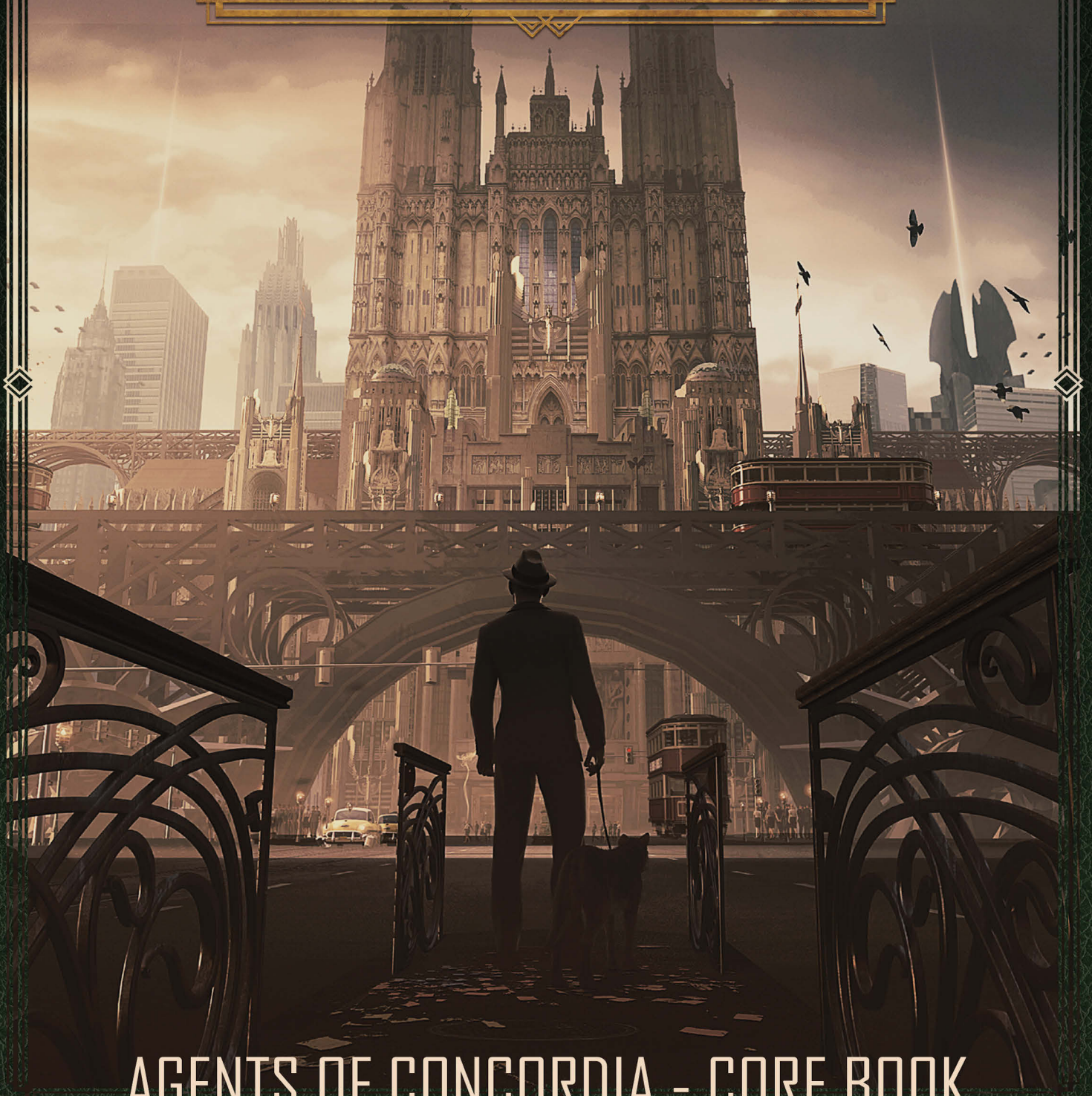


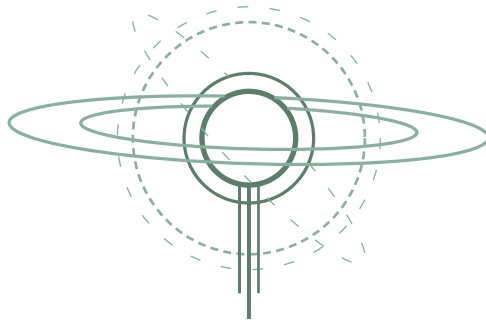
AGENTS OF CONCORDIA



AGENTS OF CONCORDIA - CORE BOOK

MULTIVERSE

SINGULARITY

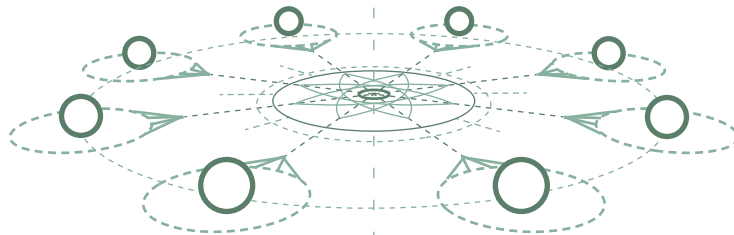


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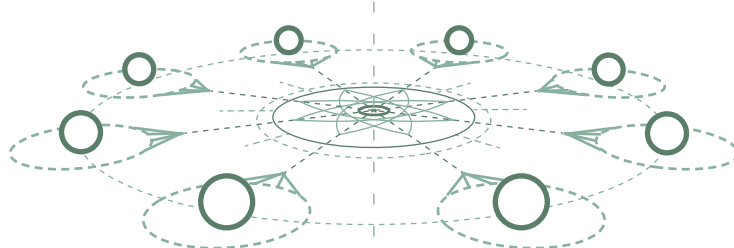
CONCORDIA PRIME

CONCORDIA
THE INHABITED MULTIVERSE



ARTIFEX

THE PRIMAL





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MODIPHIUS
ENTERTAINMENT

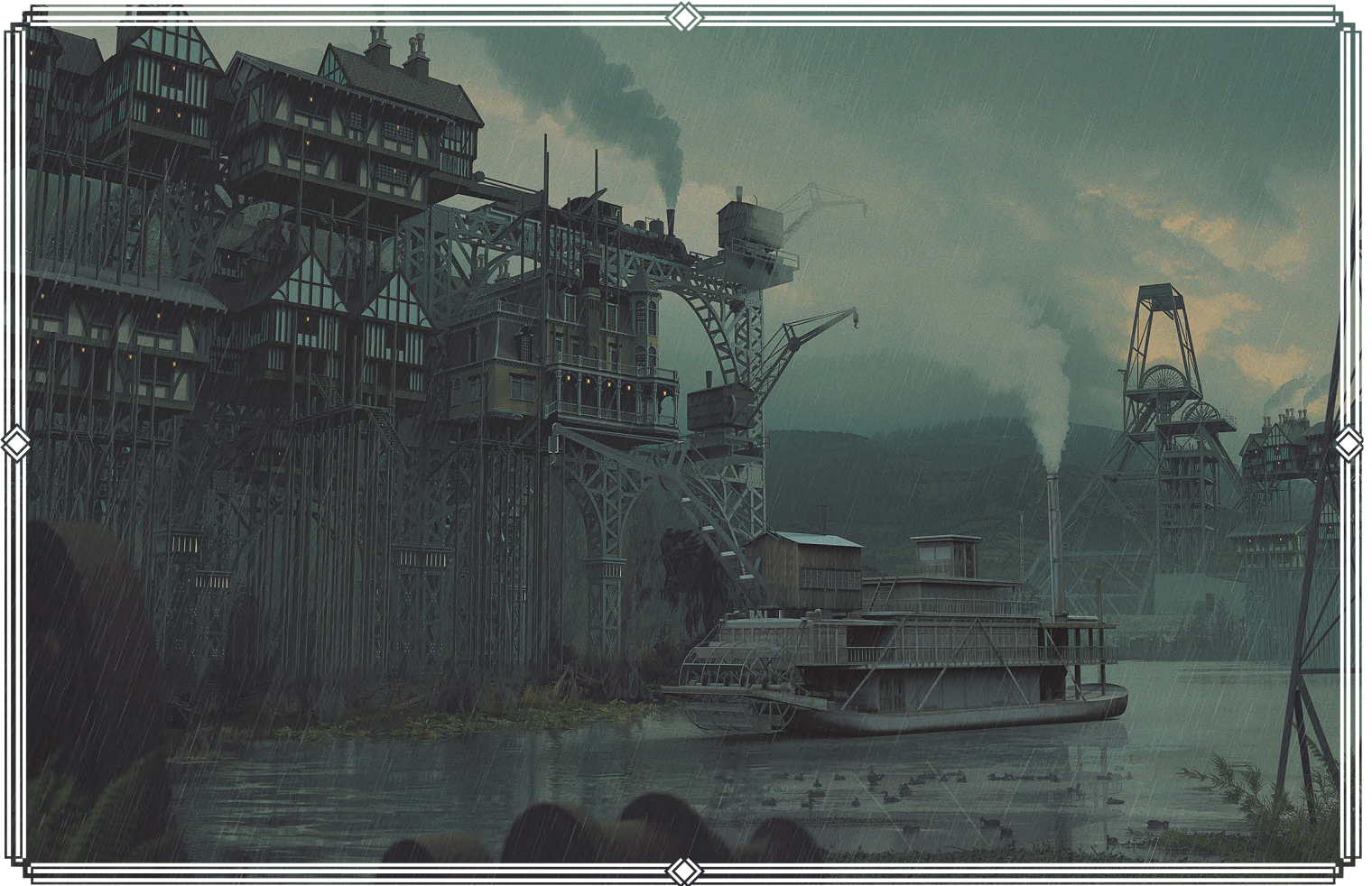


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THE CORE BOOK



The first thing an agent learns is to trust the Agency, and that her loyalty to the greater good must outweigh all other ambitions. It's the duty of each agent to help her fellow agents resolve all challenges, in a way that's favorable to the Concord and its inhabitants.



WELCOME

Hi, and welcome to the Agency!
My name is Kristofer, and I am one of two primary authors and creators of the world(s) you are about to delve into. We at Strangewood Studios are happy and excited that you wanted to join us on this journey, and we hope to deliver on your expectations. Creating this book has been a bumpy ride. In the end, we made it, thanks to our families, friends, and backers on Kickstarter.

This book has been long in the making. It is the result of countless hours playing Pen & Paper RPGs over the years. I would argue that I was partially raised in the game room, gaining a lot of my empathy and wanderlust from “*Drakar och Demoner*,” the Swedish fantasy RPG of my youth.

Being eager to entertain, I discovered at an early stage that taking on the role of Game Master and writing exciting and challenging stories was my cup of tea. It wasn't until a lot later that I figured out the balance of good RPG gaming: that you are all responsible for each other's entertainment. There's going to be a bit more on that in the GM's section of the book. If you are new to this hobby, it will all make sense soon, and one day you will have figured out some new universal RPG truth that you can write in your very own book.

We at Strangewood surely hope you and your friends have a good time with this book, and be sure to contact us if you wonder about something!

Thank you,

//Kristofer Stenskog, Director @ Strangewood Studios

HOW TO PLAY A PEN & PAPER RPG



Playing a Pen & Paper role playing game (*henceforth referred to as an RPG*) only requires two things: a friend and some imagination. To maximize the experience, you can add a detailed setting, some rules, and about two more friends.

This book includes the setting and the rules. If you need someone to play with, visit a local Game Store or perhaps an online forum.

When you play an RPG, one of you will take the role as the Game Master (*GM*), and the rest will take the parts of Players. The Players will create and control the main characters in the story, and the GM will handle the plot and all things surrounding the main characters.

Together you will tell an entertaining and exciting story, with the GM serving up challenges, obstacles, and intrigues, while the Players maneuver the main characters through the plot: solving puzzles, fighting monsters and exploring new worlds. All of this is done within your imagination, and you explain to each other what's happening. (*The GM explains what's happening in the environment to the characters, and the players describe what their characters do.*) You can see it as a theater, where the actors control the actions of their roles, and the GM controls the rest. There are no winners or losers in an RPG; you are either entertained or you are not.



In addition to the entertainment, there are the rules. To determine if a main character succeeds or fails at a task, you roll dice. Agents of Concordia uses a rule set where you roll a number of 12-sided dice (*D12*), add bonuses, and compare them to a difficulty number provided by the Game Master. There will be more about this later in the book.

Example: Jane, Michael, and Sarah are going to play Agents of Concordia. Before they begin, they have agreed that Jane should be Game Master, making Michael and Sarah Players. Jane has prepared an adventure, and the other two have created a character each, following the rules and guidelines in this book. Michael has created a Marmoseti Locksmith, and Jane has created an Alden Reaction Force Officer. Both are secret agents (as are most player-controlled characters in Agents of Concordia.) Both Marmoseti and Alden are alien species from parallel worlds (again, like most player-controlled characters in Agents of Concordia.) They are now ready to begin their adventure:

Jane the GM (describing the things surrounding the Players): You stand in the great hall of the CCI, prepared to take on your first adventure, when you see your appointed Assignment Officer wave to you from the window of her office—it seems like she wants you to get up there. What do you do?

Michael (describing what his character does): I nervously wave back and start to dart through the crowd on my way up to the office.

Sarah (describing what her character does): I shake my head and smile at the nervous little Marmoseti furball and start to walk towards the elevators.

Jane: You come up to the office and the door is open. The Assignment Officer invites you inside and you realize that you haven't gotten her name yet. She greets you with a stern handshake and welcomes you to the Agency.

Sarah (in the voice of her character): Thank you, Ma'am! It's thrilling to be on board! It goes on like this, with the Game Master and Players describing what they do:

everything from what they say, to whom they shoot at in combat, to declaring what their character thinks of a situation.

HOW TO BE A SHIPSHAPE PLAYER

As you have probably figured out, the point of playing an RPG is not to win against the other players, but to experience and create exciting stories together. The golden rule for this is:

Each participant is responsible for entertaining the others.

A lot of the time, Players, especially those new to RPGs, get the impression that the GM is responsible for the adventure, and therefore responsible for the entertainment. This is not completely true as every Player should take responsibility for each other's enjoyment. By doing this, you are going to have a great time. It should, of course, be tense and thrilling as well, so even if you don't want your character to die (*as that would make you unhappy*), the risk of peril and hardship is what makes a good story. As Aristotle would argue: Conflict is what makes a story interesting. Usually, it is enough to play your role and be a good friend; the rest will fall into place.

HOW TO BE A GOOD GAME MASTER

There is more on this subject later in the book, as it is a broad topic. There are a lot of different play styles and adventures to run, but the most important part is that the people in the room have fun.

If the group is interested in shooting monsters and stealing stuff, you might want to think about running a game tailored to that need. If they long for clever detective stories and profound mysteries, well, you've got your work cut out for you. In either case, make sure you stick to the parts you think are fun as well. If you love your work; your work will be lovely.

IF IT'S STILL CONFUSING

If you want some hands-on examples of Pen & Paper RPGs being played, we recommend watching or listening to one of the numerous popular pods out there, readily available on the internet.





PRIMER



WHAT'S A PRIMER?

The Primer is a short introduction to the game: the system, how it's meant to be played, and the basic points of the backstory. If you read only three pages in this book, I recommend these three. If you want to read the rest, I still recommend reading this part, as it will make the rest more straightforward and understandable.

Before getting started, all players should have read the primers or have listened to them being read aloud.



HOW IT IS MEANT TO BE PLAYED

This part is not law. We all play RPGs in different ways. Nonetheless, the system supports a specific style of play. There are as many ways to have fun with this game as there are RPG groups, but if you are looking for a particular type of experience, it's fair to get a sense of what this system and narrative do best.

WHAT IT IS NOT

Even if the game is action oriented, it is not specifically combat oriented. It is not intricately balanced to make sure all players are equal in combat. The game is not meant to be played with miniatures on a grid, and it is not intended for players to focus on the mechanics of combat. In fact, fighting is specifically designed to be fast-paced and action-packed, more part of the general story and drama rather than a stand-alone mechanic that supports games with long sessions of dicey combat. We have broken down the “*Scenes*” in the game to Combat, Infiltration, Investigation, Exploration, and Research. Alternatively, as they are called in the CCI: Confrontation, Infiltration, Observation, Exploration, and Scholarship. These categories represent the themes of the game, and each part is designed to encompass 1/5 of the game rules.

The game is not meant to be argued about. You will find that one specific mechanic, The **SUPPORT** and **CRIPPLE** system, relies a lot on the fact that the players can accept the rulings of the GM, and lend to her their disbelief and mistrust for safekeeping while they play the game. The AoC Multiverse you'll play in belongs to the GM, and the game will thrive if the players accept that in this particular AoC Universe, drama and story will sometimes be prioritized over realism.

Besides, accepting the ability to jump from one car roof to another should be small fry if you've accepted magic, talking animals, and a Multiverse of monsters and heroes. The level of realism will, of course, depend on what type of game the GM wants to run. The rules in this book will be in poor support of a realistic setting, but do not let that stop you from running the game you visualize. The GM will have some tips and tricks in the GM section on how to balance believability.

WHAT IT IS

The Pentivity System (*the rule system in Agents of Concordia*) is designed with an action-and-mystery-focused game in mind. It supports quick decisions, fluid gameplay, and actions where you describe crazy stunts and wild gambles. It thrives on situations where the GM goes “*Wow! That's terrific! Roll the dice; you get a +3 bonus for good narrative!*” We call this a “*friendly narrative game*,” where GM and Player work together to produce a good story.

The game is designed to be supportive of a character's story and development, and it does this without worrying too much about numbers and statistics.

PRIMER: THE STORY

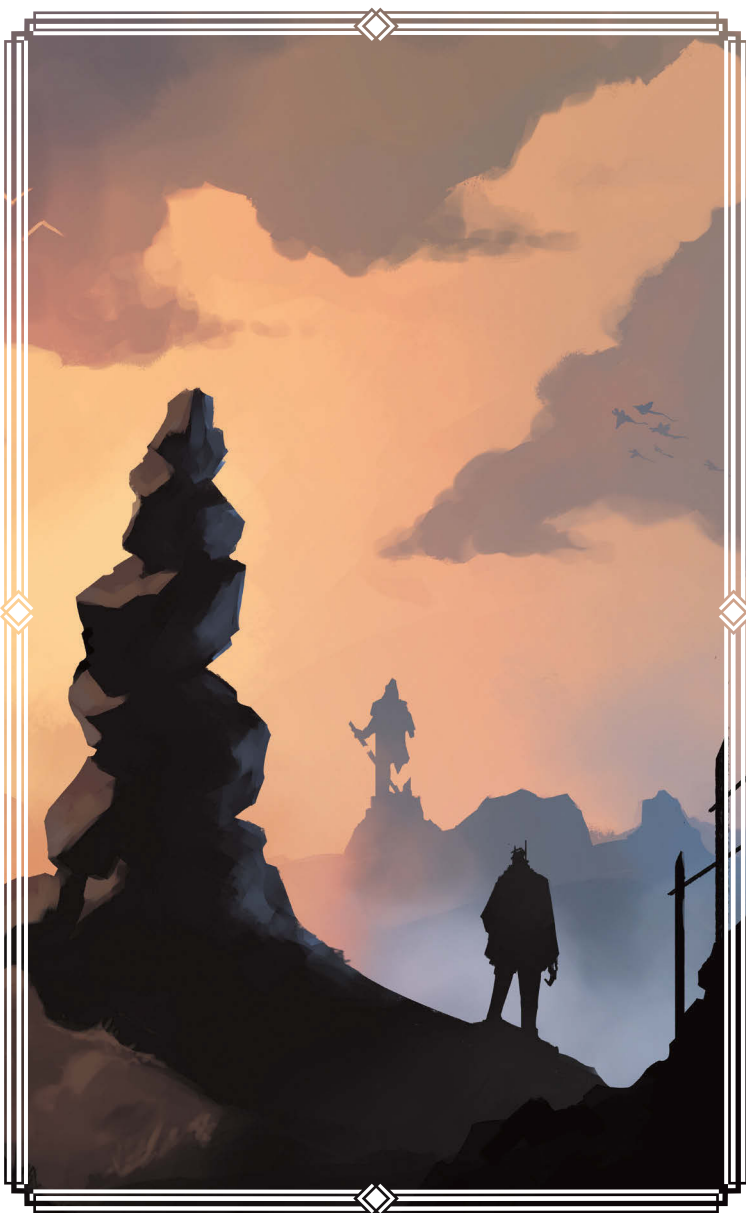
Agents of Concordia is centered around the CCI, Concordia Central Intelligence, an Agency charged with the protection of a vast fantasy Multiverse. The players will assume the roles of agents, taking on missions and solving cases in a myriad of different worlds located in parallel dimensions. Many, but far from all, worlds are united in a commonwealth called Concordia. From alarming rumors in the ancient temples beneath the sun-blasted dunes on Ennead, to smuggling operations in the shady underworld markets of the Flash Bazaar Network, there are always vast and small conspiracies brewing in the worlds of Concordia.

