Chad Samson aka “Epoch”**

Chad “Epoch” Samson was born in Berkeley, California on January 1, 1970 to upper-middle class parents. Shortly after he was born, his parents moved to Iowa to be closer to their extended family. By the time he was in elementary school, Chad was already showing proficiency with computers. His dad had a terminal he used at home that connected to his work via dial-up modem. Before long, Chad was dialing into local bulletin-board systems (BBSs), communicating with others online, and learning how to write computer programs. By the time he was in high school in the mid-1980s, he had already established a name for himself in various online communities as a go-to person for pirated software. He wrote computer programs that scanned local BBSs around the country, years before the world wide web, and created his own search engine which he used to gather information about people of all sorts. Before long, Chad was networking with computer systems all over the world.

After completing high school, Chad attended the Massachusetts Institute of Technology on a full academic scholarship. After two years of academic excellence, Chad was dismissed from the university after it was discovered that he had hacked into the computer accounts of several high-profile professors. Chad, feeling college was beneath him anyways, took the punishment in stride. He explored the world of cybernetics, having an onboard computer implanted in his body that interfaced directly with his brain. Using his enhanced computing skills, he hacked into several banks and large corporations. He did not use this to steal money directly, but used it to sell information to bidders. Eventually, the FBI caught on to Chad’s business and had him arrested. Thanks to the power of good legal representation, Chad was given a light jail sentence, only having to serve three years in a medium-security prison before he was released.

During his three years of incarceration, the world wide web exploded and the internet was growing in popularity. After his release, Chad was not employable due to his criminal record so he went into business for himself. At first, he tried running a legitimate consulting company, offering his services as an expert in computer and network security. Competition was tough in this field, and Chad always preferred to stay ahead of the competition. After several failed start-ups during the dot-com boom, Chad decided to take a stab at a different



career: sales. In particular, sales of high-demand, high-priced, but hard-to-get items that are unavailable in the United States and much of the world. In other words: illegal arms.

Sometimes the best disguise is to hide in plain sight, and that is what Chad did. He decided to use the popular online service “Gregslist” to act as a middleman for these illegal sales. The so-called “Gregslist Menace” was born. Chad operates his business under the name “Happytech IT” as a means to refer to the business openly without arousing suspicion. On the surface, it is a run-of-the-mill IT security consulting firm.

Chad spends the majority of his time at his home in Cambridge, Massachusetts, but does travel to Raoul Island approximately once every 6-8 weeks for a 10-day visit. He used to fly foreign commercial airliners, but his recent investment in a private jet has made for more convenient and anonymous travel.

In combat, Chad is relatively ineffective. He is not very powerful physically, and only has basic skills with pistols and rifles, the former of which he carries concealed on himself at all times. The difficulty with Chad is catching him. His computer and surveillance abilities often keeps him a step or two ahead of a potential enemy.

**Character Name:** Epoch

**Real Name:** Chad Samson

**Level:** 7

**O.C.C.:** Gizoid Gizmoteer

**Origin:** United States

**Alignment:** Unprincipled

**Education:** Special Training

**Money:** \$490,500,000

**I.Q.:** 18, **M.E.:** 14, **M.A.:** 13, **P.S.:** 11, **P.P.:** 7, **P.E.:** 9, **P.B.:** 11, **Spd.:** 10

**H.P.:** 36, **Chi:** 0, **S.D.C.:** 20

**Skill Programs:** Electronic Communication, Telephone Hacking, Computer Hacking, Microchip Technology, Oriental Studies

**Skills:** Mathematics: Basic (98%), Language: English (98%), Circuit Board Micro-Electronics (98%), Electronic Counter-Measures (87%), Electrical Engineer (98%), Microwave Communications (82%), Radar-Sonar Operations (92%), Radio: Basic (98%), Radio: Scramblers (82%), Radio: Satellite Communications (67%), Surveillance Systems (92%), T.V./Video (97%), Computer Operation (98%), Cryptography (72%), Imitate Voices (98%), Laser Communications (82%), Mathematics: Advanced (98%), Telephone Networks (98%), Computer Networks (98%), Computer Programming (97%), Supercomputers (82%), Computer Repair (97%), Language: Chinese (98%), Language: Japanese (98%), Language: Korean (97%), Cook (91%), Go (65%), Bonsai (97%)

**Secondary Skills:** Pilot: Automobile (98%/98%), Basic Electronics (75%)

**Weapon Proficiencies:** W.P. Pistol, W.P. Rifle

**Martial Art:** Hand-to-Hand: Basic

**Combat:** Number of attacks: 3, Parry: +2, Dodge: +2, Strike: +1, Pull Punch: +2, Damage: +2, Kick Attack: 2D4

**Martial Art Powers:** n/a

**Superspy Modifications:** On-Body Computer, Cryptographic-Decoding Processor Chip, Remote Modem, Tempest Monitor

## **Dr. Yuri Lebedev**

Yuri Lebedev, born Yuri Ivanov, was born in Leningrad, Soviet Union (present day St. Petersburg, Russia) in 1966, during the height of the Cold War. It was clear from an early age that Yuri was gifted in the ways of science and mathematics, so much so that he caught the Soviet government’s attention. By the time he entered high school, he was already learning at a college level, and had earned his Ph. D in nuclear physics by age 20.