The dimensions in the Commonwealth serve under a liberal senate, with two hub worlds where the cultures intermingle and do business: Concordia Prime for all things bureaucratic, and Teigo for all things cultural and economic.

The year (*as per the current Earth count*) is 1964, and Earth is kept in the dark about all things happening in the dimensions next door. It falls under the protection and jurisdiction of the CCI nonetheless, as Earth is the last outpost before the end of the Multiverse. Since Earth has a lot of visitors from other worlds, the Concord influences much of the technology, culture, and languages on there. Nonnatives live and operate in secrecy, conducting more or less lawful activities. The Concord, with its multitude of dimensions, is placed between two gateway worlds: previously mentioned Concordia Prime, and Artifex.

Concordia Prime is the only (*official*) way to get to or from Earth. There are good reasons to keep the Concord a secret, and the CCI work tirelessly to screen all visitors.

On the other end of the Multiverse lies Artifex. Artifex is the gateway to the Primal Dimensions, another cluster of worlds where “*there be monsters.*” Literally. These monsters are called Vagrants, and they are invasive, hungry and horrible.



Vagrants come in all shapes and sizes, and the only commonalities between them are that they are not from the Concordian cluster of worlds, and that they all seem hell-bent on ravaging through the Concord to get to Earth. They seem to be after what is found at the end of the universe: the Singularity.

The Singularity is a pool of pure Aether, a basin of magic to which all streams eventually flow. Most people of the Concord use magic for many purposes, but magic on Earth depletes quickly. The current is strongest closest to the end, making magic on Earth fickle and fleeting.



AETHER

Aether is the source of power and life in the Multiverse. It often exists as a background radiation, silently and invisibly flowing through all things. Some individuals, and more commonly items, can capture and harness this power.

Magic, or the control of Aether flow, is commonly practiced with the help of rituals and the creation of artifacts. A few can control the Aether directly by using hand gestures or sacred words, but it is rare. There are artifacts with unique properties everywhere, and even if most citizens of the Concord go through their lives without ever using a magical object, they would not be scared or surprised if they saw one. Aether batteries are commonplace, and if you see a hovering cart, an ever-burning lantern, or an automaton, you can bet it is powered by arcane self-replenishing Aether batteries. The batteries charge themselves almost anywhere, except on Earth and in the Primal Realms.

GATES

The travel between worlds is not through space, but through magical gates. There are many different forms of gates, but the most common kind needs to be opened and directed if you want to travel; meaning that you essentially tell the gate where you want it to lead, and then you open it. Some gates, like those in the Flash Bazaar Network, are fixed gates that are always open and only lead to one place. A handful of powerful rituals and items will allow you to travel between worlds without a gate, and some creatures (*like powerful Vagrants*) can tear open rifts between worlds.

The stuff between dimensions is called “*the Void*” and consists of solid nothingness and is extremely difficult to analyze or grasp. When gates are opened between worlds, the rest of the void becomes dense around it, making gateless travel more difficult. By opening large gates, the Concord can reinforce the rest of the void. This is the principle of “*bottleneck worlds*,” where travel is restricted to specific points as long as the gates are open.

TECHNOLOGY

In the Concord, there are all sorts of technology, both arcane and mechanical. The untold number of worlds that are included in the Concord were all on different advancement levels when they joined, from medieval kingdoms or clans to highly advanced civilizations. The most advanced are the Alden, who are in their digital era and have had artificial intelligence and virtual realities for centuries. The rest of the Concord is a bit restrictive when it comes to adopting this level of technology, as the somewhat reclusive Alden exclusively understands its deeper functions. The regulation of digital technology is very strict in government bodies.

The inhabitants are used to seeing tech they do not understand, so few things alienate or scare them solely based on how advanced they are.

So, now you hopefully have at least a broad grasp of how it all fits together. Concordia is an unfathomably large political machine held together by a vague sense of an outside threat, the members' fear and need for each other, wild senatorial debates, and last but not least, The Concordia Central Intelligence.



PRIMER: THE RULES

Agents of Concordia uses an action system, called the Pentivity System, that is designed to be easy to use and flexible in application. It has some basic rules that are consistent throughout the game, as well as some more specific rules, usually attached to items or character values. You all have the responsibility to each other as friends to make sure everyone is entertained. This means that you as a Player accept the decisions made by the Game Master and that you as a GM try to make the game fun, fast and challenging for everybody.

If you ever feel the urge to stop playing and debate on which Skill is used for what, just wing it. Remember that the GM has the final say in all “winging” decisions. It’s her reward for bringing you along on this fantastic adventure.

CHECKS

The players roll all checks, to keep a fast-paced style of play in the game room. The GM may roll if she wants to, but all statistics for the enemies and non-player characters are pre-rolled, so she doesn’t have to.

To roll a Skill check, you grab one to three 12-sided dice (*the only dice used in the game*) equal to your Skill level. You roll them, choose one to keep, add bonuses or penalties from abilities, equipment, and conditions to the rolled number, and compare the result to a target number, set by the GM. Every time you beat the target number, say you get an 11 total when the target number is 5, you get an additional effect. This could be a dramatic or rule effect, most tangible in combat, where you get extra damage. The central principle is “*If you beat the target multiple times in a single roll, you get the same amount of effects.*”

Circumstances that would affect your roll are called **SUPPORT** or **CRIPPLE** effects. These give you either +3 or -3 respectively. It’s up to the GM to decide what you get **SUPPORT** or **CRIPPLE** from, but some things are pretty self-explanatory. Having a wounded arm when catching a ball would give you a **CRIPPLE** on your roll while having a baseball glove would give you a **SUPPORT**.

These things cancel each other out, so having both would result in a straight roll (+3/-3.) There are some lists of examples, but the final ruling goes to the GM. Is the darkness crippling when searching for your gun? If so, -3 to your roll. Otherwise, you roll as usual.

You may ask yourself; why is it only +3/-3? Why is it all or nothing? Why can’t the darkness give you -1, or -4, if it’s really dark?

It is favorable to the pace of the game to have a fixed number. It is a more pleasant experience, when you do not have to argue about if the rope should give you +3 or +4 in climbing. If the rope is supportive, it gives you +3. Since 3 is a high number in this game, the crippling or supporting circumstances should be imperative to your result. You can ignore the small things and focus on the stuff that’s vital to success or failure.

Each player will have two other assets at their disposal: Veterancy and Clearing Levels. These will give the player a chance to alter her roll with the help of items (*checked out from the CCI Armory with her Clearing Level*) or know-how (*measured with her Veterancy Levels.*) These will be explained further in the Character Rules Chapter.

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GM TIP:

The most important rule of all:

Wing it!

The purpose of this game is to have fun.



THE RULES



FUNDAMENTALS: CHECKS

Whenever you want your character to do something challenging or difficult, you need to make a Skill check to determine if you will succeed or fail.

To make a check, you roll a number of 12-sided dice equal to your level in the Skill (*usually one*), add bonuses from different abilities and gear, and check it against a Target Number. The Target Number is given to you by the GM, who either comes up with a number she feels fits the situation, or who gets the number from the threats section, where they are pre-written. If the roll is equal to or higher than the target, the action succeeds.

The difference between your roll and the Target Number tells you the scope of your success. Each time you double up, you get an additional effect.

If the Target Number is **6**, you would succeed if you roll a total of **6**. You would gain an additional effect at **12, 18, 24** and so on. You should expect to see either a straight success, or a success with one additional effect.

When you roll a Skill check, you pair the Character's Skill with a suitable **BASIC ABILITY**. Skills, the different fields of knowledge your character possesses, are measured in dots, between one and three.

The number of dots represents the number of dice you roll when the character is using that Skill.

If you need to roll a Skill where you have no dots, you roll two dice and must choose the lower of the numbers.

Your **BASIC ABILITIES** are measured between -6 to +6, and one of them (*Constitution, Dexterity, Focus, Wisdom, Wits, and Charisma, shortened to CON, DEX, FOC, WIS, WITS, and CHA, respectively*), is usually used when making a roll. These can vary between situations, and while a **FOC + DRIVE** is required for you to jump your car across a narrow gap, a **WIS + DRIVE** might be suitable for identifying whether the vehicle is too heavily loaded to make the jump at all.

TARGET NUMBER (TN)

When a character wants to perform an action, and the GM decides that it requires a roll, the GM tells the player both the needed **BASIC ABILITY + SKILL**, as well as the Target Number. Below are some examples of basic Target Numbers.

In the book, target numbers are displayed in parentheses after the **BASIC ABILITY + SKILL**.



DIFFICULTY	TN	DESCRIPTION
EASY	3-5	<i>Something that might be moderately hard for the untrained, but almost trivial for someone with basic training. (Telling a white lie, finding basic shelter in the woods, fixing a toaster)</i>
NORMAL	6-8	<i>Tasks that require some concentration for a trained person. (Throwing a rock through a window across the street, racing a motorcycle through traffic, fixing a car)</i>
HARD	9-11	<i>Tasks that are challenging even for someone with extensive training. (Identifying a brand of rifles from the sound, winning a marathon, performing a ritual war dance at a Moridian wedding)</i>
VERY HARD	12+	<i>Tasks that are almost impossible even for a senior agent. (Breaking into a Marmoseti safe, performing a ritual to open an ancient temple)</i>

SUPPORT AND CRIPPLE

There are very few times in one's life when the conditions are precisely the same. The risk of failure is always altered by an untold number of factors, some more than others. In Agents of Concordia, this is represented with the TN, but also by **SUPPORT** and **CRIPPLE** effects. These effects represent conditions and items that might affect the outcome of your actions. It might be a condition like darkness or rain, or it might be an item like a rope or binoculars. When something gives you a bonus, it's called a **SUPPORT** effect, and if it gives you a penalty, it's called a **CRIPPLE** effect.

These effects stack, and you may suffer from both **SUPPORTs** and **CRIPPLEs** during the same roll (*although they will cancel each other out, as +3-3 is 0.*)

Supporting and crippling effects are handed out by the GM, and we recommend not going overboard with the amount. The numbers are quite big (*+3/-3 can make or break most rolls!*) so only consider them when the circumstances call for it. Keep the rolls fast and fun.

i

WHY NOT JUST ADJUST THE TARGET NUMBERS?

First of all, **SUPPORT** and **CRIPPLE** effects do not affect the Success Levels (*like changing the TN would.*)

This means that the possibility of incredible success is not moved as much.

Secondly, while it takes a minute longer to get the flow of the game going, most groups will experience faster and more linear gameplay as it becomes easy to determine when you get a bonus or a penalty (*the darkness does not affect you until it becomes Crippling Darkness and gives you a penalty of -3 to your roll.*)

SUCCESS LEVELS

Each time you beat the Target Number beyond the first (*you roll a total of 10 when the difficulty is 5, for example*), you gain an additional effect. This effect is a powerful thing, and in addition to your success in the task, you can spend each Success Level to gain an advantage:

■ A STORY EFFECT

You manage above and beyond. Decide together with your GM what your effect will be (*you obtain additional information from your **CONVINCE** roll, you get an opportunity to lock the door behind you during your escape, you make the daunting leap look like a breeze.*)

■ A SUPPORT EFFECT

You or a friend gain **SUPPORT** on a following roll. (*Your fire draws out the enemies in the line of fire for another agent's shot, your expert sneaking inspires your friend to sneak better as well, you gain enough understanding from picking the lock on the container to help you with disarming the Donum Bomb inside.*)

■ A CRIPPLE EFFECT

You may inflict a **CRIPPLE** effect on a subsequent roll. (*You present your case so vibrantly and passionately that the opposing attorney staggers, you hide the boobytrap so well it's nearly impossible to spot, you knock your enemy down, so her next move will be from the ground.*)

■ ADDITIONAL DAMAGE (COMBAT)

Each weapon in this game has a static damage value. You may spend a Success Level to do that amount of additional damage (*3 damage becomes 6, then 9, if you spend two additional Success Levels.*)

Example:

Roy rolls a **DEX + STEALTH** roll to lose his pursuer in the plaza. The GM decides that the **TN** is 4, a fairly easy roll. Roy rolls a **10** on the dice, adds +3 for his **DEX** score for a total of **13**. This means that Roy beats the **TN** two extra times (at **8** and **12**.) Roy spends his two additional success levels on finding an unlocked truck.



TIMING

Time in AoC is cut up into chunks, designed to (*for the most part*) mimic paces in other dramatic media like plays or movies.

A Round is the time it takes a character to do something quickly. Combat is usually measured in Rounds, where you have enough time to make an attack or run a short distance, or something similar. Building a swing set may take many turns, but if there's no impending danger, you might not want to measure it in turns, but just say "*it takes you two hours.*"

A Scene is a more uncertain amount of time. Think about it like a movie or a tv-show. A Scene is typically set in a specific place, and the characters have a particular task.

In a film, each scene has some specific piece of information for the viewers, or another specific purpose, like showing you clues to how the hero thinks. No Scene should exist without purpose.

A Session is a game night, from the time you arrive at the table to the time you leave for the night. No in-game mechanics rely on this, but the GM is supposed to hand out experience points and things like that at the end of each Session.

The most extensive scope of time (*save Campaign*), is Mission. A Mission is a task handed to the characters, and it usually starts with receiving the specifics at CCI HQ and ends when the group writes their mission report.

A campaign is when several Missions band together to form a long continuous story.

SITUATIONS AND SPECIFIC RULES

There are a lot of different situations that might occur in a game of Agents of Concordia. It would be impossible to include rules for each situation in this book, but we can give you some guidelines, and you can go from there. Most minor situations (*how to dodge a ball, etc.*) can be solved with a single dice roll, and their rules are covered in the Skills section of the book. This list describes more advanced, intricate, or comprehensive situations that might require multiple rolls and much roleplaying. The guidelines are categorized by Veterancy. These rules are just a suggestion. If you are in the middle of a Scene and you feel like you've got things under control, don't pause the game to read this section. It's meant to give you a broad perspective on how you can use the rules, not be a litany in stone. The rules are intended to work the same way no matter where you use them, so there should not be many surprises in this chapter.

CONFRONTATION

COMBAT

Combat follows the same rules as the rest of the game, with a few exceptions. Full rules for combat can be found on page 17.

WHEN THEY RELOAD, RUN!

If a character wants to estimate a hostile situation, either while she is in the middle of it, or when faced with a worrying environment, such as a hotel room riddled with bullets, she rolls **CHECK CONFLICT**. The roll might tell her when the baddies are reloading, what the goons in the hotel room were fighting, or if the hall is the right spot for an ambush.

INFILTRATION

DECEPTION

There are several Skills you could use when trying to trick an adversary, all depending on you, the target, and your position. **CONVINCE** is

the a non-aggressive Skill. Rolling **CHECK MOTIVE** during the conversation might give you hints to the strengths and weaknesses of your adversary (*and perhaps **SUPPORT** on your roll.*) Depending on the GM and the players, you will need a variable amount of roleplaying. Some situations might only need an "*I convince the guard to let us in,*" roll **CHA + CONVINCE**, and you get let in. Other times, you might need to say the right things, connect the dots, and make the bad guy reveal her plans by using the proper references and remembering the names of her goons. In these cases, you could either roll after you talk or not roll at all.

RIGGING AND DISARMING BOMBS

Demolition is the Skill you would use to disable or rig a bomb. Sometimes, you might need a **CHECK PROPERTIES** or **CHECK RESOURCES** to produce the ingredients to build a bomb, or to find the tools to disarm it. If you are lucky, cutting the wrong wire will only speed up the timer. If you are looking for a hidden bomb, you can either roll **DEMOLITION** or **CHECK SETTING**, depending on what the GM allows.

SNEAKING AROUND

STEALTH is a useful Skill for most sneaking situations. Pair it with **DEX** to tiptoe past lasers, **WIS** to find the best way to enter the house undetected, or **FOC** to stay absolutely still for 10 minutes while a threat passes by.

OBSERVATION

GIVING FIRST AID

If you want to heal another character, you roll **WISDOM + FIRST AID (TN 6.)** For each Success Level, you may have the target either heal 3 Damage or downgrade a wound. A wound downgraded from 1 to 0 is considered cured. A character do not benefit from multiple successful first aid rolls sequentially.

GATHERING CLUES

To gather clues in your environment, you use the Skill **CHECK SETTING**. To collect it from a person, you could either use **SURVEILLANCE** to spy on them or **INTIMIDATE** to threaten them.

EXPLORATION

SURVIVING IN THE WILDERNESS

When in the wilderness, the GM might require you to roll either **CHECK RESOURCES** or **MAKESHIFT** to find sustenance or to build shelter and tools. If you fail, you might have to go without it and suffer environmental damage.

CHASES, BY VEHICLE OR FOOT

Pursuits are often great visual spectacles in movies, but seldom interesting in books, and hard to make engaging in RPGs. When orchestrating a chase, the GM will most likely make a series of obstacles with attached tests, to check if the pursuer gains on the person or vehicle they are chasing. These will most likely have different Skills attached to them to make it tricky, along with choices you need to make quickly.

SCHOLARSHIP

RESEARCH

Almost all Skills can be used to do research. For example, **WIS + STEALTH** might be used to find the sneakiest way into a lair. The Skills in the Scholarship Skill Section are more tailored for research. A **WITS + CHECK PROPERTIES** Skill check, for example, may be used to examine the functions and properties of any item, while a **WITS + FIREARMS** may only be used to check the the functions and properties of a firearm.

Time might be a factor when doing research. If that is the case, your GM should give you the number of effects you need to succeed, and a time frame for each roll. If in a library scouring through books, each roll would represent a time frame of about thirty minutes.

PERFORMING RITUALS OR ALCHEMY

RITUALS and **ALCHEMY** are not readily at hand for most agents, but sometimes they can check out ritual kits from the armory to gain quick access to specific magic. In that case, they roll **ALCHEMY** or **RITUALS** and check against the specific ritual's TN. A ritual typically takes a Scene to accomplish.



REPAIRING AND CONSTRUCTING MACHINES

If you record damage on vehicles in the same way you record damage on characters, you can use the **MECHANICS** Skill as “*First aid*” for vehicles. There are examples of vehicle and equipment integrity in the Equipment Section.

FEAR

If you get scared or startled, you might be required to roll a **STAY CALM**, in order to not shout, jump, or give another physical reaction.

COMBAT

For most agents, the possibility of armed conflict is present in most assignments. This is a particular part of the rules, as there are somewhat more rolls and numbers surrounding combat.

INITIATIVE ORDER

Sometimes, usually during combat, the order in which the parties act is a matter of life and death (*who shoots first?*) When a fight breaks out, all characters involved roll

WITS + CHECK CONFLICT (TN 5.) Each player keeps track of her initiative total (*the GM tracks the villains' and monsters'.*) Then, in order of highest to lowest, the combatants get to spend Success Levels to get information about the situation. Each level spent lowers the spender's initiative by 5. Then, in order from highest to lowest initiative, each character gets to take an action. When every combatant has taken an action, the Round ends, and a new one begins. This time, you don't need to roll a new initiative; you keep the one you had.

If a player wants to lower their initiative (*perhaps she wants to throw the Possession-grenade AFTER her friends get in the clear*) she can choose to change her number to a lower one before she takes her action.

OTHER ACTIONS

During combat, characters are free to take any action they want as long as it's their turn to act. A Round is enough time to shout a few words, then make an attack, and then move a short distance. If a character wants to do other things, it's up to the GM if it takes one or more Rounds.

VETERANCY: REACTIONS

There is one way a character gets to act outside her turn: Doing a Reaction. After a Character (NPC or PC) has stated the action for their turn, but before making any rolls, any character may spend a point of Veterancy to make a full turn's worth of actions before the initial action takes effect.

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AGREEING ON TIME

The number of Rounds it takes to do a specific task should be at least somewhat clear to the player undertaking them.

It's no fun if the player starts to climb a ladder in a fight thinking it would take two Rounds, and those two Rounds become ten because the player and the GM had different thoughts about the height.

HIGH-FLYING

In Agents of Concordia, combat is meant to be high-flying and action-packed, rather than extraordinarily balanced or realistic. If it's fun, fast and badass, you are playing it as it was meant to be played. As a GM, don't be afraid of finishing a fight quickly, rather than dragging out an inescapable result.

You may visualize this any way you like. We often refer to this effect as a planned reaction, where, for example, the hero knew all along that the enraged Moridiah would throw that desk, and had rolled in a flash grenade under it beforehand. The Moridiah then got a nasty and blinding surprise!

The GM might say, "The Moridiah picks up the big mahogany desk and throws it at you," to which the Player might respond: "I spend a point of Confrontation Veterancy to take an action. I want to roll a flash grenade in under the desk, so it goes off when he picks it up".

*The GM thinks this sounds cool, so the player gets a low TN. "All right, TN 4 to roll the grenade." The player rolls an 8, succeeds, and the rest of the Round is carried out like it would have been, except that the flash grenade goes off. This not only makes the Moridiah drop the desk, he also gets a **CRIPPLE** effect for one round.*

ATTACK ACTIONS

When you attack another being, you use their (often pre-rolled) dodge value as TN for your attack. You may then spend Success Levels to duplicate the damage from your attack or spend them on a general effect. Attacking is usually divided into these steps:

1 – Roll attack Skill.

NPCs have pre-rolled Attack Values.

2 – Roll defensive Skill.

NPCs have pre-rolled Dodge Values.

3 – Compare numbers. Check for Success Levels. If the attack is lower than the defense, it's a miss.

4 – Apply effect. Spend extra Success Levels on damage, **CRIPPLE** effects, **SUPPORT** effects or narrative effects.

5 – Deliver damage. Calculate damage total. If in close combat, add **GRIT** to the final damage result. (*GRIT is added after spending success levels.*)

6 – Check for Wounds. If the damage total exceeds the recipient's wound threshold, she takes a wound.

7 – Check for consciousness. If the damage exceeds her total health, roll **CON + ENDURANCE** against the exceeding difference. NPCs have pre-rolled consciousness checks.

ROLL ATTACK SKILL

When you have decided whom to attack and with what, you roll your attack Skill. The Skill and **BASIC ABILITY** used differs depending on the attack. You could go more off the rails if your GM wants to, but here are some basic rolls:

Unarmed – **DEX + MARTIAL ARTS**

Melee weapon – **DEX + MELEE WEAPONS**

Gun in close combat – **DEX + FIREARMS**

Gun in ranged combat – **FOC + FIREARMS**



ROLL DEFENSIVE SKILL

If someone or something attacks you, you need to defend yourself. You do this by making a defense roll with **DEX + DODGE**. The result gives your opponent a TN for their current attack. Rolling a defense roll is not considered an action. For spending Veterancy, the TN for the defensive **DEX + DODGE** roll is always 6.

As with Attacking, there is no reason to be uncreative with the Dodge roll. Throw yourself on the ground! Grab the baseball bat with your hand! Shove a sackfull of flour in the face of the marauder as he takes a swing at you! (*If you have a kind GM, this might give your opponent a **CRIPPLE** on his next attack.*)

COMPARE NUMBERS & APPLY EFFECT

Compare the results against each other. If the attacker or defender was successful (*attackers win ties*), see if either got any Success Levels. If the defender was successful and got any extra levels, she may use them as usual.

The same goes for the attacker, with a small difference: the attacker may spend the levels to add attack damage. This includes the first Success Level as well (*meaning that if you succeed with the roll but do not roll any extra levels, you can still use your success to do something other than damage. Knocking an opponent away from you might be just as good as inflicting damage.*) The damage is delivered all at once, so if you make a simple melee attack (2 damage) with one extra Success Level, you may inflict 4 damage. Pooling the damage is relevant when calculating wounds, as addressed in the next step.

GRIT

A character's **GRIT** value is derived from her **CON**. See table below. A higher **GRIT** value gives a character both a higher damage tolerance, as well as a damage bonus in close combat. You add your **GRIT** value to your character's wound threshold, as well as to the damage total when inflicting damage by hand or melee weapon (*any weapon where your character's strength and size would add to the damage.*)

If your character has **CON** -3 or lower, your **GRIT** is -1 (*subtract 1*.) If you have **CON** 3 or higher, your **GRIT** is +1, and you add 1 to the damage and wound threshold total instead. Remember that when you add **GRIT** to close combat damage, you add it **AFTER** you multiply it with Success Levels.

Damage from **MARTIAL ARTS** is 1 + **GRIT**.

CONSTITUTION (CON)	GRIT
-3 AND LOWER	-1
-2 TO +2	0
+3 AND HIGHER	+1

SPICY NARRATIVE

*"I attack the Waxman with **DEX + MARTIAL ARTS**" is not what you should aim to say during gameplay. You should instead aim to say something like "I take a short run-up, leapfrog over the dining-room table splattering food and breaking plates, and land on the Waxman, tackling him to the ground."* An attack does not have to be singular, either:

You could say, *"I light up the room with a hail of bullets aimed at the moldbeast!"*

In this case, I as a GM might argue **DEX + FIREARMS**, and if the roll is good, the large Moldbeast might take 3–4 bullets in its amorphous body and spray infectious mold over the room. The damage inflicted is still the rolled result, we just spiced up the description a bit.

The NPCs will have a pre-rolled defense, as with the attack Skill. Most NPCs have a printed maximum of effect they can benefit from.

All NPC characters come with pre-rolled Skills so that they will have a value attached to each attack. Let's use "SMALL HANDGUN: 7 / 2" as an example. This means the NPC is always considered to have rolled a total of 7 on each gun roll (and do 2 damage per Success Level.) If the GM wants to mix things up and roll for the NPCs, she can remove 6 from each statistic and add a D12 (rolling D12+1 in the case above.) Doing so will add more variety, but it will slow the game down significantly. We only recommend this when fighting skilled opponents and bosses.



HEALTH

All playable species have a health of 6 as default, but the number may change due to effects from potions, spells, equipment or similar.

CHECK FOR CONSCIOUSNESS

Health is the amount of damage your character can withstand before she risks becoming unconscious. When the damage she has taken exceeds this value, she needs to make a consciousness roll (**CON + ENDURANCE**) to stay on her feet. The difficulty level is the amount of damage that exceeds her total health. If she passes the roll, she is still on her feet and may act as normal. Every time she takes damage after that she needs to roll again against the new total, making it harder and harder to stay awake. If she fails the roll, she becomes unconscious.

NPCs have pre-rolled consciousness checks as well (*included in their health value*), so if they hit their printed health, they go down.

WOUND THRESHOLD

Wound threshold is 3 + **GRIT**. If you ever receive enough damage in the same instance to match or exceed this number, you get a wound. A wound is something different from regular damage. Regular damage represents battering and bruises, while wounds are more severe and include things like broken bones and gaping gashes. When you receive a wound, you record it on your character sheet.

CHECK FOR WOUNDS

The nature of the injury is between you and the GM. The severity should match the level. A Level 1 wound is a bit Crippling, like a broken finger or a bleeding cut in the forehead. A Level 2 wound is worse, like a broken limb, a massive concussion or some fractured ribs. A Level 3 wound is almost fatal, like a gaping hole in the abdomen, a lost arm or a broken face. A character with a Level 3 wound would generally need help to move around.

You write down the nature of the wound and its level (*each wound has its own level. "Punctured lung lvl 2," for example.*) If your threshold got surpassed several times, your wound level goes up by the same amount.

Broadly, a Level 1 wound gives you a **CRIPPLE** effect from time to time, a Level 2 wound gives you a **CRIPPLE** effect on almost anything, and a Level 3 wound gives you a permanent **CRIPPLE** effect until the wound is healed. Remember that the penalty might affect your consciousness roll.

DEATH

If an individual receives a wound while they are unconscious, they die.

HEALING

There are a couple of ways a character can heal:

REST

When a character takes a rest, she may roll her **CON + KEEP CALM (TN 6)** to recover 3 health per Success Level. A character may only rest once a day.

FIRST AID

If you want to heal another character, you roll **WISDOM + FIRST AID (TN 6.)** For each Success Level, you may bring a character back from unconsciousness, heal 3 damage, or downgrade a wound. A wound downgraded from 1 to 0 is considered cured. A character do not benefit from multiple successful first aid rolls sequentially.

INTENSIVE CARE

If hospitalized, a character will be able to recover much faster. For each full day under intensive care, she may heal 12 damage and downgrade a wound by two steps.

After that, she is good to go! She is probably still full of bruises, stitches, and bandages, but she is ready to soldier on.

WORDS TO GM

You as a GM can always give out **CRIPPLE** on **FIRST AID** rolls. While a concussion doesn't need any tools to relieve, a wound from a gunshot does. Of course, if the Players contribute with a First Aid Kit or other tools, they get **SUPPORT**.

You also determine when unconscious characters wake up if they don't get any help.

HOW IT ALL CAME TO PASS



TODAY

The Concordia is a peaceful cluster of hundreds of parallel worlds, existing in their own dimensional pockets. Through mystical gates, the worlds trade goods, services, and secrets. However, this was not always the case. The worlds in the cluster had to go through a great deal of both hardships and peril to get to where they are today.

THE HISTORY OF THE MULTIVERSE

In the beginning, the worlds were separated in the Multiverse, floating in the void towards an unknown destiny, unaware of their close neighbors. Many worlds were inhabited by different species of sentient and insentient life, living, loving,

waging war, and using one of the few sources of power consistent between the worlds: magic, or Aether, as it is called nowadays, Aether is a mystical power that behaves erratically, exists in every single thing, and can be directed through patterns or tremendous willpower. Many of the residents of these worlds, while now most long gone, left echoes across the magic streams of reality, and showed up again in fictional work on other worlds. Earth, lying closest to the final Tier, receives a high dose of resonance, resulting in vivid imaginations and inspirations amongst the inhabitants.



THE DAY IT ALL CHANGED

In a single moment, throughout the multitude of worlds, reality broke. Through rifts and cracks in reality, monsters and beasts (*called Vagrants*) from an unknown distant world poured through and killed anything in their path. Different worlds reacted differently to this. Some anticipated a similar event and were able to protect themselves, while others were too peaceful or underdeveloped to handle the invasion. At that moment, hundreds of worlds lost their entire civilizations and thousands of years of history. After a few months, the monsters had either clawed their way further into reality, starved to death, or been defeated by the natives. The worlds grew silent again, save for the surviving builders and salvagers trying to scummage through the rubble left in the Vagrants' wake.

THE AFTERMATH

During the years to come, the worlds that survived and suppressed their attackers had much rebuilding to do. They did this with a new realization: the existence of other worlds. Some grasped the possibility of a multitude of neighbors, and some conceived only a single parallel universe, from which the monsters came. Whatever the case, several surviving worlds had trans-dimensional gates operational within a few generations, after studying the wounds and scars in reality.

The first pioneers stepped through those gates, and the civilizations started to visit each other. Some with good intent, seeking to expand their wealth and bring sound ways of life to new horizons. Others were conquerors, claiming unknown lands as their own and waging war with the locals. One particular world, Sanguine, started a crusade, with the singular goal of destroying every Vagrant species responsible for the near destruction of their homeworld. The crusade lasted hundreds of years, with the Sanguinites ravaging countless worlds, jumping blindly from dimension to dimension looking for the Vagrants. During their campaign, they recruited a multitude of other species and creatures to fight by their side. As it seemed, the Sanguinites were not the only ones looking for revenge, and many of the others had no homes left.

WORKING TOGETHER

After a while, when the more peaceful races found ways to coexist with each other, they established commerce routes and fair agreements amongst each other. The wisest of them started a council made up of a myriad of different species, and began to map out the Multiverse. They knew they had to stop the crusade, that had now grown to enormous proportions, laying waste to most worlds it encountered. They started a pact, called the Concord, with a litany proclaiming peace, prosperity, and cooperation across the worlds. They banded together, and with the help of embargos, exclusion, and a dash of magic, they managed to disband the crusade and end their quest to slay a long-dead enemy. As the crusade disbanded and most of the associated worlds joined the Concord, the alliance grew stronger and more coordinated than ever before. Despite plenty of secret schemes and sinister political maneuvers, the Concord in large held it together and started to grow and evolve as technological and magical progress skyrocketed through the worlds.

A TIME OF COLLABORATION AND DISCOVERY

With the combined strength of old and new friends, the Concord started a quest to secure the group from outside threats, and seek out the source of the Vagrant horde. Through careful scrying and research, they found that the monsters were following hidden streams of Aether through creation, swimming with conviction through the vast void between worlds, heading to an unknown reservoir of Aether. Their invasion had been just a step along the way, a rest in their long journey to the magic summit. Along the way, they devoured all they came across, like locusts.

The flow of Aether came from far away, passed through the worlds, and continued to an unknown location. The Concord tried to track the flow, finding that the best way to map the known Multiverse was into Tiers. Tier 1 included the abyssal worlds from which the demons came. Tier 2 housed the known worlds and was home to the different societies and planets. Travel here was easy, the amount of Aether was reasonable, and most worlds supported life.



Above the Concordial realms, in Tier 3, lay the pool of raw Aether they dubbed “*the Singularity*.”

As the centuries passed, the demons started showing up again, though this time in small, irregular and scattered packs. This was alarming, and the mages and scholars from the Concord pooled together their wisdom to concoct a ritual to thicken the membrane of the void and shield its members from the Vagrants. To their disappointment, they found out that the only way to strengthen the void was to open another part of it. By opening a gate, you made the void around it as thick as tar.

It was a tough decision, but in the end, the Concordial Senate decided to build a downward gate. They would use a world with strong magic, one called Artifex, and build there a large Black Gate, herding all invading Vagrants and demons in to a large extermination zone. Artifex would be the first of two “*bottleneck*” worlds, created to control the unwanted travelers and gain control over the situation. The only way to travel further into the Tier from Artifex was through another smaller gate, positioned as far away from the Black Gate as possible. Between them was a gauntlet of every warrior and war machine the Concord could muster.

With the world-cluster safe, the inhabitants started to seek out the mysterious end of the Aether stream, that beckoned so to the Vagrants. What they found when they stepped through the gates was unsuspected and vexing. On the other side of the gate was not an infinite pool of Aether, but a lifeless world, barren and cold, floating like a silent orb motionless in the dark void. The black sky was riddled with tiny holes, as if the membrane between this world and the next were spread so thin, that it had started to crack.

The Aether flowed quickly here, fickle and hard to grasp, making the use of magic difficult. The pioneers concluded that the Singularity was just beyond the dark membrane in the sky, and the proximity to the pool drained this world of its magic. There was clear evidence that a few Vagrants had already been here, with



monstrous bones and eerie carcasses scattered thinly across the dark soil. The Pioneers took the information home, and the different governments in the Concord started to settle on this new world, in order to be the first to pierce the membrane into the pool of infinite possibility, and possibly rule or shape creation. In this new world, they magically shaped the landscape to their liking. The Enneadans brought the sandy dunes, palm trees and desert animals from their home. On another side of the world, the Omeyocans brought dense jungles and volcanoes. The Piscans, wielding strong magic, brought oceans worth of water in a single pearl and built an empire at the bottom of the newly formed sea, where they could do



their research in peace. They all competed against each other; who would be the first to breach the last string of dense void in order to rule creation? Fate, it seemed, would have no winner in this race. As time passed, the new inhabitants on this previously lifeless ball of stone and soil saw their magic powers stripped from them at an alarming rate. The first to go were the gates, their way home. Then their innate powers stopped working. Lastly, the items, and imbued trinkets and machines, lost their power. The larger the source, the faster it was drained through the membrane and into the Singularity. The different populations were losing their Aether spark, and they suffered both physical and psychological numbness. Their bodies started to retract in form, retaining only their most essential functions. Their minds lost the Aether spark, and they began to experience hallucinations and a warped sense of reality.

The settlers were turning into other species entirely, taking on Aetherless basic forms. With their drills and machines finished, but without sufficient power and with their operators in rapid decline, the god-leader of the Enneadans, Ra, decided to make a desperate and final attempt to break the membrane. He loaded himself into the largest drill, used himself as a magical battery, and shot what was left of his life-force and Aether, like a beam of pure light, into the membrane. The beam shot straight through the sky, opening up a bright shining vortex of magic, in the dead center of the black perforated sheet that covered the sky above this new world, that had been named Earth.

With his final breath, Ra proclaimed victory and became petrified before the eyes of his horrified engineers.

The creation of this permanent hole in the membrane was of catastrophic consequence. Like when a vacuum is suddenly broken, a massive amount of Aether was immediately sucked into the Singularity through the newly made hole in the sky. For most inhabitants of Earth, this resulted in a rapid regression, confusion, memory loss and sometimes complete loss of sentience, turning many into the different species that inhabit the Earth today. The horror that shook Earth sent shockwaves through the Concord. Many decisions were made very quickly, and the collective minds of the Concord decided to create another Artifex, a bottleneck world hindering the members of the Concord to travel to Earth without passing through it. In this new Artifex, the Concord would have control. Concordians would be able to visit Earth to study the Aether and conduct research, but not bring equipment that would risk harming the final realm further.

The Concordians were divided. The opposition felt that everyone should have access to the Singularity and that it would possibly give the Senate the tools they needed to end the Vagrant threat once and for all. The majority, on the other hand, felt that it would be too risky. No one knew what would happen when you reached the Singularity and started to meddle with its power. All they knew was that the Aether was connected to all things, and that the corruption of Singularity would possibly corrupt the whole of creation.

As the years passed, the new bottleneck world became the seat for the Concordial Senate and the diplomatic polestar for every world connected to the Commonwealth. The new bottleneck world was later named Concordia Prime, and that is the name it still bears today. Concordia Prime prospered, and the cooperation between worlds reached new heights.

There were a few bumps in the road though, mostly concerning Earth. A new sentient species had developed on its surface. Over time they developed their own laws and society. They called themselves Humans. They presented both an opportunity, and an imminent danger.