Shortly into his career as a nuclear scientist in Ukraine, he was already developing high-tech weaponry for the Soviet military. By 1990, he had arsenals of weapons under his supervision while the Soviet government took good care of his wife and new born twins. Unfortunately for the Ivanovs, the fall of Communism left the future of Yuri’s position uncertain. Suddenly, Yuri was no longer being compensated by the Soviet government and it was uncertain whose jurisdiction the Soviet equipment and weapons fell under. Before long it became unclear whether Yuri’s superiors were from the Russian government or the government of Ukraine. Income stopped flowing and Yuri’s family, and many others, went hungry while political turmoil ensued. Not being one to play politics, Yuri did as he was told: watch over the weapons and equipment. Yuri had enough of the uncertainty. He entered the Soviet equipment manifest, of which he had full access, and marked many of the weapons and equipment as sold, missing, or discarded. He faked his own death, changed his last name to Lebedev, and used cybernetic disguises to change his

appearance. He found his family and they disappeared from Ukraine, while smuggling the weapons and equipment to a hidden location in Kazakhstan.

Shortly after settling into his new life, Yuri made online acquaintances with Chad Samson in the United States. Yuri realized that Chad was his ticket to selling off the Soviet equipment that he possessed. Chad coordinated the sale and transaction while Yuri provided the goods. All that was needed was a place to safely and securely store the goods. After extensive research, Chad and Yuri selected Raoul Island as the best location for their base provided they could find the money to build it. That's when Yuri reached out to a former contact of his in communist China to act as a venture capitalist. The contact's name was Lo Fang.

Yuri spends most of time these days at the Raoul Island base, making sure the "goods" are properly inventoried and maintained. He will personally inspect all incoming shipments, price them out, and send the information to Chad to post on Gregslist. One week per month, Yuri will travel back to Kazakhstan to be with his family.

In the post-Cold War years, Yuri found the time to learn a martial art, and he has become rather effective with it. His training has also taught him skills in disguise and evasion, making Yuri a difficult person to find even if he is in the same room!

**Character Name:** Dr. Yuri Lebedev

**Real Name:** Yuri Ivanov

**Level:** 7

**O.C.C.:** Professional Free Agent

**Origin:** Leningrad, Former Soviet Union (St. Petersburg, Russia)

**Alignment:** Unprincipled

**Education:** Doctorate

**Money:** \$30,00,000

**I.Q.:** 22, **M.E.:** 13, **M.A.:** 14, **P.S.:** 10, **P.P.:** 8, **P.E.:** 10, **P.B.:** 14, **Spd.:** 15

**H.P.:** 0, **Chi:** 10, **S.D.C.:** 21

**Skill Programs:** Basic Science, Basic Language, Explosives Construction, Spy Network Administration, Armor & Artillery

**Skills:** Language: Russian (98%), Computer Operation (98%), Cryptography (79%), Laser Communications (89%), Microfilm (93%), Marxism-Leninism-Maoism (94%), Microwave Communications (88%), Radio: Basic (98%), Radio: Scramblers (98%), Radio: Satellite Communications (88%), Armorer (90%), Land Navigation (84%), Pilot: Tank (97%), Pilot: Automobile (98%/98%), Pilot: Truck (98%), Pilot: Commercial Vehicles (77%), Pilot: Freight Hauler (77%), Pilot: Motorcycle (98%), Basic Electronics (80%), Chemistry (98%), Chemistry: Analytical (98%), Demolitions (98%), Demolitions Disposal (98%), Mathematics: Advanced (98%), Astrophysics (74%), Biology (84%), Botany (84%), Mathematics: Basic (98%), Language: English (98%), Language: Chinese (98%), Language: German (98%), Language: Japanese (98%), Language: French (98%)

**Weapon Proficiencies:** W.P. Pistol, W.P. Infantry Missiles, W.P. Artillery, W.P. Mortar, W.P. Grenade Launcher

**Secondary Skills:** Computer Programming (94%), Forgery (59%), Athletics (General), Swimming (98%), Read Sensory Instruments (69%), Writing (57%)

**Martial Art:** Wui Wing Chun

**Combat:** Number of attacks: 5, Parry: +8, Dodge: +8, Strike: +6, Roll with Punch/Fall/Impact: +12, Critical from behind, Damage: +10, Balance: +2, Critical strike on 18+

**Martial Art Powers:** Art of Hiding, Art of Vanishing, Art of Disguise

**Superspy Modifications:** Melanin Release Device, Fingertip Silicon

## **Chad Samson Home - Cambridge, MA**

Chad Samson's primary residence is a colonial style house in Cambridge, Massachusetts about ½ mile from Harvard Square. It is a relatively new house for Cambridge, being built in the 1990s. It is a two-story structure with a basement, for a total of three floors as well as a two-car garage. A tall wooden fence surrounds the property with a single front gate block entrance. On the roof sits an unusually large antenna alongside satellite dish.