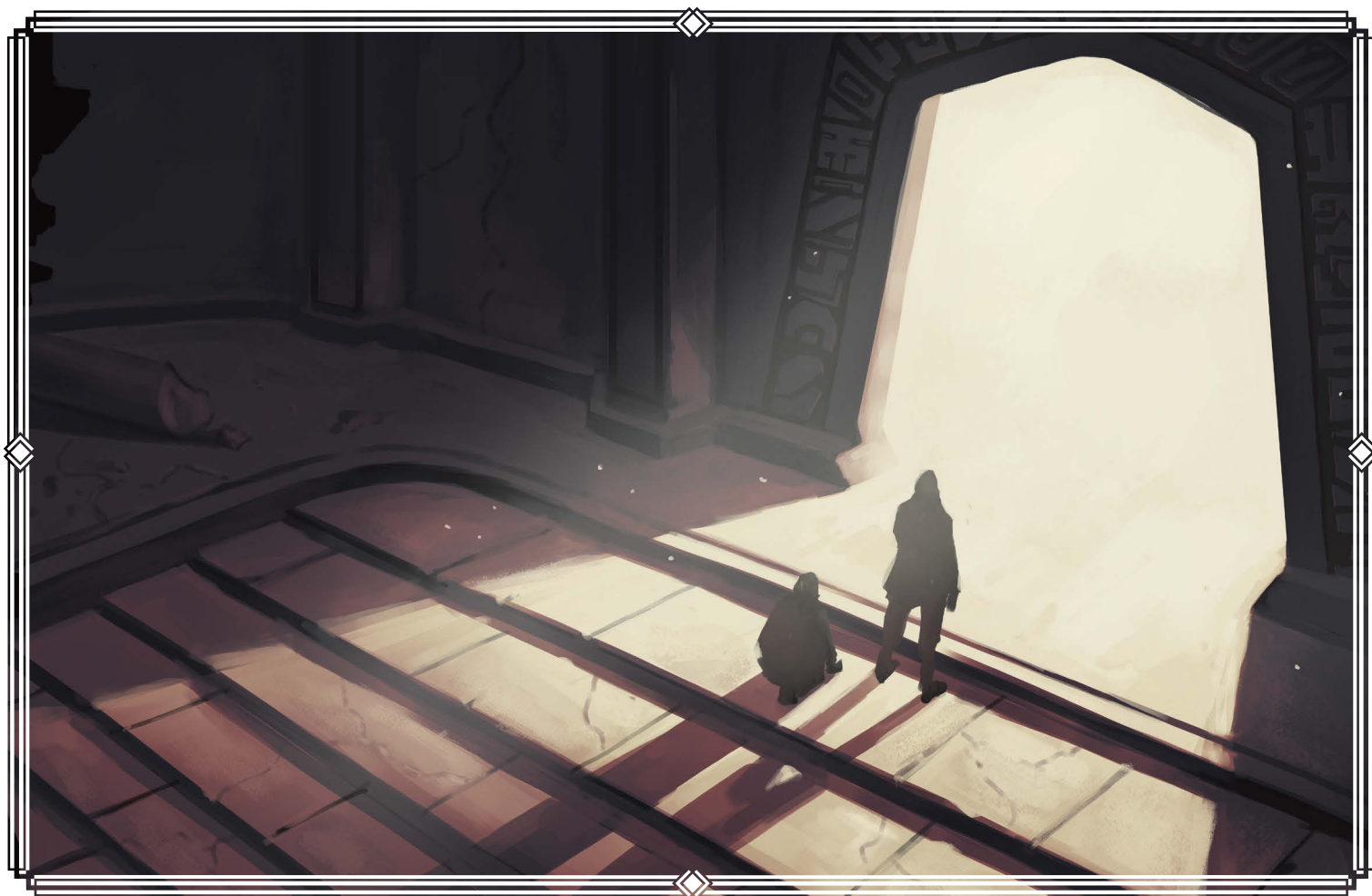
The humans were unique in their form, though they closely resembled the large Enneadan workforce that had been left to their own devices. They lived virtually without magic, their divine spark replaced by a gaping hole in their soul, and a strong natural resistance to Aether. The humans were greedy, crafty and extremely dangerous. They were both living close to the Singularity and were used to operating without rituals or alchemy, making them a substantial threat to creation. The Senate voted on two propositions that would decide the fate of the humans. The first was whether to cleanse the Earth of life, and the other was whether to include the humans in the Concord. The polls were dangerously tight, and in the end, none of the propositions were put into effect.

Excluding Earth from the truth had a couple of consequences: measures had to be taken to ensure both that the humans were occupied with ventures other than to explore dimensional travel, and that technology and knowledge from the Concord were restricted on Earth. It became evident that some sort of Agency had to be created, both to keep Earth free from creation-shattering inventions and ideas, and to hunt down those who threatened to expose the cover-up.

From these needs and principals, the Concordia Central Intelligence was born. It got a clear and broad responsibility: Protect the Concord and its members from inner and outer threats.

They set up their central hub on Concordia Prime and established a secure customs service with rules of conduct for those who wanted to visit Earth, as well as a bureau for agents operating throughout the Concord.

The centuries came and went, Earth's population grew, and civilizations rose and fell, bringing on wars, kingdoms, and discoveries. Soon enough, the origin of the first people and cultures were but a faded memory amongst the humans, buried deep in myth.



During this time, the CCI had grown to be enormous machine, due to the increasing complexity of the Concord and a steady increase in joining worlds. The need to sell the illusion of an endless universe to the humans became an increasingly taxing task, as more and more technologies were unlawfully smuggled to Earth. Aether-driven image projectors were placed hidden in the world, casting a complex and in-depth vision of an endless void upon the Membrane in the sky. Due to the Aether halftime on Earth, the changing of magic batteries in those machines is both a frequent and crucial task.

As the situation in the Concord calmed down, due to the rare appearance of Vagrants, the troubles on Earth grew.

Wars were escalating on a global scale. The humans were divided and angry and directed that anger against each other. The Concord hesitated to intervene, but in the end, they decided to risk a rapid progression in human technology and took small, practical and direct actions to end the second worldwide war. After that, the CCI had strict orders to deflate open conflict and nudge Earth to a more diplomatic path. As for the rest of the Concord, the CCI has gradually gotten more and more responsibility protecting the Concord, and has become the primary governmental body for protecting the Concord from inner and outer threats, securing jurisdiction in all parts of the Concord.

THE CCI

HISTORY

Situations involving the Concordia Central Intelligence are often turbulent and intense; it has been that way since its inception. It all started a long time ago, with a ragtag gang of mercenaries, later dubbed “the Prime Movers.”

Earth was in its infancy, and the Concordia Senate had just signed the Preservation Act. All bounty operations on Earth were disbanded, and the creation of an intelligence and protection Agency was set in motion.

The first team that shouldered the black suits was the prime movers, led by “the Architect,” a mysterious high-ranking member of the Concord Military Tactics Unit. The team set up a makeshift office, and fielded operations with almost no regulation or supervision, striking hard against rogues and officials alike. The group quickly rose to renown as an unyielding force of corruption-cleansing and conspiracy-hunting entities. The CCI was in high demand, and the organization grew from a nine-person venture to thousands of members in just a few years. The original members disappeared into legend, all but the Architect. She stayed on as Prime Director for the Agency, working out a system to shorten the time between receiving alerts to dispatching teams. The Agency seldom backed down from new responsibilities, and found itself in charge of customs, Vagrant threat assessment, diplomatic missions, internal affairs and much more. That is the Agency the Concordians know today, omnipresent and mostly concerned with vital and comprehensive issues.

PURPOSE

“To defend the Concord and its members from internal and external threats. To deploy and respect the weight of authority granted by the citizens of the Concord, and to apply the means necessary to protect and serve the same.”

That is the official task that lay reverent upon the shoulders of the CCI. The Agency has a lot of leeway, but an equal amount of responsibility. The trust and freedom the agents enjoy is only possible with great mutual respect and transparency between them and their superior officers. Oversight is managed with the use of written reports, regular checkups, and an open feedback system. Most agents have a license to kill, but such acts are only condoned in extreme circumstances and with extensive paperwork. Agents who make a habit out of killing become subjects to behavioral analysis and evaluation. Agents who develop an unhealthy relation to violence are usually sent to serve on Artifex rather than disbanded. The Agency has step-by-step divided their operations into different branches and disciplines, and some disciplines tend to be more violent than others.

FIVE CORNERS

The disciplines of the Agency are Confrontation, Infiltration, Observation, Exploration, and Scholarship. These bullet points surround the CCI logo, and represent the many fields that the CCI must master and excel in at all times. Each agent gets assigned a main discipline depending on the results of her personality test, as part of her application. After the initial training and acclimatization is complete, she gets to choose between different careers, suitable to her primary discipline. The available careers vary between different branches, but the largest branch, Field Operations Unit (FOU), employs with as much diversity as possible.

FIVE PILLARS

The CCI is made up of different branches, each holding responsibility for a particular task. There are five main branches, and each branch holds five subsectors (*one for each discipline*), for a total of 25 parts making up the CCI as a whole. The main branches are:

SVRU, SHIFT AND VOID RESEARCH UNIT

The SVRU is in charge of analyzing and understanding the void. They spend a lot of time taking samples, running tests and setting up field laboratories. The SVRU employs mostly researchers and relies on field operations to do the heavy lifting, and report anomalies and findings to the Concordial Senate.

ECU, EARTH CONTAINMENT UNIT

The ECU has two primary responsibilities, to monitor and protect Earth and the unknowing humans from external threats, and deflate significant conflicts and wars on Earth.

The ECU has a dangerous job and is held in high regard within the rest of the CCI, and the Concord as well. Many ECU operatives sustain permanent degenerative damage due to prolonged exposure to the Singularity. It is the ECU's responsibility to report any substantial threats to the Field Operation Unit.

ACU, ARTIFEX CONTAINMENT UNIT

The ACU is where the unruly and violent members of the CCI end up. Artifex is a constant warzone, where the agents fight a continuous battle against the Vagrant hordes spewing from the Black Gate. Any suspected breach is reported with haste to the FOU, and the agents here undergo daily checks for possession and mind-altering damage or effects.

PIU, PROVINCIAL INVESTIGATION UNIT

Many argue that the local agents are the real heroes, helping in many small ways to construct and maintain stability and order throughout the Multiverse, often without being seen. The PIU consists of localized agents, often working undercover in large rural areas to both nudge and influence local politics, as well as to prevent crime and injustice. The PIU often reports to the FOU, and they act as guides and debriefers to agents arriving from HQ.

FOU, FIELD OPERATION UNIT

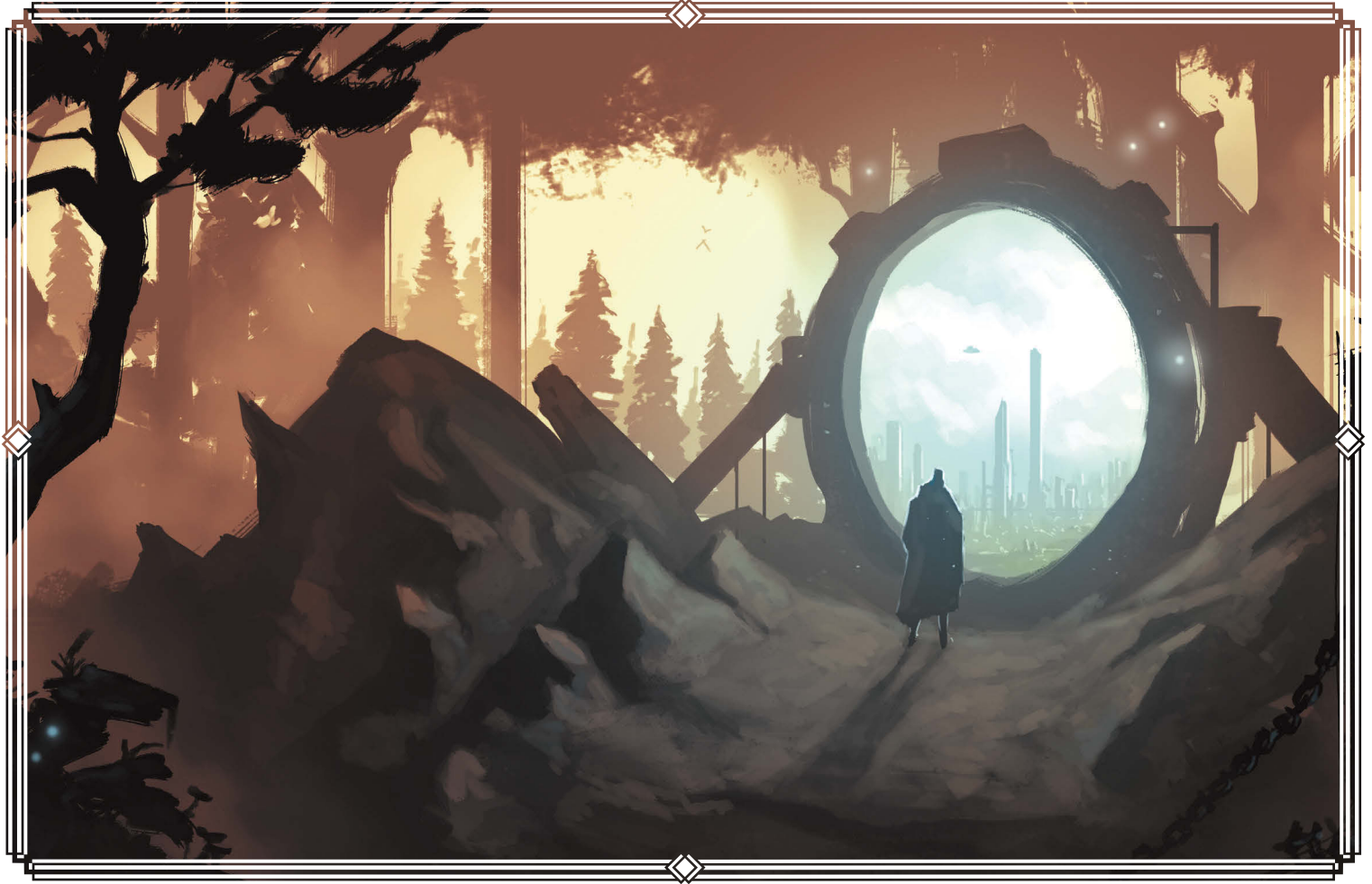
The FOU is the heart and soul of the CCI. The FOU operates out of the CCI headquarters on Concordia Prime, and it takes on missions of every kind from all over the Multiverse. The members of the FOU work tirelessly to finish tasks that seem impossible by employing the best equipment the Multiverse has to offer.

The main hall of the CCI HQ houses a large mechanical Flipboard, where the available and ongoing missions are displayed for agents and visitors alike. The FOU launches hundreds of missions every day out of the CCI HQ on Concordia Prime. The Strike Teams consist of 2–10 members, matched together by the FOU recruitment program.





WORLDS



If you want to leave your homeland, you locate the nearest gate, imprint a series of specific coordinate runes, and step through the portal. Depending on the location and architect, this may be done with chalk, a mechanical counter with discs, or on a holographic computer interface, using voice commands. The mechanical counter is the most common and is used by the CCI as well as the Concord at large. The Concordial gates, as well as most other gates, must connect to another gate. There is but a handful of individuals left that know the rituals to forcefully open rifts between worlds.

When the gates create a tunnel in the void between two places, it strengthens the rest of the void, as if the void becomes more compact.

That's why the Black Gate from Artifex to the Primal Realms is always open, to force all but the craftiest Vagrants into the most fortified gauntlet in the Multiverse.

There is an infinite number of worlds in the habitable Multiverse. Many worlds are unexplored, while others are home to secluded and isolated settlements. On the following pages, there is a short presentation of some of the more central worlds in the Concord, as well as a general presentation of the primal worlds.

As a rookie agent, there is no requirement to know how these worlds work. It should, however, be clear for a seasoned CCI operative to at least know a few of them. The gates used by the agents are often exclusive to the Agency, often hidden behind a front, managed by local representatives.

EARTH

SIZE: MEDIUM

SHAPE: SPHERE, ONE UNINHABITED SATELLITE

NATIVES: HUMANS, STEWARDS

A CHAOS OF COLOR

Earth is a patchwork of different biomes, and contains dense jungles, icy polar caps, and deep oceans, to name a few. They were all brought by different settling worlds, so nature is a cacophony of contradicting influence that has reached a fragile harmony after a long period of time. There are thousands of different species of non-sentient life on Earth, as the lack of Aether has made nature run amok.

CONFLICT OVERFLOW

There are many different states and kingdoms on Earth, most of them with their own rule. The domains are bound in various trade agreements and employ an advanced economic system. With a large number of beliefs, both religious and social, Earth is teeming with conflict as many of the beliefs contradict each other. As far as the rest of the Concord is concerned, Earth is under a special protection treaty, and any effort to reveal the truth about the Multiverse is subject to trial. Just recently, the CCI has been given a special clearance to deflate open war between the nations of Earth, as long as they don't reveal their origin.

FASHIONABLY WICKED

Earth is the antechamber to the most potent and dangerous place in the Multiverse, but an impossible last step to get there. Even if there is little chance to reach the Singularity, many still find uses for the magically drained vestibule that is Earth. Earth is a target for the following;



Vagrants, individuals who want to destroy magic artifacts, those in hiding, those who wish to siege the Singularity for deviant/research/noble purposes, those who strive for Earth's liberation, those who want to hurt the Concord, those who want to profit off humans, those who wish to vivisect a large number of different species, and more.

CONCORDIA PRIME

SIZE: SMALL

SHAPE: SPHERE

NATIVES: NONE

JAGGED HORIZON

Concordia Prime is one large city, with tall buildings, flying barges, and an abundance of statues and landmarks. It is home to both the Concordial Senate and the CCI headquarters. Concordia Prime works as a bottleneck for all who want to travel to Earth and has a rigid customs service. The world has no native species, but representatives from all over the Concord live there. There are thousands of businesses, hotels, and services on Concordia Prime.

TWILIGHT METROPOLIS

Concordia Prime belongs to all members of the Concord. Thousands of different worlds have a place in the Senate, and most of them have a consulate on the soil of Concordia Prime. Some representatives from smaller worlds live in the towering hotels. Concordia Prime is a busy world, where the streets are crowded with commuters at almost all hours. There is a small underbelly where the service workers live, but all produce is imported from the other worlds.

SECRETS AND STORIES

All major decisions concerning the Concord are made on Concordia Prime, and that often attracts various trouble. Assassination attempts, kidnapping, bribery, and framing are all carried out daily, right under the noses of the CCI. Concordia Prime also holds the gateway to Earth, so there is a lot of smuggling in and out, falsification of paperwork and various other schemes. Now and then, there are even direct or indirect attacks against the CCI headquarters.



DONUM

SIZE: VERY SMALL

**SHAPE: FLAT DISC,
WITH A GAPING CHASM IN THE MIDDLE**

NATIVES: NONSENSE

DUST AND MUD

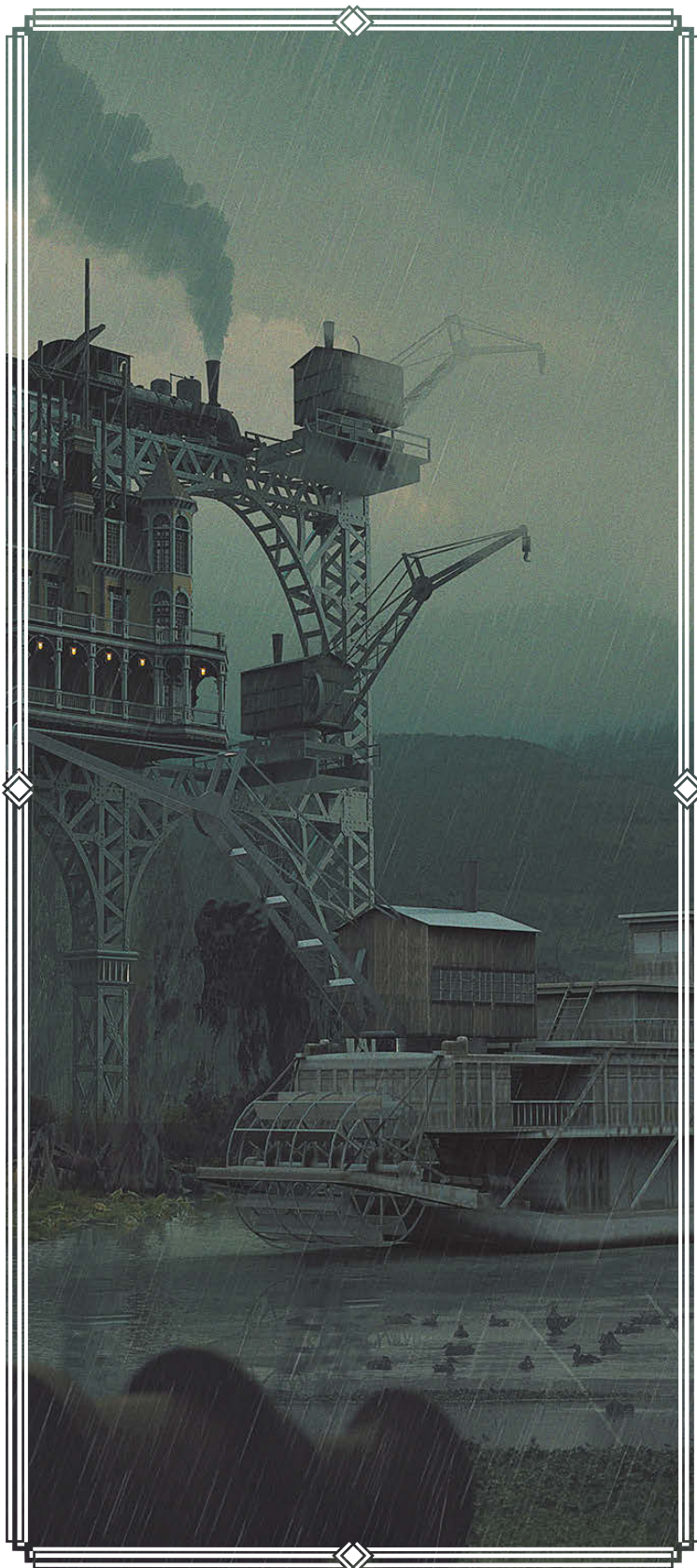
Donum was once a flourishing and opulent world. After countless generations of depleting the world's natural resources, it has become smog-covered with crooked mountains, tundra, and toxic wetlands. The world itself crumbles at the edges, and chunks of land drift into the void leaving Donum smaller and smaller after each generation. Most cities and communities are built on frames and consoles that reach out from the Central wetlands. The towns are slowly sinking, but the inhabitants continue to build upward.

GENTRY AND LABOR

Family corporations and houses rule Donum society and are in a constant struggle amongst themselves. The main part of the population works in the mining industry. Many outside members of Concordia move to Donum to work for a few seasons, though very few stay and raise their families there. There are a few scattered landowners spread across Donum, but most Nonsenses have sold their land and given way for the corporations.

MOBSTERS AND MINERS

Due to the long-lasting intrigues between the families, most of them have started to fight dirty. Infiltration, propaganda, and blackmailing are regularly used tools in this conflict. There is also a vast criminal underbelly lurking on Donum: smugglers gunning for resources, and mobsters squeezing workers on mining tools and equipment. The threat of violence is a part of most worker's lives on Donum, and the Corporate guards seldom step in unless the production quota is endangered.



HELIX

SIZE: LARGE

SHAPE: SPHERE

NATIVES: ALDEN, AUTOMATONS

TEMPERED AND HUMBLD

Once a complex and wild world, Helix is now tamed and controlled by the Alden. White shining cities and sky-roads are mixed with carefully planned parks filled to the brim with exotic flowers and plants. It almost feels like an outspoken display of grandeur, as there are more than a thousand square miles of open land for every Alden living on Helix. Computers, holograms, and automatons are familiar sights all over the world. The Alden are reluctant to share their knowledge of “*digital mysticism*,” and most of the Concord is too suspicious to receive it.

THE WHITE ORCHID

Helix is a secluded place, and any visitors must be scheduled and approved through their consulate on Concordia Prime. Helix has a delicate power system, where the lifestream produces and regulates power for the world. A birth and death must happen at the same time, or power surges and rolling blackouts hit Helix suddenly and violently. Helix has exactly 248,832 residents, and every member rules over her own patch of land, made up of about 1,728 hexagonal units, and totaling roughly the same size in square miles. Each area looks a bit different, molded to fit its owner’s preferences.

A DELICATE STRENGTH

Helix seldom calls in outside help. If they do, it’s often to resolve disputes and solve murders or unlawful births. As an unplanned death can cause power surges that will start fires and blow circuits across Helix, if a murderer strikes twice or more, the whole world could be in danger. Helix is the most tech-advanced and progressive world in the Multiverse, but the most fragile as well.



AUGUST MENAGERIE

SIZE: VERY LARGE

SHAPE: CUBE

NATIVES: AUTOMATONS

VAULT DOORS AND WHISPERS

A deep and hollow world, the August Menagerie is lined with enormous terrariums and habitats amongst its winding pipe-filled and rusted passageways. Each habitat holds an endangered species, and new containments are built or repurposed daily. When a creature is too dangerous, destructive or sensitive to be loose in the Concord, this is where they end up. The specimen outnumber the caretakers greatly, so all containment units are as sturdy as they get. Most passages are empty and dark, and the bio-vaults are self-sustaining save from various repairs and patchwork made by the August workforce, who are mainly Automatons.

DARK DEPTHS AND CULVERTS

The Menagerie is subordinate to the Concord, and acts as a facility to preserve life in all forms. The habitats are enclosed underground cages, often so large you'd need to trek for days to travel across them, and the ceilings are sometimes hidden behind clouds, artificial or natural. The enclosures differ in size, from hundreds of small terrariums lined up against walls, to vaults large enough to hold several biomes, all depending on the needs of the specimen contained. There are a lot of workers spread out over the Menagerie; they live in overcrowded villages crammed into underground culverts between the pipeworks leading to the different habitats. The world and its labor force is governed from the outside, leaving many workers understandably disgruntled.



DANGEROUS GAME

A call to the CCI from the Menagerie usually means that something is on the loose, which happens way more often than optimal. There is an untold amount of weird, dangerous and bizarre creatures in the Menagerie, and if one goes bursting through walls, a lot of specimens would get out at the same time. There has been trouble with poachers as well, infiltrating the vast and widely unsupervised world to hunt exotic and dangerous game.

SUBAURA

SIZE: MEDIUM

SHAPE: SPHERE

NATIVES: PISCAN

A CHAIN OF FALLEN EMPIRES

Subaura is a world almost completely submerged in water, and once held vast and glorious empires beneath the waves. The old Piscan warlords had a habit of creating and breeding gigantic monsters as their weapons of war, and one day, they lost control over them. The mindless beasts turned on their masters and claimed the depths as their own. The empires shattered overnight, and the only Piscans who survived were those few who managed to take refuge above water. Large plate-coral pillars stand like cliffs out of the stormy seas and are nowadays lined with the fishing villages of the feudal Piscans. Even with continuous storms and whipping rain, the Piscans have not dared to seek shelter in the murky depths.

TREASURES BENEATH

The towns and villages of Subaura live in peace with each other, though they do not visit each other often and have no government. Even the hardest of Piscan dare not venture too far from her settlement. A few treasure-seeking pirates from other worlds roam the seas looking for lost treasures of the old Piscan Empire, but it is a dangerous place, and the ones who are smart enough to survive, usually do so by befriending the locals.

PIRATES AND VILLAGERS

Subaura is usually a quiet place, where the Piscans live in harmony with each other. There are still times where they grow tired and frustrated and lash out, but most of the calls the CCI receive are reports of piracy. Pirates from other worlds who are down on their luck might find it suitable to attack or pillage Piscans.



If the attacks are continuous, the CCI is usually called in to solve the matter. It is generally difficult for the minor villages to send for help, as there are only a few big villages on Subaura that have means of contacting or visiting the CCI and rest of the Concord.

THE GREAT CARAVAN

SIZE: NON-APPLICABLE

SHAPE: CARAVAN

NATIVES: ORNITHURA, LAURENTI

ALL ARE WELCOME

The caravan is a patchwork of thousands of different carriages and vehicles, often strapped behind some giant beast of burden. The main members are Ornithura and Laurenti, with lots of tapestries and large decorations in bright colors lining every cart. In the back of the caravan are the colossal hovering flatbeds carrying the Dragons and Rocs, enormous Laurenti and Ornithura elders who have grown to epic proportions. They are seldom awake, but when they are, they preach wisdom, compassion, and forgiveness.

DUTY AND PEACE

The elder Dragons and Rocs rule the caravan. They further its original purpose: to travel across the Multiverse, leaving every world a little bit better than they found it. They accomplish this through everything from volunteer work, to taking in the unwanted, to schooling dictators in humbleness or building schools and sanctuaries. They will take up fights against oppressors, but more often, they report injustices to the CCI. The caravan itself can sometimes be a noisy place, with all manner of lost and discarded people from all over the Concord. Through the caring expression of the elders, the adopted members of the caravan learn quickly that there is salvation in kindness. Words of compassion get a little more oomph when they're from the mouth of a dragon.

THE WAY OF THE VOID

The caravan is a forgiving place and has seldom had any long-term or severe internal conflicts. They readily report on signs of unfairness and inequality that they have witnessed across the worlds, but sometimes there are intrigues inside the caravan itself. These tend to happen right after they take in new refugees or castaways.



ENNEAD

SIZE: LARGE

SHAPE: FLAT DISC

NATIVES: ATUMS, CHUNA

A BRIGHT PARADISE

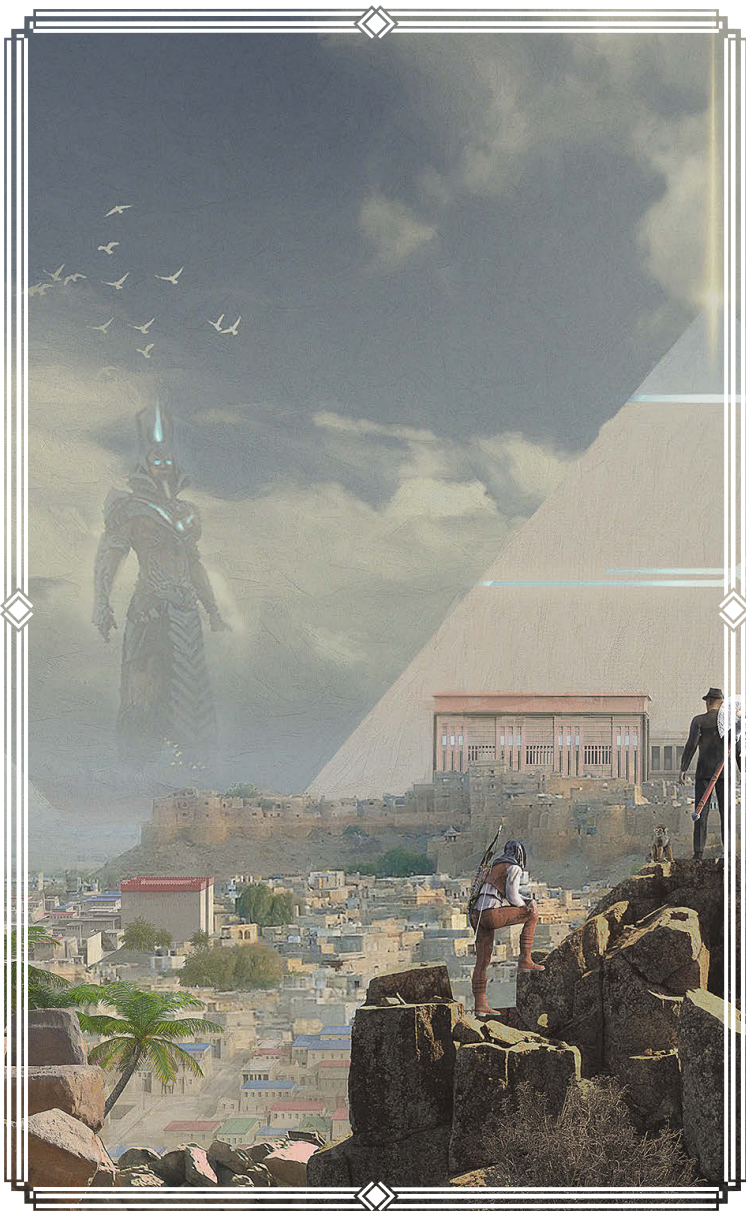
Ennead is a bright desert paradise, with lush oases, large temples and abundant flora and fauna. This flat disc is filled to the brim with villages and cities, split up into different provinces. Each province has a specific milieu, as each governing house has a god-ruler who walks the soil, affecting the environment with its vigorous magic.

A STRICT SYSTEM

Ennead is divided into different houses, each with a larger or smaller patch of land. A godlike monarch rules each house, followed in rank by a diplomat and a general, called the House Leviathan and House Behemoth, respectively. Far beneath them is the Chuna, and just beneath them are the Atums, located at the lowest rung on this social ladder. When a monarch is dying or feels that it's time to pass on the torch, she chooses either the Leviathan or Behemoth to take her place, ushering in either a time of peace or war. The Leviathan or Behemoth picks a new subject for their old position, usually a Chuna. The godly essence is transferred between them, and they ascend significantly in power, growing many times larger than their old size and gaining a lot of different strengths and abilities.

A BURNING AMBITION

Ennead has a complicated and violent political machine, and they usually settle their disputes without the meddling of the CCI. In most cases, the Bureau intervenes either to foil some larger plot that threatens the whole of Ennead, or when conspiracies threaten to spread off world. The agents might be alerted either by a concerned citizen or by a suspicious event.



Issues might be anything from assassination attempts on gods, the creation of forbidden and disrupting artifacts, or secret sect meetings with individuals who want to hurt the Concord. The Enneads were once conquerors, and many still long for the blood-soaked golden days.

OMEYOCAN

SIZE: MEDIUM (X2)

SHAPE: FLAT DISC, BOTH SIDES

NATIVES: OGRI, ACAAN, PRISMBORN

COSMIC BALANCE

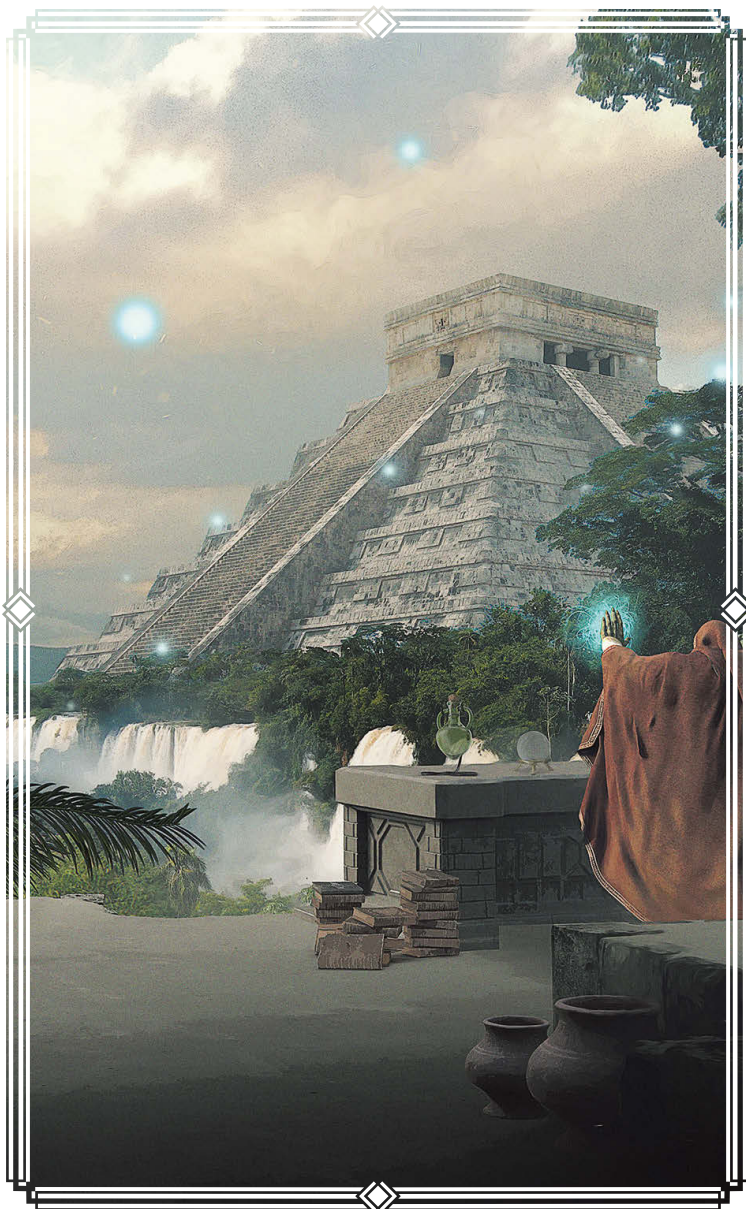
Omeyocan is a dual world, with a light and dark side. Both sides are inhabited by roughly the same amount of dense jungles, large cities, and roaring volcanoes. The light side has friendlier fauna and a more calming and friendly presence, while the dark side is filled with poisonous animals, predators, and nocturnal stalkers. The light side is home to the friendly Acaan tribes and Ogri mystics, who work together to improve their side as much as they can. On the opposite side, Ogri warmongers whip their Acaan slaves and enforce harsh laws and punishments on their subjects. For every improvement on the light side, a deterioration is added to the dark side.

LIGHT AND SHADOW

Light Omeyocan, the place most visited and the official member of the Concord, is ruled by the Central congregation. Both Ogri and Acaan representatives from all over the disc decide together how to evolve their society. They are a peaceful society and strive for happiness and equality for all members of their world. On the other side, in Dark Omeyocan, Solot the Blood-soaked rules eternal by sacrificing subject equal to his age at the dawn of the calendar cycle, fueling his dark and powerful magic. The Acaan there are slaves, farming, mining and breeding in the bleak and arid wasteland to produce more blood and sweat for their leader. The two sides are barred, and only a few know the secret passageways between them. The mystics from light Omeyocan believe that the dark side is needed to maintain balance, so they protect it from the Concord. This is a topic of harsh debates in both Omeyocan and the Concord.

BROTHER AND BANDIT ALIKE

Omeyocans mostly handle their own problems,



but the residents are free to contact the CCI if they want to. There have been quarrels, murders and sabotage on Omeyocan, as with most other worlds. The Central Congregation welcomes settlers from outside worlds, so there is a sizeable non-native population on Omeyocan. Sometimes, members from the dark side travel through the tunnels underground and invade the light side. Mostly, the Ogri and Acaan handle this themselves, but sometimes the CCI is called in.

BRUMAL

SIZE: MEDIUM

SHAPE: BOWL

NATIVES: KELD

BOUNDLESS WINTER

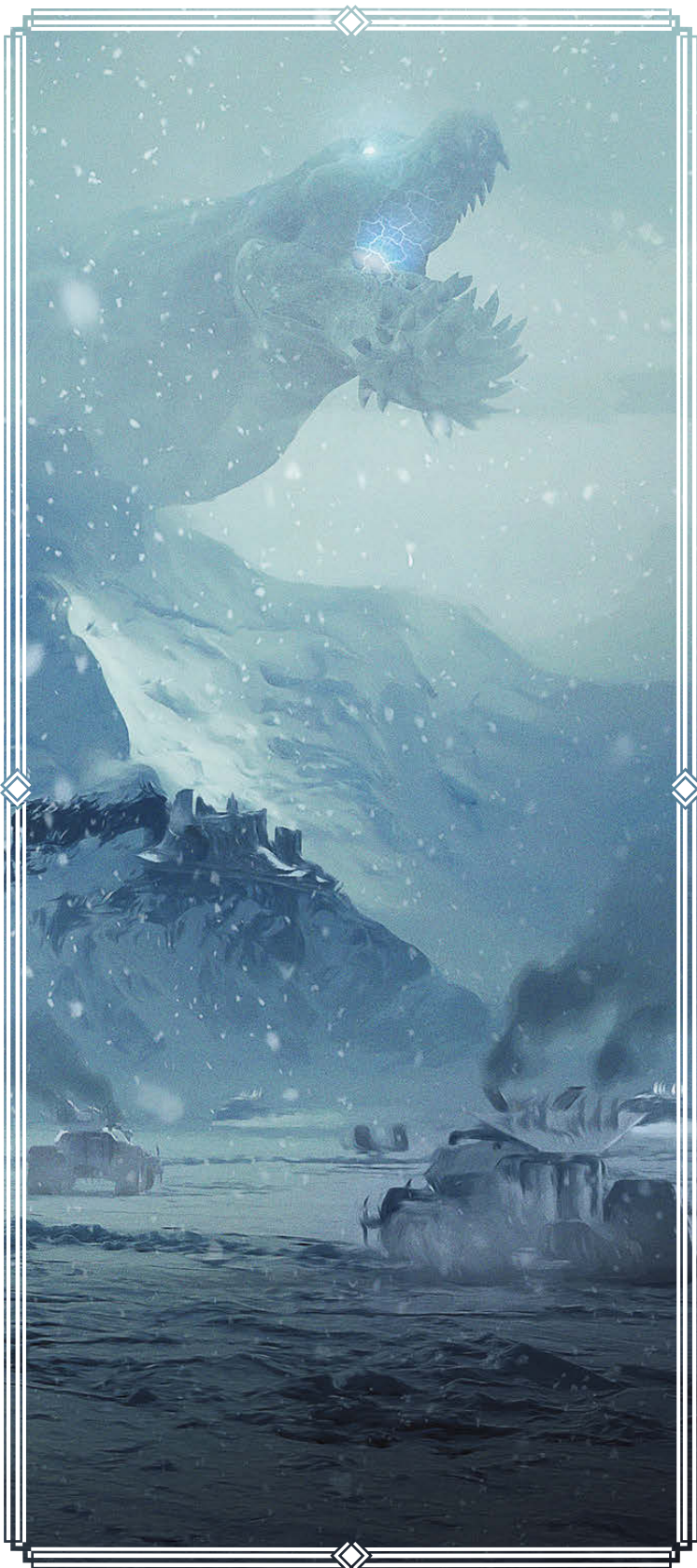
Brumal is a cold wasteland with deep snow, towering pillars of ice, and sharp rock formations. Amongst the wastes are numerous black-stone ruins of decrepit temples, lying dormant in the cold dunes. Amongst these frigid and uninviting landscapes are various predatory and scavenging monsters, feeding on each other in a vicious circle of life. Large caves house the Kald settlements, where they mine for ore and build large and fast vehicles. The Keld need all the tools they can get to fight off and hunt the boreal beasts.