The property is protected from intruders by two separate alarms to the garage. The first is an advanced system that combines motion detection with heat signatures. This allows the alarm system to detect when a person has crossed through the fence, whether through the gate or climbing over. The system is intelligent enough to distinguish a human from an animal. Disabling the alarm requires a successful Surveillance Systems check to assess the alarm system (+5% if player also has the T.V./Video skill), followed by either an Electrical Engineer or Electronic

Counter-Measures skill check at -5%. If the alarm is triggered, Chad Samson is alerted via his onboard cybernetic computer which will provide him with an instant visual of who has crossed over the fence. If he is home, he will attempt to flee the property in his highly-customized sports car, possibly resulting in a car chase. Removal of the antenna or satellite dish on the roof will prevent alarms, inside and outside, from notifying Chad about any alerts. He will, however, know that the link has been severed and that something may have happened to the antenna.

The second alarm is at all entrances to the house: the front door, a back door, the garage, and all of the windows. The alarms are deactivated from the inside by entering a 6-digit code (011938) on a keypad inside the front and rear entrances as well as the inside garage entrance. If a door or window is opened, the person entering has ten seconds to enter the code on the pad or audible alarms will sound, and Chad Samson will be alerted similarly to the external alarm system. Bypassing the alarm requires a Surveillance Systems check or Basic Electronics check at -10%.

The lock and dead bolt on the front and rear doors is nothing fancy, surprisingly enough. Chad depends on his alarm system to handle the bulk of the external security. A simple Pick Locks check can bypass the lock, plus another Pick Locks check to unlock the dead bolt.

### **Home Office**

If the players are looking for clues to Chad Samson's plans, the home office is where they can find them. The office itself is completely "geeked out". There are posters on the walls, old 'classic' computer hardware strewn about, little gadgets and office toys scattered across various shelves. A simple office desk with chair is in the corner of the office. A single running computer sits under the desk connected to a dual-monitor display system. There are no signs of any filing cabinets or paperwork. Chad stores all of his confidential files in his own private cloud, hosted elsewhere. The hard drives in his computer are encrypted, making it very difficult to extract data from them if removed. The only way for the players to get access to his computer is by entering the correct password, or with a successful Computer Operation skill check and a Cryptography skill check. If the incorrect password is entered five times, Chad is automatically notified in a manner similar to the external alarm system. This notification works even if the antenna on the roof has been removed.

Behind one of the posters is a safe built into the wall. If the players make a successful Safe-Cracking skill check, they can open the safe to reveal its contents: a set of keys (a spare key to the Porsche in the garage, a key to his 'house' on Raoul Island, and a third key that resembles a credit card). The "credit card key" is actually one of two keys required to launch the missile off of Raoul Island. Chad has no interest in launching missiles, but he does not trust most others with that responsibility. The safe also contains a USB stick with a text file containing the password to Chad's computer.

If the computer is hacked successfully, or the players signed into it using Chad's password, they will be rewarded with a wealth of information, including:

**Bank Transactions.** Records of Chad's personal bank account seem largely unremarkable. However, there are occasional wire transfers from foreign banks, mostly New Zealand, of various amounts ranging from \$5,000 to \$60,000.

**Tax Returns.** Again, this seems to be straightforward. The returns indicate that Chad earned \$240,000 last year from Happytech IT company and paid taxes accordingly.

**Maps.** There are maps of small, largely deserted islands in the south Pacific Ocean. There are several detailed maps and satellite images of Raoul Island in particular, but the maps are not labeled with names. There are longitudes and latitudes on the Raoul Island maps, however, if the players are clever enough to notice them. The players should be able to derive the name of the island with that information.

**Emails.** With the successful hacking of the computer, players can access Chad's private emails. If they are able to get in, most of the emails are mundane in nature except for numerous e-mails to and from Yuri Lebedev, written in Russian. Players will need to make a language check to read them, or make other arrangements to get them translated. The emails discuss routine aspects of Happytech IT. If they can translate the emails, the players will get specific information regarding arms trades, and they will learn of the business connection to Yuri Lebedev. They will also learn about their venture capitalist Lo Fang, based in China.

### **Garage**

If Chad has not been tipped off that the players have arrived, his car will be in the garage: it is a current year Porsche that has been souped-up. See the details in the Vehicles section of this article.

Access to the garage is not easy. Whether from the inside or the outside, the players will have to enter the same 6-digit code as the alarm system to get into the garage. If players were able to bypass the alarm to the house, the garage alarm will also be disabled. (At the GM's direction, he/she can require a separate skill check to bypass the security system in the garage.) The keys to the car, including a fob to open the garage, is on Chad Samson's person.

A spare key can be found in the safe in Chad Samson's home office. If players want to get into the car, and do not have the spare key, they will need to make a successful Pick Locks or Automotive Mechanics skill check. Players will have to make another Automotive Mechanics if they want to hot-wire the car.

If the players are able to get into Chad's car, they will find a properly licensed pistol in the glove compartment. They will also find various receipts and, more importantly, airline ticket stubs for at least three different round-trip flights. Each flight originated in Boston, Massachusetts and ended in Auckland, New Zealand.

## Getting to Raoul Island

There are various ways the players could get themselves to Raoul Island. The most straightforward approach is to fly themselves there with their private jet. As described below, there is a runway and a helipad for landing aircraft. The private jet has vertical take-off and landing capability which could increase their options.