WARM HEARTS

Brumal is a happy place, despite all the horror, darkness and death. The Keld are often in a good mood, and even if the different clans of Brumal live separately from each other, they sometimes engage in games, competitions, and horseplay. A cave usually houses a single large clan that can have thousands of members, either hunting, mining or growing edible fungus. The CCI is always welcome, especially if they don't spoil the mood. Brumal has many different research centers, established by various independent governments, as the old ruins, and the world itself, holds a mysterious and odd resonance.

STUBBORN AND STOUT

The Keld seldom or never call the CCI, as they have deadly scraps with both the natural forces and the local wildlife on a daily basis. It is only in extreme situations, if an outside source is hunting the Keld, or if a colony is on the brink of extinction, that they call the CCI. There are a bunch of foreign research stations on Brumal as well, and they frequently call in about being harassed by the Keld, the local wildlife, or each other.



THE BAZAAR

SIZE: SMALL

SHAPE: SPHERE

NATIVES: MARMOSETI

GREED AND WANDERLUST

Once upon a time, the Marmoseti built a network of open gates, in an effort to map fallen and abandoned worlds. As they lacked the ambition to explore and plunder the lost worlds, they started lending their gates to adventurers, taking a toll for all treasures looted. The access point to the network is a world called the Bazaar; a bubbling, loud, and dirty metropolis where adventurers from all walks of life gather to hunt the patchwork of fallen worlds for treasure, opportunities, or clarity. Before they venture out through one of the many gates, they all crowd in the Bazaar to trade, gamble, or stock up on provisions or equipment. Saloons, market stands, and boarding houses line the narrow and packed streets, and a lot of shady business takes place here.

CREDIT BY CREDIT

The Bazaar is governed by the Marmoseti banking clans, competing against each other and measuring votes by the coin. They make few decisions and focus on expanding their wealth in the forms and ways they already do. On the streets, the crime lords and guilds rule, measuring their power in muscle. They try not to draw too much attention to themselves, as the Banking Clans can issue a hefty bounty on them if they decide to challenge the rule.

LOST IN THE LABYRINTH

The Bazaar is a place teeming with intrigue. It's packed with criminals, lowlifes, and shady ne'er-do-wells. When you hop a few gates out into the network, you can usually find a secluded space where you can do all sorts of forbidden rituals and devious enterprises without someone blabbing to the CCI.



You could even set up a factory or two. Perhaps harvesting the void with catastrophic consequences without any risk of arrest? If there are passers-by, you can always handle them the “good old way.” Even though it might seem practical for the CCI to have most of the pirates and marauders away from people and infrastructure, all situations that need to be handled in the Network maze is incredibly taxing for both the Agency and the active agents.

SANGUINE

SIZE: LARGE

SHAPE: INVERTED SPHERE

NATIVES: LAHMIA, MORIDIAH, CADAVER

BARE WITNESS

Sanguine is a bleak, hollow world, where the inhabitants live on the inside of their world's shell, with a dull glowing orb in the middle, functioning like a bleak moon. There is an abundance of swamps, rot, and rain that lines the valleys between the sharp mountains. Old castles lie scattered across the dense half-dead forests, but the villages have been empty for millennia, their inhabitants replaced by Cadaver, Lahmia, and Moridiah. Many ruins silently tell the tales of old wars and battles, and sluggish horrid creatures stalk the smothered forests for the smallest game.

GLORY IN BLOOD

The Lahmia are subjected to a vicious litany of rules, laid down by the slumbering elders. They are the embodiment of Sanguine culture and law and accept no weakness. The confirmation of one's strength embodies the core of Lahmian mannerism, and different dukes and family leaders frequently fight and squabble to prove their worth and gain power. The Moridiah wolf-blood rule their own small country and have built their mangy army from the shunned and unwanted. They frequently raid the other provinces and this spurs the Lahmia to retaliate in different ways. The working force of Sanguine is the Cadaver, cheerfully going about their lives while political machinations fly by over their happy little heads.

ENTER AT YOUR OWN RISK

Sanguine is a headache for the CCI. Their world has opened its borders, inviting others in. Their society is riddled with intrigue, violence and vulgar displays of power, and whoever moves there is required join in, whether they like it or not.



There are assassinations, duels, vows of revenge, guerilla warfare, invasions, you name it. The Moridiah, refusing to leave, fight for their right in a society hell-bent on not accepting them; it is the meeting of a relentless force with a pig-headed obstacle. Their intrigues often spill off-world and cause trouble on Concordia Prime, Elutheria and Teigo as well.



ELEUTHERIA

SIZE: VERY LARGE

SHAPE: MULTIPLE DISCS

NATIVES: NONE

TOWERS OF SUPPRESSION

Eleutheria is a massive world with many inhabitants. It is mostly self-governed and is only partially a member of Concordia. It consists of a large cluster of floating discs at different heights, each disc home to a different level or caste. The emperor lives at the top. The large slum city, located on the ground beneath the discs, is called “*the Shadows*,” and is ripe with crime and poverty. Eleutheria has no indigenous species but is a collective of outcasts and non-conformists from all over the Multiverse. The CCI has little authority here, neither from civilians or government.

CRIME AND CONTRACT

Eleutheria is a stratified society, where crime lords and pirate kings and queens make up the conclave that runs the world, under the silent rule of the emperor. There are no police or government appointed security forces. Instead, each farm, laborer or artisan pledge their allegiance to a lord, buying protection and comfort.

DISTRUST AND DELIVERANCE

Eleutheria is a complicated world to operate in, as the Concord is presented as an enemy to the people and a threat to the free life of the Eleutherians. It is, however, a favored escape for criminals, so there is often a need to operate in Eleutheria.

TEIGO

SIZE: VERY LARGE

SHAPE: MULTIPLE DISCS

NATIVES: NONE

OPPORTUNITY AND HARD WORK

Teigo is the agricultural center of the Multiverse. Multiple discs float through the streams of the cloud-filled skies, each with cities, grassland, acres of crops and different animal farms. Each disc is a county, with its own capital, laws, and people. Teigo has no native people, and all cultures of the Multiverse have blended here into a mishmash of colors, building techniques, and traditions. The foci of Teigo is export, and few residents outside the trading hubs work with other things than farming, foraging or animal husbandry. In the cities, local culture and recreation mix with large export stations and trading houses. Teigo lies close to its neighboring world Elutheria.

ISLANDS IN THE SKY

Teigo is a melting pot of different companies and guilds working with import and export, mixed with cities filled to the brim with residents of the Concord, living their lives in the center of everything. The cities range from huge metropolises to villages and huts. Some discs are heavy with infrastructure while others are farmlands or forests as far as the eye can see. Most travel about with flying ships, as the gravity-streams in the sky make it possible to operate skyships with small means. Teigo is governed from Concordia Prime, but each disc has its own chamber overseeing local law and legislation.

COMMUNITY AND DIVERSITY

Teigo is one of the most visited worlds for traders, tourists, and agents alike. CCI agents are forced to handle lots of petty cases on Teigo, as squabbling parties are often from different worlds, making them political issues.

ARTIFEX

SIZE: SMALL

SHAPE: SPHERE

NATIVES: NONE

A NECESSARY HORROR

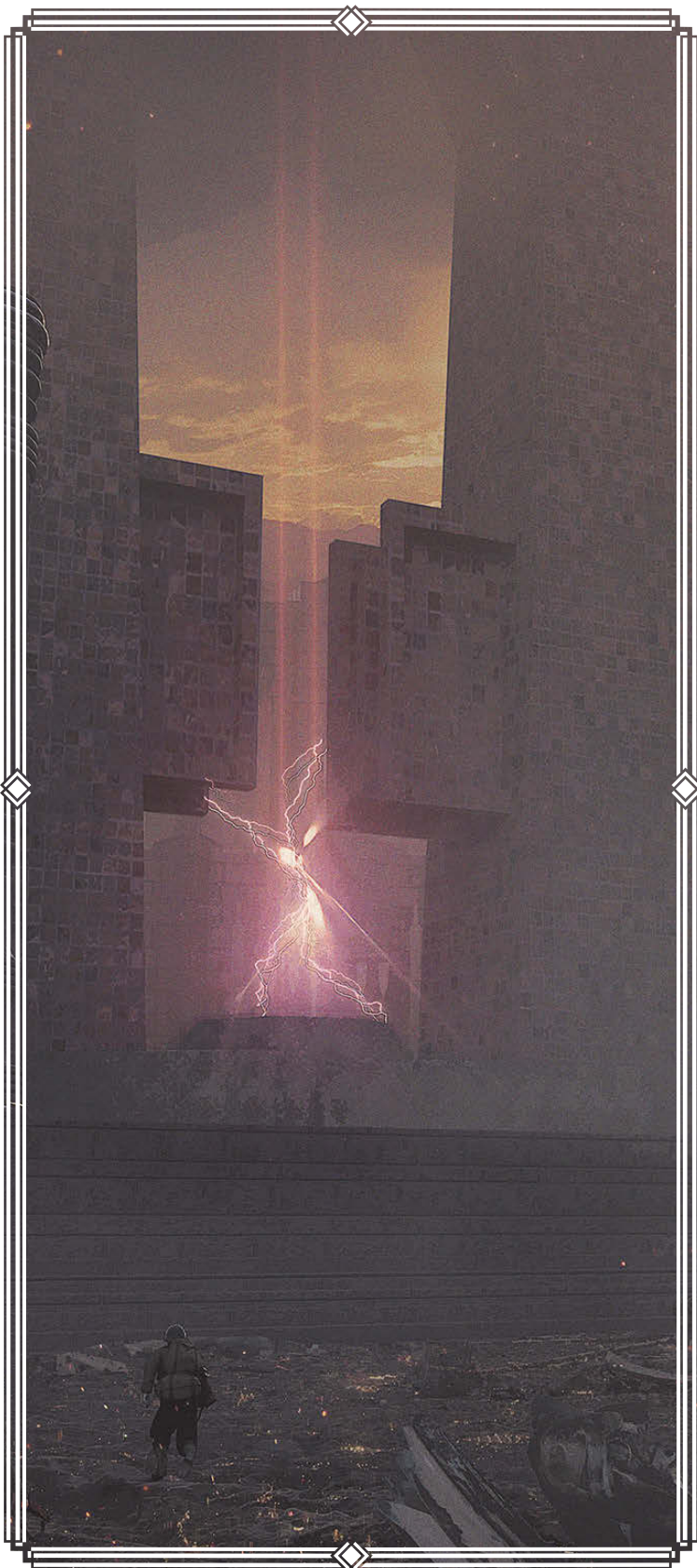
Artifex is a blasted and horrid wasteland, weathered and broken by millennia of war against a never-ending tide of Vagrants. Layers upon layers of battlements surrounds the Black Gate, protecting the Concord from the main horde of monsters and horrors drawn to the Aether stream. Even if the Black Gate incidents multiplies, its still considered better than letting the Vagrants emerge randomly throughout the Concordial worlds. The White Gate, a smaller gate on the other side of Artifex, is the only way to travel between Artifex and the rest of the Concord.

THE IRON GAUNTLET

Artifex is a constant war zone, governed by The Order Of Defense, a union of Generals from the most contributing worlds. There are strict rules to follow for any visitor, and your safety is not guaranteed if you enter Artifex. You are most certainly not allowed to go near the Black Gate, as any sabotage of ordinance could result in a multi-world invasion.

VIGILANCE AND WAR

Artifex is usually crawling with military personnel and CCI agents, all fighting the Vagrants daily. There are generally few other intrigues, save for the scraps and fights that can emerge when soldiers from opposing factions are forced to work together. Deliberate sabotage or smuggling is handled with extreme urgency, the smallest sign of foul play will lead to the CCI being alerted immediately, as it could be a sign of possession or insurgency.



THE PRIMAL WORLDS

SIZE: VARIES

SHAPE: VARIES

NATIVES: VAGRANTS

MASSIVE AND CORRUPT

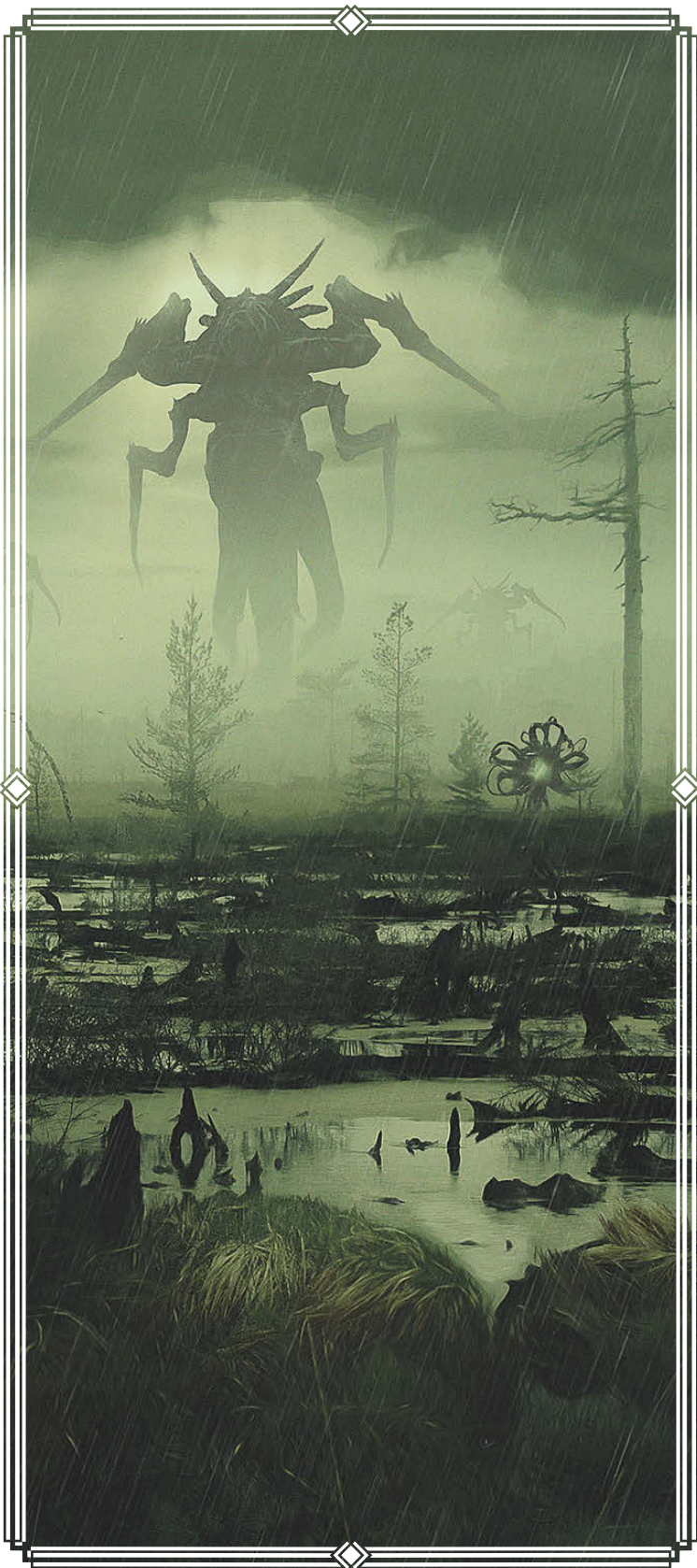
Beyond the Black Gate, there's an untold amount of primal worlds, driven and fused by fear, pain, and confusion. The amount of worlds is unknown, and they are presumed to become more and more dangerous and unnatural the further in you travel. There are some worlds simple enough to grasp, with dense forests and swamps, filled with parasites and monsters. Others are worse, where sounds and smells mix and reality is in a constant horrific warp.

TORMENTED AND HUNGRY

There is not much evidence of the existence of societies in the primal realms. Some of the Vagrants who originate from the same world seem to be locked in a vulgar hierarchy where the smaller members obey the larger ones out of fear. There are intelligent and sentient Vagrants, but they seem to be beyond concepts like pain or regret, and there have been no recorded results of Vagrant interrogations.

THE ABYSS STARES BACK

The primal worlds are seldom visited, as the CCI strictly forbids it. There are instances where natural chinks and cracks form in the Void, and Vagrants slip through to Concordial worlds. When this happens, objects or individuals risk falling the other way, as the primal realms draw them in. It has been several millennia since anyone ventured to the Primal Worlds to retrieve lost items or explore, because no one has ever made it back alive.





PLAYER'S HANDBOOK



The second thing an agent must learn is to trust herself. To know your own limitations is the fastest way to move past them, and to know your own strengths is the fastest way to utilize them.

PLAYER'S HANDBOOK



WELCOME TO THE AGENCY!

Creating a character is done in just a few steps, allowing you, as a player, to get involved in adventures and the Multiverse after an initial idea, a few choices, and some scribbling. You need your own Character Sheet, a pen, and to follow the steps in this part of the book. You will create a character by choosing the paths along her life journey from childhood to becoming a fully-fledged Concordia Central Intelligence agent. The first considerations are **Character Concept** and **Background**.

What was the story of your character before she joined the Agency? Where is she from, and what species does she belong to? After you've written down your choices and distributed the points you gain, you move on to basic training. There you can add more points to **BASIC ABILITIES** and Skills; basic training is the same for all agents and pushes their abilities beyond what the ordinary Concordia member possesses. Lastly, you choose your character's discipline; what kind of agent do you want to play? Reaction Force Agents do a lot of shooting and fighting, while Foxes solve problems with lies and cunning deception. All disciplines have their own focus, and the best teams know how to tackle anything the world throws at them.

CHARACTER ANATOMY

BASIC ABILITIES

BASIC ABILITIES are the most fundamental part of each character. They represent the pieces of a character that can't be learned in the same way that a Skill can, but is instead a measure of the parts you train over time. The six **BASIC ABILITIES** are **CONSTITUTION (CON)**, **DEXTERITY (DEX)**, **FOCUS (FOC)**, **WISDOM (WIS)**, **WITS (WITS)**, **CHARISMA (CHA.)** Each ability has a numerical value, from -6 to +6. The average value for an average Human civilian is 0 and a score higher than +3 or lower than -3 tends to be in the extreme, and are often reserved for the elite. Agents tend to be amongst the best of their kind, so it is not unheard of in the CCI ranks. When you make a Skill roll, you add the number from a **BASIC ABILITY** to your roll total. In theory, there is no limit cap for what a being can have in a **BASIC ABILITY**, however, it is unlikely that a humanoid would have more or less than +/-6.