If the players land on the runway or helipad, they will most likely be detected by the island workers. If they choose to land elsewhere on the island, they will have to find a suitable landing spot and journey through the thick vegetation to get to the Raoul Island Base. Another possibility is to land at a nearby island and take a boat or raft to Raoul Island. This improves the players' chances of arriving undetected, but does not leave them with a quick get-away should it become necessary. The players will have to get creative if they want to arrive undetected or, if detected, convince the workers that they are not a threat.

## Raoul Island Base

Raoul Island is an anvil-shaped island located just over 1,000 miles (1,609 km) north-east of New Zealand in the Kermadec Island chain. It is a small island, only about 11 square miles (29.4 square km), and is the site of frequent earthquakes and volcanic activity. Much of the island is covered with subtropical forest so dense that it completely covers the ground at some points. Some parts of the coast are steep cliffs with occasional sand dunes along the northern beaches. The island lacks a safe harbor for larger ships, with landings only for smaller boats in calm weather. There was a permanently manned meteorological station on the island, but frequent earthquakes caused the New Zealand government to evacuate and abandon the station.

**(Author's note:** Raoul Island is a real island with a permanently manned meteorological station that continues to operate today, and which truly does experience frequent seismic activity. However, for purposes of this adventure, an artistic license was used and the base was permanently evacuated years ago!)

Using funding from Lo Fang, the Chinese venture capitalist, the meteorological station was rebuilt and upgraded with modern technology and conveniences. Before the base was rebuilt, it was imperative that a harbor be created such that larger ships could dock at Raoul Island to collect or deliver cargo. On the northern edge of the island, near Bells Beach, a massive trench was dug on the ocean floor, creating a makeshift harbor. This would allow larger ships to dock at Raoul Island. A small runway was paved along the northern sand dunes as well as a helipad. Lastly, sparing no expense, Lo Fang is funding a tunnel to be dug through the northern cliff walls that a submarine will be able to pass through, arriving at an underground base.

Chad Samson and Yuri Lebedev were elated by the base that was being constructed on Raoul Island, but Yuri had a concern: wouldn't their base be visible to orbiting satellites? This concern was quickly snuffed by Chad. Using his computer skills, he would be able to trick orbiting spy satellites to display an older picture of Raoul Island, taken prior to any base construction.

The new base, once a simple meteorological station, became an operations center for a major arms trade. From the base, an underground cavern was excavated to store mundane supplies for the occupants but, more importantly, the arms and equipment that was for sale. For now, there is one way to add and remove equipment from the underground cavern: a ramp that leads to the surface beach where goods can be transported by truck to a waiting boat or aircraft. Once the submarine base is completed, that will be an option as well.



# Raoul Island

## Harbor and Canal

Since Raoul Island naturally lacks a safe harbor for most ships, heavy machinery was brought in and a makeshift harbor was dredged along a northern beach. The harbor's main ship channel is now 30 feet (9.1m) deep, which is shallower than most modern harbors, but deep enough for its intended purpose. Once in the harbor, ships continue through a manmade canal, arriving at a port in Blue Lake. The canal was built to be wide enough for cargo ships to pass through, but narrow enough to have its sea-level visibility blocked by the dense forest. This effectively hides the port from passing ships, but does not hide it from aircraft passing overhead.

## Airport

Raoul Island is accessible by aircraft. The runway is only 5,000 feet (1,524 m) in length and can support aircraft weight of up to 150,000 lbs (68,000 kg). That means the runway is shorter than most commercial runways, which seriously restricts the type of aircraft that can land here. The runway is also relatively narrow, so a pilot will have to be precise with his or her landing. To make matters even more complicated, there is no air traffic control tower to guide in aircraft. This means the pilot will have to depend on the aircraft's instruments and line-of-sight. Anyone attempting to land a plane on Raoul Island must make a Pilot: Airplane or Pilot: Jet skill check at -10%.

If the players happen to search around the air strip, they may find what appears to be a utility hole cover. This is actually an emergency exit for workers in the underground arms storage area. The utility hole is locked from the inside, but if the players somehow force it open, an alarm will sound throughout the base. The hole will reveal a ladder going down to the arms storage area.

## Base (Surface)

On the surface, the base is made up of several small houses and sheds; the remains of the meteorological station. Inside, however, is a very different story. Each of the five houses have had their contents cleared out and replaced with modern conveniences and equipment, including weapons. More importantly, two of the houses lead to the underground base, described in greater detail in the next section. The base is maintained by ten “workers” who have made the island their residence for now.

Each house serves its own purpose:

**House 1:** This is the main receiving office where scheduled guests check-in, deliver final payment or receipt of funds, and where other administrative tasks are handled. The house is made up of two rooms: the reception area where business is handled, then a discrete backroom with an elevator that leads to the underground base. The idea is that guests, once processed, can follow their host to underground base to view their goods.

**House 2:** This house serves as one of the two housing units for the ten workers on Raoul Island. The main floor of this two-story structure contains a kitchen, a bathroom, and a living area complete with entertainment system, satellite television and a ping pong table. Upstairs has three bedrooms with double beds, and there is a guest bedroom containing two double beds. There is also a simple bathroom with a toilet, shower and sink.

**House 3:** A newer structure than the other houses on Raoul Island, this house was built more recently. It functions as luxury quarters for Chad Samson, Yuri Lebedev, and Lo Fang. Similar to house 2, this house contains a kitchen, a living area, but also a dining area. Three decent sized bedrooms are upstairs. In a hidden closet on the first floor is a spiral staircase that leads to the underground arms storage area. The workers on Raoul Island are not aware of this stair case’s existence. The house is always locked, but players can access it via Pick Locks at -10% or using Chad Samson’s spare key from the safe in his home office.

**House 4:** This is the communications and security center of Raoul Island, made obvious by the large satellite dish that sits on top of this structure. It is used to receive television, internet, and radio communications. Inside the house is a security center with television monitors showing video from 20 different cameras around the island and base. Players who wish to use or tamper with the video must make a successful T.V./Video skill check. The security system controls the heavy-lift elevator in House 5 (Garage). In order to unlock the garage door, two codes must be entered from two different workers; no single worker knows both codes. The notable exceptions to this are Chad and Yuri who can open the door themselves. Lo Fang only knows one code, and assumes (incorrectly) that Chad and Yuri only know one code as well. The system is computer locked by Chad personally, so players attempting to hack the system will have to make a Computer Operation skill check at -15%!

**House 5 (Garage):** This large house is not a house at all; it is a giant garage. Inside is a large flatbed truck that is military in origin. The truck actually sits on an elevator that takes the truck to the underground base where it can be loaded up, then brought to the surface and driven to a waiting ship or aircraft. The elevator can also be used to bring heavy equipment to the surface, such as tanks or other large vehicles. The garage can only be opened and operated from the security center in House 4, or from the security center underground.

## Arms Storage Area (Underground)

Eventually, the players will find their way to the underground storage area. There are three ways to do this:

- The hidden elevator in House 3.
- The cargo elevator in House 5.
- Emergency escape ladder near the airport strip.

This is a huge room filled with all sorts of military grade equipment. Crates line the walls filled with various small arms and supplies. A tank sits on the eastern side of the room. Several other military vehicles, including two jeeps, a personnel carrier, and a boat, can be seen in the room as well. Dominating the room, however, is the upright ICBM missile, ready for launch. All vehicles in the room are gassed up and can be started with a Basic Mechanics check, including the tank.

If the players arrive undetected, there will be 1D4 workers in the room. Each of them carries a radio that can sound an alarm. If that happens, the remaining workers on the surface will make their way to the garage cargo elevator and travel down to the storage room, except for one worker who remains in House 4 to operate the elevator. Yuri Lebedev and Chad Samson, if not already captured or killed, will confront the players if they have eliminated over half of the workers or the party is clearly losing the fight. Chad and Yuri will offer the players money and/or employment in exchange for their silence. If the players decline, Lo Fang will enter the room from an adjacent office

and confront the players. He will reiterate the offer to the players and, if they still decline, he will personally see to their execution.

If the players' arrival is not a surprise, all of the remaining workers will be waiting in the storage room. Chad will attempt to escape in his private jet, while Yuri will activate the launch sequence to the ICBM with his key card; all that will be needed is for Lo Fang to push the button and the missile will launch. (The GM can decide the missile's trajectory.) There is a large hatch in the ceiling, covered in grass and small trees on the surface, that opens when the missile is launched.

If the party is having too easy of a time taking out the workers, the GM can send in Mr. Rex, the manager in charge of the workers. See Mr. Rex's stats later in this article.

Either way, if the situation is desperate for Lo Fang, he will attempt to launch the missile. The missile has a conveniently slow launch sequence, taking exactly five minutes to launch, meaning the players have five minutes (20 rounds) to address the situation. The missile can be deactivated with the remote control in Lo Fang's pocket. Unfortunately for the players, Lo Fang is a formidable hand-to-hand opponent and will not go down easily, and will also choose death over surrendering.

If the missile is launched, it is still possible to self-destruct it, but that will require Chad Sampson to provide security credentials necessary to do this.

## **Lo Fang**

Before he was a highly successful business entrepreneur, Lo Fang had an aggressive upbringing. At the age of 10, his parents sent him to Thailand to learn Thai kickboxing. The hope and expectation was that he would become a professional boxer, one of the best in all of Asia. During his six years in training, he achieved the pinnacle of physical fitness. He also developed an interest and proficiency in martial weapons, his favorite being the long sword. His master gifted him with one such long sword, a weapon which Lo Fang still possesses and cherishes.

There was only one thing that Lo Fang desired more than physical fitness: the acquisition of wealth, something which he had limited exposure due to his intense training. Lo Fang realized that living a modest life of poverty was not his cup of tea, so he took it upon himself to learn the ways of the business world. He quickly learned fiscal responsibility, became an economic expert, and worked small jobs to earn \$10,000 in seed money for investments. Within five years, Lo's initial \$10,000 investment turned into \$1,500,000. During the dot-com boom, Lo became a venture capitalist for several start-ups. While a couple start-ups failed, two of them achieved a high degree of success. As a major stock holder in various technology companies, Lo Fang's net worth exceeded \$1 billion by 2010.

On the surface, this would seem like a great rags-to-riches success story except that Lo's business practices are not what most would consider ethical. Part of the reason for Lo's high profit margins come from sketchy business practices, including but not limited to child labor, under payment or non-payment of wages, strong-arming competitors using threats of personal harm, and other unethical and deceptive business practices. Lo Fang gets away with this by opening businesses in countries where laws against these practices are either non-existent or not enforced.