CONSTITUTION (CON)

Constitution represents your character's physical power. A character with high **CON** is usually in good health, strong or has good stamina.

You add your **CON** for many physical Skill checks; it might be when your body needs to endure pain, when you need to lift heavy things, or run far. It also affects your **GRIT**.

Examples of use:

CON + GYMNASTICS to break down a door with your body.

CON + INTIMIDATION when flexing muscles to scare away robbers.

CON + FIRST AID to carry your unconscious friend, and avoid hurting her even more.

DEXTERITY (DEX)

Dexterity is the control you have over your body. This ability covers agility, speed, and nimbleness.

DEX is the **BASIC ABILITY** to add when physical Skill checks depend on your control over your body and its finesse.

Examples of use:

DEX + STEALTH to sneak past guards.

DEX + GYMNASTICS to climb and crawl into ventilation shafts.

DEX + SKULLDUGGERY to pickpocket someone.

DEX + MARTIAL ARTS to administer nosebleeds.

FOCUS (FOC)

Focus measures your ability to concentrate on a task, be clear-headed in stressful situations or to be alert.

Add your **FOC** when need to be aware of your surroundings, detect clues, and in ranged combat.

Examples of use:

FOC + DEMOLITION to disarm a ticking bomb.

FOC + PILOT VEHICLE to jump a snowmobile through a spinning container.

FOC + FIREARMS to land a shot with a sniper rifle.

WISDOM (WIS)

Wisdom measures your general knowledge and ability to learn. A person with a high **WIS** score is good at remembering things long term and knows how to access knowledge from deep inside her memory.

Add your **WIS** to your roll when you are doing research, when using common knowledge to deduce or when you need to find something out.

Examples of use:

WIS + MARTIAL ARTS to discern what that old man doing kata is capable of.

WIS + RITUALS to perform or counter a spell through a ritual.

WIS + TRANSLATE to crack a code on a large mural wall.

WITS (WITS)

Wits is the art of fast thinking, making quick decisions, and giving fast and smart answers. A high Wits score is typical for stunt drivers, duelists, and spies.

Add **WITS** to your roll when you react to things happening fast, or when you need to improvise.

Examples of use:

WITS + MAKESHIFT to hold together a broken engine while in full throttle.

WITS + ALCHEMY to mix an explosive liquid while being shot at in a lab.

WITS + BEAST HANDLING to steer a wild beast through an avalanche.

CHARISMA (CHA)

CHA is the personal appeal of a character, be it looks, social grace or a smooth voice. The Multiverse is home to an endless amount of species, but more often than not, charisma tends to be a universal language.

Add **CHA** to your roll when you use your social Skills, your charm or when you are deceptive.

Examples of use:

CHA + SURVEILLANCE to casually work the room while keeping tabs on the duke.

CHA + ENDURANCE to look like you are barely breaking a sweat while you silently die from exhaustion on the inside.

CHA + CULTURE to sound convincing when doing a traditional Moridiah salute.



SKILLS

BASIC ABILITIES make the core of your character; Skills represent her experience, training and specific knowledge in different fields. Most challenges are handled with a Skill check if they're not solved with roleplay. For the particular problem at hand, the GM will give you a combination of a Skill and a **BASIC ABILITY**. The dots you have in the Skill will tell you how many dice you roll; add the **BASIC ABILITY** score to the best roll to get your final result. If you are unskilled, with no dots, you can still attempt the roll, rolling two dice, choosing the lower score automatically.

There are 30 Skills divided into five fields that represent situations fairly common for CCI agents.

Confrontation Skills are used mostly in combat, from proficiency with weapons to the ability to read dangerous situations.

Infiltration covers both the act and detection of concealment in all forms, from physical to social. Sabotage and sleight of hand are also included in Infiltration.

Observation is used to find clues or scan and monitor situations. Other Skills that rely heavily on deduction and perception, like **FIRST AID** and **TRANSLATE**, are also included here.

Exploration covers Skills that help you adapt and survive. Skills that apply to your endurance and wanderlust are included in Exploration.

Scholarship covers knowledge about worlds and their inhabitants, with intimate knowledge about the functions of both. Mysticism includes things like **RITUALS** and **ALCHEMY**, as well as **MECHANICS**, to show a character's technical prowess.

Skill points represent the experience and training in any given Skill. One point in a Skill makes a significant change to that Skill check. For the most part, a regular citizen in the Concord might have one dot in their profession, but zero in all other Skills. If you have zero in **MECHANICS** you know mundane things, like how to follow following basic instructions to fill up on gas or how to switch blinker lights in your car. Of course, not even such basic skills might be accessible to your character if she hasn't seen a car before. One dot means that your character has training in the Skill, but situations might show up that she can't handle. Two dots indicate that she has been in many unusual circumstances related to that Skill, and few things surprise her. The maximum number of dots a character can have is three and such a high level suggests that her talent is masterful. If she should fail at using the Skill, it is probably due to sabotaged equipment or awful luck.

BASIC ABILITIES + SKILLS

Which **BASIC ABILITY** works best with what Skill? Different situations require different Abilities, and most Skills can be combined with all **BASIC ABILITIES**. Consider a situation where you are trying to decipher an ancient text on an old necklace. In this case, **KNOW + TRANSLATE** is a good combination of **BASIC ABILITY** and Skill to use. If you are in the same Scene, but your fellow agents are trying to protect you from the necklace's tentacled guardian at the same time, you might need to roll **FOC + TRANSLATE** instead. In another Scene, you may see a man tinkering with an identical necklace as you walk past him, so **WITS + TRANSLATE** might be good if you want to quickly determine if *that* necklace also speaks of the "*watchers below*."

On the following pages, you will find all Skills listed by name and described by what field they belong to, what they are used for, an explanation of what it means in general to have a dot or two in that Skill, and examples of situations they would be used in.



CONFRONTATION

CHECK CONFLICT

Check Conflict represents the character's tactical knowledge of combat and other dangerous situations. It is the ability to scout an ambush, evaluate if there are even odds in battle, or figure out if the enemy will have enough resources to “*hold the fort*.” It is essential for anyone who intends to fight. It also represents how observant and collected the character is in combat.

A character trained in Check Conflict is level-headed and can use knowledge as a weapon. She also has a keen eye for spotting dangers like hidden weapons and places suited for ambush or individuals who covertly move into position to attack.

Check Conflict can be useful when establishing initiative in a fight, when trying to set or avoid ambush, or when counting down until an enemy reloads.

DODGE

Dodge is the art of avoiding attacks. It can be used in a variety of ways, from blocking incoming punches and kicks, to jumping into safety from a hail of bullets. A successful roll means you avoid all or some of the damage; how you do it is between you and the GM. As long as it's logical and in good narrative spirit, most solutions will work. Dodge is typically not an active Skill and is only rolled in response to an incoming attack.

A character trained in Dodge is either limber and reflexive, has a keen eye and is perceptive, or all of those things. It might be the result of years of training, and knowledge of firefights and weapons.

When avoiding an incoming attack or physically getting out of harm's way.

MARTIAL ARTS

Not as glorious as you might think when you hear the name, Martial Arts governs all forms of weaponless fighting, including haymakers and headbutts. The Skill is usually used when trying to inflict damage or other adverse effects on your opponent, while unarmed. There is no distinction between different styles of fighting, and the details are left to the player. It is unlikely that a Shaolin master would have less than two dots though, so it's logical and sound to adjust your narrative to fit your Skill level. Martial Arts is also used for natural weapons, like claws, fangs or horns.

A character with a high Martial Arts Skill is either a skilled or trained fighter, with experience from real life, combat sports, or the like. At one dot, you might be a Krav Maga or Shaolin rookie, or a skilled street brawler.

When trying to punch, kick, grab, push, headbutt, throw, bite, claw or otherwise hurt someone without the use of a weapon. It might also be used to identify fighting styles of others and to know their origin.

MELEE WEAPONS

The Skill, Melee Weapons, comprises all things that you grip and use to inflict damage or restriction on others. This often refers to swords, clubs, and knives, but there is a vast multitude of close combat weaponry out there, and an expert must know them all. This Skill is typically used in combat, but might also be used when wielding a machete to cut a climbing rope (**DEX**), to gain knowledge about a specific weapon (**WIS**), or to intimidate a foe (**CHA**.)

There is an infinite number of melee weapons in the Multiverse, depending on whom you ask. To an expert in Melee Weapons, there is often no end to the imagination encompassing what could be used as a weapon.

Employed when trying to use an item to hurt someone at close range, when researching specific weapon types, and when using a weapon as a rough tool.

FIREARMS

This Skill governs your profession with different firearms like pistols and rifles. It is not only a measure of how good your aim is with a specific type of gun, but also your general knowledge about the handling and care of such weapons, and how collected you are around guns. This Skill is mainly used in combat to determine if you hit or miss while firing at a foe. Most agents have a dot in firearms, as it is included in basic training.

A person with a high rating in firearms has both an extensive knowledge of what types of firearms there are and how to use them. She also possesses vast knowledge about the functions, properties, and specifics of firearms. She may also have lots of experience, but without a Confrontation Veterancy rating, that experience most likely comes from a shooting range and not live situations.

Used when shooting a weapon, when trying to figure out a firearm's specific attributes, when trying to identify a gun from the sound of it firing.

THROWN & MISSILE WEAPONS

Thrown & Missile Weapons includes all weapons that are used at range, but not self-propelled. That includes, but is not limited to, bows, grenades, javelins, throwing knives, throwing axes, and boomerangs. This Skill governs the use of, and knowledge about, those kinds of weapons.

With a high rating in Thrown & Missile Weapons, a person has experience and knowledge about these kinds of weapons. It is a broad category, and represents an innate or instinctual ability and body coordination to handle the varieties of different Thrown & Missile weapons across the board.

Used when throwing grenades, rocks, and knives. When firing bows or crossbows, or when identifying the origins or abilities of such weapons.

INFILTRATION

CHECK MOTIVE

Check Motive is a social Skill, and it is used as part of a conversation or when observing someone in a social setting. The user tries to learn the general motives of the recipient by interpreting body language and other subtle nuances, to figure out their general disposition. Is she lying? Is she hostile toward me, even though she sounds friendly? Does she want something from me? Sometimes, the user might have to strike up a short conversation with the target, or closely observe her in a social setting.

A character with a high rating in Check Motive is a walking lie detector. She can easily discern if someone is hiding something, or if they are nervous, or even in pain. She is good at picking out the odd duck in a crowd or picking up on innuendos or insinuations.

Used when trying to figure out who in the room is the real boss, when resisting a lie, when observing a crowd, or when looking for odd behavior.

STEALTH

Stealth is the art of remaining undetected while moving around. It includes moving silently, hiding, and openly engaging in illicit activities while appearing inconspicuous. It's usually rolled when you try to move without being seen or heard, but you may use this Skill in more unconventional ways, like driving through a crowded highway while trying to calmly lose a following car. It is as much about making wise choices as it is about body control.

A person with a high Stealth rating is generally quiet and observant, often aware of when to draw attention to themselves and when to remain calm. Acting relaxed and ordinary is often as good as slithering through the crowd like a viper.

Used when hiding, shadowing someone, sneaking past guards, losing a tail in a crowd.



CONVINCE

Convince is the general Skill governing manipulation of others. While manipulation might have a negative connotation, its power may be used for multiple purposes. To someone who knows how to trigger emotions in others, it is as easy to fool someone as it is to get them excited about doing the right thing. It might be a heartfelt speech to turn the tides of battle in the darkest hour, or it might be a sales pitch to sell sand to desert nomads.

A person with a high Convince rating is adept in tweaking emotions in others and getting them to do what they want. They may have the awe-inspiring and robust persona of a true leader, or a friendly tone that convinces you that they only want what's best for you.

Used when trying to inspire others, when tricking someone, or when trying to seem in charge or authoritarian.

SKULLDUGGERY

Skullduggery governs a range of activities that would generally be considered to be unlawful. It encompasses pickpocketing, stealing, hotwiring cars, forging documents, and picking locks. There might be other uses as well; it usually includes the use of manual dexterity and knowledge in how to operate or acquire things that are not yours to have or operate.

A person with a high Skullduggery rating is generally perceptive of her surroundings, and knows where to apply a bit of improvisation and Skill to get what she wants. She is often technical and nimble.

When trying to hotwire a car, when pickpocketing, when forging documents, when breaking into a safe, when disengaging an alarm.

DEMOLITION

Welcome to boom-town! Demolitions is not all fun and games though; it includes a lot of safety knowledge, the ability to analyze structural integrity, and knowledge of the correct chemical amounts needed to construct bombs.

It also governs the use of dynamite, the best way to blow up a car, and how to build a bomb or a gas grenade from the stuff you find under the kitchen sink. Demolition also includes the ability to disarm and analyze explosives.

A person with a high Demolitions rating is well versed with different chemicals and explosives. She knows how to build them for special purposes, how to apply them for maximum effect, and how to connect them safely and securely. She also knows how to improvise, and build bombs from household chemicals and simple wiring.

Used when trying to arm or disarm a bomb, when building an improvised explosive or when to rerouting a trigger. Knowing if shooting the controller will set off the dead man's grip.

STREETWISE

There are a lot of criminal elements and organizations in Concordia, and it is impossible to know them all. If it is essential to be able to blend in or deal with a multitude of criminal gangs, the solution is analysis. The Streetwise Skill governs the ability to gauge the specific mannerisms of different groups quickly, and thus be able to find them, deal with them or analyze them.

A person with a high Streetwise rating might be a criminal or a behavioral analyst. She knows a lot about both big and small criminal gangs, and she is quick to adapt to criminal hierarchy and lingo. Knowing the strengths and weaknesses of criminal gangs is often crucial knowledge for a CCI Task Force.

When trying to find a specific criminal gang, when impressing a gang leader, when trying to pin a crime on a particular organization.



OBSERVATION

CHECK SETTING

Check Setting governs the ability to read a location. It is everything from figuring out what happened in a place, to finding the best spot for a hideout, to locating hidden traps. It is typically used as a deductive Skill, when following clues or signs of activity. It is the detective's best friend.

A person with a high Check Setting ability is often alert, and notices small things, like how a coffee cup is positioned on a desk (*is the person behind the counter left- or right-handed?*), if the keys are still in the car in the parking lot, or if the calendar on the wall is up-to-date.

Used when finding clues at a crime scene, when studying photos for abnormalities, or when realizing that a room is missing in a mansion.

CAUTION

Caution is as much a natural state as it is a Skill. It is the inherent danger-sense most living things have, as well as something you can learn and improve through training. This Skill governs the ability to spot things out of the corner of your eye when you are not looking for them. It is the ability to know when something is off, not with in-depth analytics, but with a gut feeling.

A person with a high rating in Caution is alert. She is quick to take a step back when something feels wrong and is usually hard to surprise.

When being snuck up on, when avoiding traps. This Skill is seldom something to roll actively, but rather a roll your GM asks you for.

INTIMIDATION

Intimidation is the art of threatening and pressuring others to do or say what you want them to. You might use demeaning, shaming or ridiculing as subtle suppression techniques, or you might threaten and pressure the target openly. To some, this bullying behavior comes naturally and springs from insecurities,

but to most agents, it is an art and a tool used to interrogate suspects.

A person with a high Intimidation rating has excellent ways of finding the weak spots in other people's personas. Always using the threat of violence is seldom effective and might have a catastrophic backlash, so a skilled interrogator must first know how to break their target, then know how to calm them down, leaving them unscarred.

Used when confiscating a vehicle without any trouble, when getting a gangster to give up his friends, when resisting intimidation or realizing that you are being intimidated.

TRANSLATE

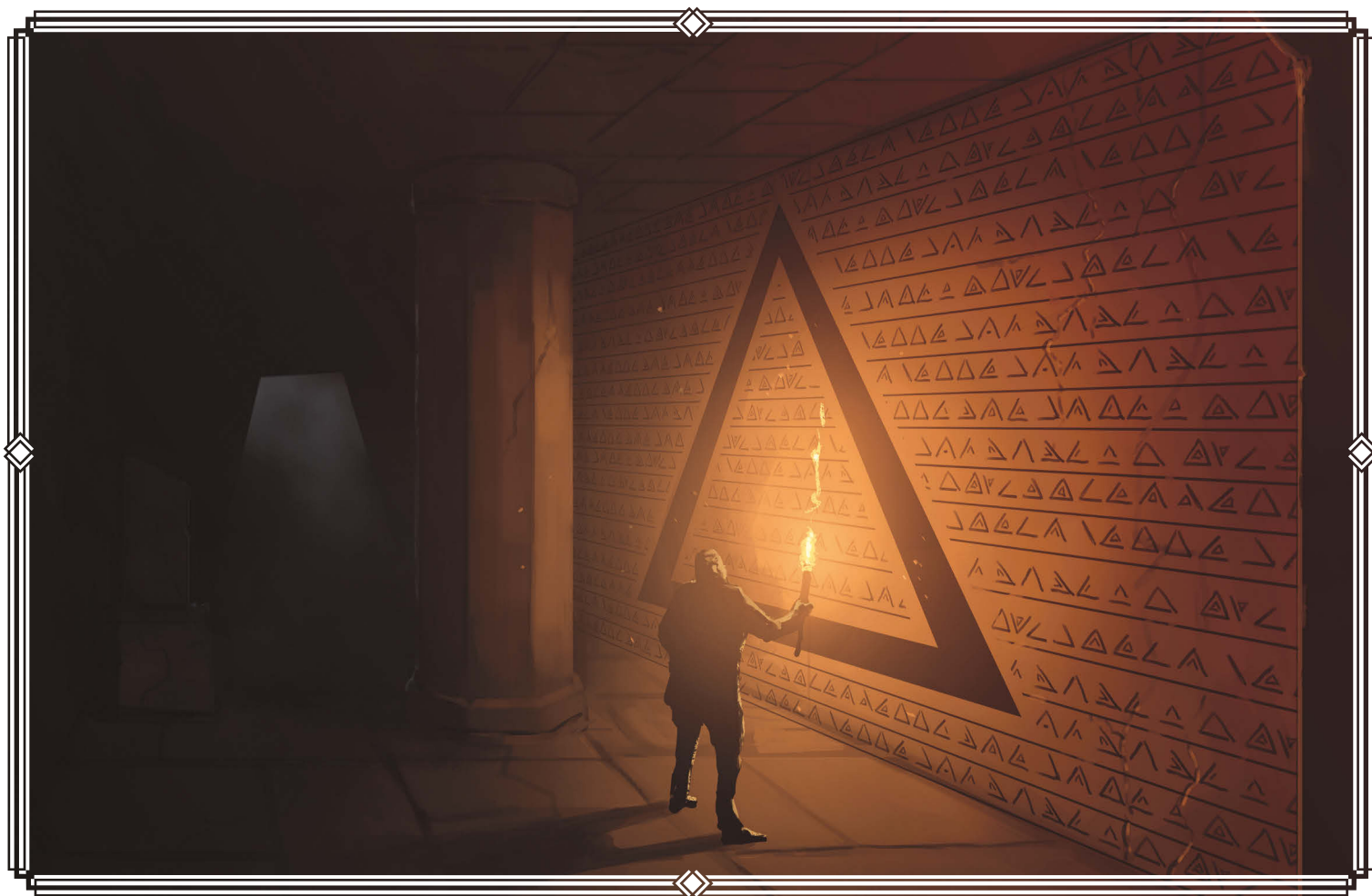
The art of translating and understanding codes and languages. This Skill is used to get a feeling for or an understanding of what something means. If this Skill is used to translate a language on the fly, you won't learn the language or get a translation word for word, but rather a broad sense of meaning or purpose. If given time and proper books, you will get a more accurate translation. This can also be (*and often is*) used to break codes or decipher hidden messages.

A person with a high Translate rating is skilled or educated in the art of linguistics, and the understanding of symbolism. She can see patterns in languages and texts and is often interested in sociology or the like.