All of this financial success has earned Lo some enemies along the way, so much so that there have been several attempts on his life. Those who get in Lo's way pay a price, and those who attempt to stop or undermine him put their lives at risk. On at least five occasions, past associates of Lo Fang have died suddenly under unusual and conveniently untraceable circumstances. Personally, Lo Fang is a formidable combatant. His skills with ancient weapons and Thai kickboxing pose a challenge to even the most experienced opponent. Lo will not stop at anything to grow his fortune, even if it means death and destruction.

Being worth over a billion dollars wasn't enough for Lo. He wanted more but was uncertain what market he should target. That's when he received a phone call from Yuri Lebedev. After that single phone call, Lo was on a plane to New Zealand to meet Yuri and his business partner Chad Samson. The deal was simple: if Lo Fang would discreetly provide \$250,000,000 in funds to build the Raoul Island base, he would receive a 30% cut of all profits until his investment is paid back 200%. Yuri and Chad agreed to the deal.

In recent weeks, Lo Fang has been spending a significant amount of time at his latest investment, Raoul Island. When the players find their way to Raoul Island, they may the opportunity to meet, apprehend or otherwise defeat Lo Fang in person. Lo Fang is currently in possession of a single ICBM which he is capable of launching. The missile is for sale and Lo Fang looks forward to collecting the huge profit from it, but will not hesitate to launch the ICBM if it gives him an opportunity to escape a dire situation.

**GM Suggestion:** Given Lo Fang's physical abilities and weapon skills, he would be a good boss character for the players to encounter.

**Character Name:** Lo Fang  
**Real Name:** Lo Fang  
**Level:** 7  
**O.C.C.:** Worldly Martial Artist  
**Origin:** Beijing, China  
**Alignment:** Miscreant  
**Education:** High School  
**Money:** \$1,780,000,000  
**I.Q.:** 15, **M.E.:** 11, **M.A.:** 7, **P.S.:** 23, **P.P.:** 21, **P.E.:** 23, **P.B.:** 17, **Spd.:** 28  
**H.P.:** 51, **Chi:** 0, **S.D.C.:** 124  
**Skill Programs:** Basic Military Skill Program, Oriental Studies Skill Program, Ancient Weapon Program, Spy Network Administration  
**Skills:** Mathematics: Basic (98%), Language: Chinese (98%), Climbing, Demolitions (83%), Demolitions Disposal (83%), Read Sensory Equipment (75%), Running, Gymnastics, Language: Japanese (95%), Language: Thai (95%), Language: Korean (90%), Go (65%), Poetry (85%), Sports (65%), Computer Operation (98%), Cryptography (70%), Laser Communications (80%), Microfilm (84%), Microwave Communications (80%), Radio: Basic (98%), Radio: Scramblers (90%), Radio: Satellite Communications (70%), Wrestling, Acrobatics, Climbing (90%)  
**Secondary Skills:** Body Building, Athletics (General), Prowl (70%), Swimming (98%), Mathematics: Advanced (88%), Forgery (50%), Art (54%)  
**Weapon Proficiencies:** W.P. Pistol, W.P. Automatic Rifle, W.P. Grenade Throwing, W.P. Large Sword, W.P. Thrown Weapons, W.P. Bow, W.P. Paired Weapons, W.P. Blunt, W.P. Bow  
**Martial Art:** Thai Kick Boxing  
**Combat:** Number of attacks: 6, Parry: +6, Dodge: +5, Strike: +7, Damage: +10, Initiative: +3, Roll with Punch/Fall/Impact: +11, Maintain Balance: +4, Critical Strike from Behind, Knock-Out/Stun on 19-20, Critical Strike on 18-20  
**Martial Art Powers:** Lightning Form, Stone Ox, Iai-Jutsu  
**Superspy Modifications:** n/a  
**Weapons:** Long Sword (Damage: 1D8+2)

## Aftermath

Once the players have defeated Lo Fang, the Gregslist operations will cease. Players can access the base's computer systems for a complete list of sales and clients, as well as leads for potential clients.

As a reward, the government will award NaSSO with 20% of the net worth of the arms in storage. The GM can decide how much that would be, but it should be at least \$10,000,000. That's a small price for saving the world! The players may opt to keep some of the equipment for themselves provided they do so discretely, of course. Also, if they are still alive, the players can decide what to do with Yuri Lebedev and Chad Samson. More than likely, they will be made to stand trial, or the party may have other plans for them. It comes down to what kind of organization NaSSO really is...

## Mr. T-Rex

Terrance King, or Mr. T-Rex as he is known, is former military and amateur weight-lifting enthusiast. His exceptional strength and endurance make him a formidable hand-to-hand opponent, while his extensive experience with weaponry makes him a challenging ranged opponent as well. He also has the respect of the workers on the island; they will follow his orders over anyone else's except Lo Fang's.

Mr. T-Rex is an optional character that can be used if the players need a more challenging encounter.

**Character Name:** Mr. T-Rex  
**Real Name:** Terrance King  
**Level:** 6  
**O.C.C.:** Veteran Grunt  
**Origin:** Albuquerque, New Mexico, USA  
**Alignment:** Unprincipled  
**Education:** Military Training  
**Money:** \$52,000



**I.Q.:** 13, **M.E.:** 12, **M.A.:** 13, **P.S.:** 20, **P.P.:** 13, **P.E.:** 20, **P.B.:** 11, **Spd.:** 30

**H.P.:** 39, **Chi:** 0, **S.D.C.:** 114

**Skill Programs:** Basic Military, Guerrilla Warfare, Armor & Artillery, Helicopter Aviation, Basic Mechanical  
**Skills:** Language: English (98%), Mathematics: Basic (98%), Climbing (98%), Demolitions (95%), Demolitions Disposal (95%), Read Sensory Equipment (80%), Running, Boxing, Detect Ambush (75%), Detect Concealment (65%), Land Navigation (80%), Sniper, Tracking (65%), Wilderness Survival (75%), Armorer (85%), Pilot: Tank (85%), Pilot: Automobile (98%/98%), Pilot: Truck (90%), Pilot: Heavy Machinery (65%), Pilot: Commercial Vehicles (65%), Pilot: Freight Hauler (65%), Helicopter Mechanics (70%/60%), Pilot: Basic Helicopter (98%), Pilot: Combat Helicopter (82%), Instrument Rating (60%), Aerial Navigation (60%), Navigation (95%), Weapon Systems (65%), Pilot: Boats: Motor Type (85%), Pilot: Submarines (75%), Automotive Mechanics (75%), Basic Mechanics (70%), Basic Electronics (70%), Language: Korean (80%)

**Weapon Proficiencies:** W.P. Automatic Rifle, W.P. Grenade, W.P. Artillery, W.P. Pistol, W.P. Rifle, W.P. Infantry Missiles, W.P. Flamethrower, W.P. Vehicle Mounted Weapons, W.P. Sub-Machinegun, W.P. Grenade Launcher, W.P. Knife, W.P. Blunt, W.P. Mortar, W.P. Short Sword

**Secondary Skills:** Athletics (General), Body Building, Swimming (90%), First Aid (65%), Radio: Basic (75%), Language: Russian (80%), Pick Locks (50%), Fishing (85%), Sports (55%), Spelunking (70%), Mountaineering (45%)

**Martial Art:** Tae Kwon Do Karate

**Combat:** Number of attacks: 5, Parry: +5, Dodge: +5, Strike: +3, Roll with Punch/Fall/Impact: +8, Critical from behind, Damage: +10, Balance: +4, Critical Strike from Behind, Death Blow on Natural 20, Critical Strike on 18-20

**Martial Art Powers:** Iron Hand, Stone Ox

**Superspy Modifications:** n/a

## Base Worker

The workers at the based, ten in total, have various backgrounds and come from different parts of the world. They have all been promised hefty sums of money for their work on the island, so much so that their dedication and loyalty is almost cult-like.

There are no standard uniforms for the workers. Most are dressed for the tropical island environment: light clothing, boots, basic survival gear. All workers carry at least a pistol and knife with them at all times. If they are alerted to possible intruders, they will put on concealed armor (AR. 10, S.D.C. 50) and arm themselves with heavier weaponry at the GM's discretion.

**Character Name:** Worker

**Level:** 2

**O.C.C.:** n/a

**Origin:** varies

**Alignment:** Anarchist

**Education:** Special Training

**Money:** \$1,000

**I.Q.:** 11, **M.E.:** 11, **M.A.:** 10, **P.S.:** 12, **P.P.:** 11, **P.E.:** 13, **P.B.:** 11, **Spd.:** 15

**H.P.:** 23, **Chi:** 0, **S.D.C.:** 45

**Skills:** Language: English (98%), Mathematics: Basic (98%), Language: Chinese (+10), Pilot: Automobile (93%/86%), Pilot: Truck (64%), Pilot: Tank (54%), Pilot: Freight Hauler (43%), Pilot: Heavy Machinery (43%), Basic Mechanics (44%), Basic Electronics (45%)

**Weapon Proficiencies:** W.P. Automatic Rifle, W.P. Grenade, W.P. Artillery, W.P. Pistol, W.P. Rifle, W.P. Sub-Machinegun, W.P. Grenade Launcher, W.P. Knife, W.P. Blunt

**Secondary Skills:** Athletics (General), Body Building, Swimming (58%), First Aid (55%), Radio: Basic (55%), Language: Russian (80%)

**Armor: A.R.:** 10, **S.D.C.:** 30

**Combat:** Number of attacks: 4, Parry: +2, Dodge: +2, Strike: +1, Roll with Punch/Fall/Impact: +4

**Superspy Modifications:** None

**Equipment:** Varies. Most will be armed with a pistol, a rifle, and a knife. GM's discretion.

## NaSSO's Utility Van

This is a large white utility van painted white with the words “Blake and Jake’s Plumbing, LLC” on the side. Obviously, the plumbing company is just a front to cover this van’s real purpose: surveillance and pursuit. The van is protected with extra armor along with many bells and whistles. The roof has openings for two turrets that contain machine-guns. The van is also equipped with anti-aircraft missiles.

**Type:** Utility Van

**Seats:** 6

**Max Load:** 3000 lbs (1,361 kg)

**Turrets:** 2

**S.D.C.:** 500

**Speed Class:** 440 (Max: 300 mph, Cruise: 120 mph)

**Armor:**

Vehicle Armor: Medium Armor (A.R. 16, S.D.C. 700)

Passenger Armor: Medium Armor with Plexiglass Windows (A.R. 13, S.D.C. 350)

Turret Armor: Heavy Armor (A.R. 14, S.D.C. 400)

Fuel Compartment Armor: Heavy Armor (A.R. 14, S.D.C. 400)

**Weapons:**

2 x 7.62mm Medium Machine-gun (Damage: 6D6, Range: 2,000 feet (610 m))

Anti-Aircraft Missiles (4): 2D4 x 10 S.D.C.

**Features:** Air Recycling System, Loudspeaker, Night Sight Camera/Monitor, Searchlight, Theft Alarm System, Thief-Proof Locks, Radar Display, Ram-Prow, Vehicle Caltrops, Trailer Hitch, Stereo System, Radio Locator, Refreshment Dispenser (soft drinks), Engine Readout Package. Vehicle Active Suspension

## NaSSO’s Dodge Viper

This is a current year Dodge Viper capable of ground speeds of up to 480 mph (772 kph). Python has taken the Viper and heavily reconfigured it, adding jet aircraft capability as well as other features. The vehicle is very quick and agile on the ground and in the air, but is weak on offense save for the rear-facing flamethrower, oil slick and smoke screen.

**Type:** Sports Car

**Seats:** 2

**Max Load:** 1300 lbs (590 kg)

**Turrets:** 1 (Empty)

**S.D.C.:** 300

**Speed Class:**

Ground: 24 (Max: 480 mph (772 kph), Cruise: 150 mph (241 kph))

Air: 25 (Max: 540 mph (869 kph))

**Armor:**

Vehicle Armor: Medium Armor (A.R. 10, S.D.C. 500)

Crew Compartment Armor: Light Armor with Plexiglass Windows (A.R. 12, S.D.C. 250)

Fuel Compartment Armor: Heavy Armor (A.R. 14, S.D.C. 400)

Drive Engine Armor: Medium Armor (A.R. 13, S.D.C. 300)

**Weapons:** Flamethrower (Damage: 4D6, Range: 30 feet (9m)), Oil Slick, Smoke Screen

**Features:** Air Recycling System, 2 x Ejection Seat Hover Vehicle, Second Engine, Theft Alarm System, Thief-Proof Locks, Stereo System, Super Fuel Efficiency, Radio Locator, Engine Readout Package, Vehicle Active Suspension, Jet Aircraft Capability

## NaSSO’s Private Jet

To avoid having to travel on commercial airliners, NaSSO has acquired a Twin Engine Transport to fly agents anywhere in the world. The airplane has been reinforced with additional armor, anti-missile chaff, and is capable of taking off and landing vertically.

**Type:** Twin Engine Transport

**Seats:** 2 crew (48 people)

**Max Load:** 16,000 lbs (7,257 kg)

**S.D.C.:** 500

**Speed Class:** 26 (Max: 600 mph (966 kph))

Ground: 704 (Max: 480 mph (772 kph), Cruise: 150 mph (241 kph))

Air: 25 (Max: 540 mph (869 kph))

**Armor:**

Vehicle Armor: Heavy Armor (A.R. 12, S.D.C. 900)

Crew Compartment Armor: Medium Armor with Plexiglass Windows (A.R. 14, S.D.C. 350)

Fuel Compartment Armor: Heavy Armor (A.R. 14, S.D.C. 400)

Drive Engine Armor: Medium Armor (A.R. 13, S.D.C. 300)

**Weapons:** Anti-Aircraft Missiles (8) (Damage: 2D4x10 S.D.C.)

**Features:** Air Recycling System, Pressurized Cabin, V.T.O.L. Capacity. 2 x Ejection Seat Hover Vehicle, External Fuel Tank. Stereo System. Radar Targeting Computer. Luxury Accommodations. Anti-Missile Chaff (10)

### **Chad Samson's Porsche 911**

Chad Samson anticipated the need for a quick escape as well as some protection, so he heavily customized this year-old Porsche 911, capable of ground speeds of up to 420 mph (676 kph).

**Type:** Sports Car

**Seats:** 2

**Max Load:** 1300 lbs (590 kg)

**Turrets:** 1

**S.D.C.:** 300

**Speed Class:**

Ground: 22 (Max: 480 mph (772 kph), Cruise: 150 mph (241 kph))

**Armor:**

Vehicle Armor: Medium Armor (A.R. 26, S.D.C. 700)

Passenger Armor: Medium Armor with Plexiglass Windows (A.R. 13, S.D.C. 350)

Fuel Compartment Armor: Heavy Armor (A.R. 12, S.D.C. 300)

**Weapons:** 20mm Automatic Cannon (Damage: 1D4x10, Range: 4,000 feet (1,219 m))

**Features:** 2 x Ejection Seat Hover Vehicle, Theft Alarm System, Thief-Proof Locks, Stereo System, Super Fuel Efficiency, Radio Locator, Engine Readout Package, Vehicle Active Suspension