Used when trying to understand a language you haven't learned before, when deciphering the numerical code you found on a piece of paper, when trying to figure out when the big mystical calendar you saw in the cave will spin to its zenith, and what will happen.

SURVEILLANCE

This Skill is used when gaining information covertly. This means everything from quietly moving towards a suspect at a party to eavesdrop, or using advanced equipment from the back of a van to listen in on a conversation across the street.



It governs the use of surveillance equipment, acting incognito, and a bit of deduction (whom you should be shadowing to get the information you want.)

A person with a high Surveillance rating is perceptive and good at operating surveillance equipment and knowing whom to ask.

Used when asking around for a piece of information, when operating or sabotaging surveillance equipment, when placing hidden microphones in an office.

FIRST AID

This Skill governs the ability to heal others with the help of equipment and through the use of different techniques. It is not always easy to use since the physiology amongst the different species in the Multiverse varies a lot.

Some, like Automatons and Cadaver, don't even respond to First Aid, but instead need a mechanic to heal their wounds. First Aid lets you stabilize injuries and heal a portion of damage on a wounded victim. See the "First Aid" section of the Combat chapter. (Page 20)

A person with a high First Aid rating is knowledgeable in anatomy and the structure of different bodies. She knows how to stop bleeding, cure simple diseases and poisons, and has a fair knowledge of different medicines and remedies. Not all wounds can be healed with First Aid, and more grievous injuries need surgery and other means of attention.

Used when plucking out a bullet wedged in one of your friends, when slowing down the spread of poison while waiting for the antidote, when bandaging a bleeding cut.

EXPLORATION

CHECK RESOURCES

This Skill governs the ability to check your surroundings for resources you can use for different purposes. This could include scrounging for food, electrical parts, or places to sleep. This ability is most often used in the wild, and it includes an extensive knowledge about the general purpose and usability of items.

A person with a high Check Resources rating is a real survivor, with a broad knowledge in how to scavenge for food and parts. Even if she doesn't necessarily know how to repair a radio, she knows that the tubes or transistors are essential if it's going to work. She also has a basic knowledge of how to tell poisonous and edible plants apart.

Used when scavenging auto parts from a junkyard, when finding shelter in the woods, when looking in the shed and wondering "what could I build with all this junk?"

ENDURANCE

This Skill is more of an ability, but it can be trained all the same. Endurance governs your ability to stay on your feet when your body doesn't want you to, and remain calm and collected during times of pain and fatigue.

A character with a high Endurance rating is tough, and knows how to collect her thoughts to pull through when the times get tough.

Used when resisting fatigue or poisons, when carrying a heavy load for a long time, when trekking across a desert.

GYMNASTICS

Gymnastics governs your ability to run, jump and perform other athletic feats that require manual dexterity. It's used when climbing, running over obstacles and jumping across rooftops. A character with a high Gymnastics rating is limber (*for her size*) and often explosive.

While Endurance is used for running long distances at a time, Gymnastics is all about technique and power.

When jumping between rooftops, when scaling a cliff or a building, when trying to catch up to a fleeing thief in crowded alleyways.

BEAST HANDLING

This Skill measures your ability to handle animals and the knowledge you have about them. This includes identifying attributes of unknown species, like classifying an animal as a carnivore based on its body type. It also includes the care, training and befriending of animals. This Skill is not fool-proof, and if a hungry beast attacks you, a Beast Handling roll is seldom enough to stop the animal. Running would be better.

A character with a high Beast Handling score is well versed and knowledgeable when it comes to animals and their habitats. There are an almost infinite number of different beasts in the Concord, so it is by GM discretion if the species you come in contact with has been represented in your books and training.

Used when training an animal, when calming an angry dog, when attempting to heal a horse, when trying to determine if the Frilled Arkajack is going to hunt you, or if you should hunt it.

MAKESHIFT

Makeshift is a Skill that measures your ingenuity and ability to improvise. It is a combination of many different Skills like Mechanics, Alchemy, and Demolitions, but only covers the basic knowledge of these Skills. Makeshift is your ability to create temporary solutions, like a gas grenade from the bottles under the sink, repairing a car with duct tape and bark, and so on. Generally, such quick fixes are seldom permanent or especially useful, but sometimes you have to use what you've got. This is not limited to technical things, and may include food or medicine as well.



A person with a high Makeshift rating is crafty and can repair anything with the help of anything. Most knickknacks are tools and spare parts in her hand, and it is generally dangerous to let her near devices you want to keep intact.

Used when trying to escape a prison cell using an old transistor radio, when repairing a car using parts from an old woodchipper, when cooking food from things you find in the garbage.

PILOT VEHICLE

This Skill governs the ability to operate and control different magical or mechanical vehicles, from cars and bikes to sail barges and Aether-vortex Freight barges. Usually, you don't need a roll to operate conventional vehicles from your homeworld, unless you are doing some stunt or otherwise engaging in reckless driving.

A person with a high Pilot Vehicle rating is familiar with many vehicles and their abilities, she probably has a genuine interest in the parts of both magical and mechanical engines. She knows how to drive, how to push vehicles to their limits, and how to perform unreasonable stunts and daring feats with them.

Used when doing a barrel roll with a helicopter, when darting through traffic with a motorcycle, when using an Aether-driven rocket car to flee from an ancient flying beast through the dense jungle roof of an unknown world.

SCHOLARSHIP

CHECK PROPERTIES

To check the properties of an object, structure or creature is the first and foremost Skill of a scientist. The Check Properties Skill governs the ability to, through mystical or scientific means get a sense of how an object works, what attributes it possesses (*poisonous, impenetrable, valuable, flammable, etc.*), and where it could be put to use. A successful roll will only give you knowledge based on your available equipment. It's hard to tell the melting point of a mineral when you are capsized on a raft in the middle of an unknown ocean.

A person with a high Check Properties rating is often perceptive when it comes to details. She is probably used to working in a laboratory, but in the field, she can study an object and make a sound deduction based on how it looks, feels, smells and sometimes even tastes!

Used when trying to figure out if an ancient artifact is a bomb or a map, when analyzing blood in a laboratory and trying to deduce its origin, when finding a new lifeform and you want to know its functions.

KEEP CALM

Keep Calm governs the ability to restrain oneself in dire situations. Some people are born with calm nerves, and some train them to perfection. When faced with either sudden horror or creeping dread, a Keep Calm roll will make sure you don't do something involuntarily. It might be holding off from screaming when you see a gruesome corpse, or not be overcome with panic when the corridor starts to fill up with acid.


A person with a high Keep Calm rating is... calm. She can keep her feelings in check and is usually mentally hardened, logical or prepared—either way, to a point where few things make her fly off the handle.

Used when resisting fear, stress or creeping dread. When resisting mental assaults and magic.



MECHANICS

This is the Skill you use when you want to alter, build, repair, or sabotage a mechanical device. There are a lot of different machines from a lot of different technological levels in the Concord, from basic hand-driven tools with few moving parts, to large and complex engine-driven devices, to highly complex and arcane magic-driven vehicles. As long as it has moving parts, a mechanic can tinker with it. It is, of course, not always possible to build or alter all machinery; some need special tools or knowledge that none but a few possess.



A Person with a high Mechanics rating knows machines. There are but a handful of basic applications and functions a device can have, the rest is just details and application. Sure, you might need to disassemble it down to the molecules to know how it works, but that's the fun part!

Used when repairing a rifle, when sabotaging an elevator, when trimming a car, when building a jetpack, when picking apart a foreign gate lock device to see how it works.

CULTURE

There is an untold number of cultures in the Multiverse, and several hundred in the Concord alone. They all work differently, with different social organizations, religions, arts, philosophies, and branches of science, to name a few. A person who studies Culture can gain a massive advantage when dealing with new or known cultures. Cultural knowledge, such as that perfect greeting, to table manners, and how not to offend a member of the royal family, could make or break a mission very quickly. This Skill gives your character a chance to know the culture she is dealing with.

A person with a high Culture rating is well-read and knowledgeable in other cultures, including their languages, perhaps even knowing a few sentences and some written words (*provided that the culture in question has both a spoken and a written language.*)

When greeting foreign people, when you want to know if you should accept the dagger the shaman is trying to give to you, when you want to know if the pirate king from the Bazaar is exhibiting respectful behavior when he spits in your face.

ALCHEMY

This is high art of mystical chemistry, and the more in-depth understanding of how magical fluids, matter, and elements react together. It also includes natural chemistry, and can be used in the right setting to construct medicine, acids, metal and other forms of matter. In a higher level of ability, when you mix in Aether, you can create potions, magical powders, and

mystical salves. All of this requires extensive chemical and magical equipment, so for a field agent, this Skill is often used to analyze and apply magical substances, seldom to create them.

A person with a high Alchemy rating is accomplished in the mystical arts. Alchemy represents the “science” of magic and the vague line between physics and mysticism in the Concord. The wielder of Alchemy knows how to discern magical properties in an object, as well as how to implement and use them.

Used when analyzing an exotic potion or salve, when using Aether Thawing Liquid to safely create a passage through a wall, when quickly mixing a smoke bomb in a lab.

RITUALS

The Skill, Rituals, governs the ability to perform and understand rituals, the practice of magic with specific components and methodology. This is by far the most common way to use magic in the Concord. With this Skill, a character knows the words and how to read a spell scroll or book, much like a skilled cook can follow the scribbles in another cook's recipes. Many enchanted items require a ritual roll to use or rig, so there is often both a practical and investigative use for this Skill in a CCI Team.

A person with a high Rituals rating knows a lot about magic and its uses. Aether is the fuel of magic, and where Alchemists focus on the mixing and creation of magical fluid and substances, Ritualists focus on the direct application of magic.

Used when activating a magical item, when analyzing the properties of a magical object or ritual, when trying to discern if the cultists you are spying on are summoning something bad or something worse.

PERKS

Perks are abilities a character can have that's not covered by Skills or **BASIC ABILITIES**. It can be anything from biological traits, like a rigid carapace or wings, to social characteristics like being a social chameleon or a wallflower. There are four categories of Perks: Knowledge Perks, Social Perks, Physical Perks, and Special Perks. Knowledge Perks cover special interests and knowledge that a character can have, like particular hobbies or skill sets. Social Perks are behavioral patterns and mannerisms that stand out and might give a character an edge in different situations. Physical Perks are changes in anatomy. A character without a Physical Perk is assumed to be of Human size, and have limb-and-appendix count similar to that of a Human. A Physical Perk addresses any significant change in anatomy. Special Perks are other oddities that a character can have, usually specific to their species. It might be that you are a sentient machine, or that you have a unique magic resistance as all Humans possess.

Perks will bestow your character with **SUPPORT** in specific situations. Having the Perk "Wings" will surely give you **SUPPORT** when jumping between buildings unless the GM has an excellent reason why it shouldn't. Sometimes, the same Perk might give you a **CRIPPLE** effect though, if, say, you need to hide in a small space. As a rule of thumb, the GM should be kinder with handing out **SUPPORT**, since, after all, a Perk should be a good thing. A character can have any amount of perks, and receive them when creating a character, buying them with experience points, or being handed one by the GM as a consequence in the story.

All Perks come with a Name, Category, Description, and an example of use. Some Perks have a passive ability, like "Amphibian" which lets you breathe underwater. There is no special rule or roll attached to this. Just dive down and enjoy. If you can breathe in sulfuric acid is up to the GM. However, it is ill advised to test the breathability of acid or the patience of the GM.

SOCIAL PERKS

ANIMAL LOVER

You have a significant presence among animals. Also, when it comes to social interactions, you prefer to approach them in an instinctual and primal way. You skip the small talk, often leaving out even a greeting. You get straight to the point and skip superfluous conversation, much like when you communicate with animals. Others usually think of your behavior as wild and animalistic. You might communicate better with hand movements and body gestures, especially when exposed to an unfamiliar language.

You might gain **SUPPORT** on rolls when you interact with animals.

When determining the mood of a beast or animal, when trying to calm a beast or animal.

CHARMING

You can conjure up a great personality and a smile that suits the situation. You have a natural way of getting the approval of others, and it doesn't matter if you are rugged or have a well-kept appearance. Your charisma is convincing enough to get people to trust you or to at least hear you out; people love your voice, and you know it. You are naturally charming but have refined this social skill to be used as a great tool.

You might gain **SUPPORT** on rolls when a charming approach is to your advantage.

When trying to get someone's attention, talk yourself out of an awkward situation.



CHATTY

You like the sound of your own voice and have no problem striking up a conversation. In discussions, you expertly steer the conversation to topics that suit your needs and have no problem skillfully expressing your thoughts. With just a few words, you can grab the attention of a crowd. If people become annoyed with your chit-chat, you easily counter their annoyance with an elaborate excuse, tempering their irritation with respect. You could be someone that knows this trait is a strength that can be used to your advantage, or you could be a clueless person lacking any social anxiety.

You might gain **SUPPORT** on rolls when engaging in interactions that require a friendly disposition and/or small talk.

When talking to the guards or a salesman about rumors, when trying to calm down and excuse your own or someone else's behavior.

GLOOMY

You have a pessimistic mindset or, as you like to describe it, a realistic one. People describe you as a negative and sad person. You're often seen with an annoyed expression on your face, especially when considering the worlds and the people in them. You seldom like what the rest of your company enjoy, and you often take a few moments to reflect on yourself and your thoughts. You are not an angry person who lashes out at others. You can hide your true feelings behind sarcasm and a negative tone, and this is usually how you communicate with people you disagree with.

You might gain **SUPPORT** on rolls when you interact with people of the same mindset, and when you need to keep your cool in stressful situations.

When you try to explain the danger in a situation, or try to sound non-threatening in a hostile situation.

JOKER

You like to trick people and play pranks on them. It is very likely that you were the class clown or the designated entertainment at family gatherings. It is hard to take you seriously; your conversations are filled with sarcasm and daring jokes. Your primary objective while socializing is to entertain. If it is to make yourself smile or someone else doesn't matter.

You might gain **SUPPORT** on rolls when trying to trick people in a conversation.

When you try to pickpocket someone in a conversation or when you try to sell someone counterfeit goods.

PECULIAR

You have an odd way about yourself. If people were asked to describe you with one word, that word would be weird, or possibly strange. This eccentric behavior can be exhibited in different ways: maybe you whistle a lot, maybe you won't wear shoes, but socks are okay, or maybe you sing during combat. Alternatively, you just have a strange way of greeting people. Feel free to add plenty of weird details; how you apply this Perk to your character is up to you. The main thing is that people around the Concord see you as an odd and peculiar person.

You might gain **SUPPORT** on rolls when you interact with people who have the same mindset or an appreciation of your behavior, or when you need to seem genuine, non-threatening or out of place.

When entertaining a crowd, trying to calm a child.



SCARY

When it comes to how others perceive you, they often identify you as intimidating or a bit creepy. When people get to know you, they can ignore your unnerving glance and your eerie tone. However, those who don't know you can easily freeze up or become nervous. How this Perk presents itself in your character is for you to explore. Do you hold back because you know how you can be perceived? Alternatively, have you embraced your social appearance and used it to your advantage?

You might gain **SUPPORT** on rolls when approaching interactions threateningly.

When trying to get someone's attention, when someone is afraid of you.

SOCIAL CHAMELEON

You are skilled at reading other people's personalities. You have it easy when it comes to blending in and becoming a member of new groups of people, and you can very quickly change your approach to gain approval. This is an excellent tool for an agent when it comes to infiltration, but it does carry a risk to be perceived as false. Just try to remember that when it comes to your friends, you should show your real self.

You might gain **SUPPORT** on first impression rolls, noticing social cues like handshakes, or what people like to drink.

To get someone's attention, talk yourself out of an awkward situation.

STONEFACE

You have an expressionless face and don't show your emotions. On first meeting you in a social context, most people would probably say that you don't have any feelings. This is far from true; it is just that you don't show them. Why would you? You don't need to laugh at a joke if you say the joke is funny. Same thing. How this Perk works for your character is, of course, up to you. The only certainty is that people will encounter a monumental challenge when trying to read your face.

You might gain **SUPPORT** on rolls when keeping feelings to yourself is to your advantage.

When someone is trying to see if you are hiding something. When you try to calm a beast/animal.

STORMY

You are blunt and have a hot temper. People might observe your demeanor change very quickly from exhibiting a skeptical anger to displaying a large smile and booming laugh. You can be perceived as impulsive and often talk with a sharp tone. This conduct can be very uplifting but also very tiring for others. You seldom reflect on how you act until someone tells you. You don't act like this on purpose; perhaps you try to hold it back, or have no clue until someone reacts.

You might gain **SUPPORT** on rolls when an excited or intimidated behavior brings advantage to the Scene.

When you try to intimidate someone, when you cause a scene to get someone's attention.



STUBBORN

You are a stubborn and persistent person. You are not one to admit when you are mistaken, but stand your ground for what you believe is right. Being wrong about something hurts your pride, and if you bend the way you see something far enough, maybe, just maybe, it turns out that you were right all along. This behavior can bring some negativity and is often perceived as if you are not listening to others, but you realize that from time to time, it's more important to stop listening to others and start listening to your heart and gut instead.

You might gain **SUPPORT** on rolls when being persistent in the face of adversity, when trying the same thing for the quadrillionth time, or when you are standing your ground.

When you try to haggle, when you try to convince someone that you are telling the truth.

WALLFLOWER

You like to keep a low profile and to yourself. You could be called shy, someone who doesn't feel comfortable around strangers. You don't like to have attention because it makes you feel uncomfortable. You want to stay off to the side, and you can have trouble talking to people because you don't know what to say. On the other hand, you have developed a sense of keen observation when it comes to social encounters. You pay close attention to how people act and talk and have developed numerous ways to avoid them.

You might gain **SUPPORT** on rolls when you try to avoid being noticed in a crowded place or a social encounter or when you try to analyze social encounters.

*Does anyone notice your entrance to the dinner?
Do the targets think they are alone?*

KNOWLEDGE PERKS

BOOKWORM

You have spent a lot of your time with your nose buried in books. You always have a book ready in case you get some downtime. Your vast array of knowledge extends only to what you find in books, and you haven't experienced much of it yourself. You might be a person that would love to come face-to-face with the content of her books someday, or maybe you just like to experience the escape only a comfortable chair and much-loved book can provide.

You might gain **SUPPORT** on rolls when written history and knowledge are useful.

Have you read about this? What kind of species wrote this book? Is this knowledge fiction or fact?

CANNY

You have a shrewd skill set. When it comes to sleight of hand, you have a great finesse. You have learned that distraction and opportunity are two crucial ingredients when it comes to up-close thievery. This Perk also grants some knowledge when it comes to contraptions or setting a Scene to trap or restrain someone. Whether you are someone that used to pickpocket for a living or a con-artist that tricked people into choosing the wrong cup, this skill sure comes in handy in your new place among agents.

You might gain **SUPPORT** on rolls in situations when a canny mind is an advantage.

When trying to pickpocket someone, when trying to set up a trap device.



CRYPTIC

You have a mind that likes to imagine and wander off. When it comes to telling ghost stories around the campfire, yours are always the creepiest, and in plenty. You are captivated by mysteries and the unexplained. This fascination can bring some knowledge and shed light at the edge where the inexplicable meets realistic history. You have an active imagination that likes to drift away, and the unexplainable is always compelling to you.

You might gain **SUPPORT** on rolls when knowledge about folklore and ghost stories is vital.

When trying to intimidate someone. When investigating stories and hoaxes.

DAREDEVIL

You are often drawn to making bold bets and testing Lady Luck's mood. Your heart rate increases when the odds are against you. When the odds are at their worst, you are at your best. A couple of broken bones is often a reasonable price you'll pay, but when your life is on the line, even you might get squeamish. You like the life of a gambler, and there is a vast range of different ways to gamble with anything of value. You might consider yourself a lucky person and trust your gut, or you might calculate the odds. Whichever the case, you seek the thrills that can quench your thirst.

You might gain **SUPPORT** on rolls when luck and risk play a huge part.

High stake card games, stunts with vehicles.

GADGET WHISPERER

You have a curious mind, at least when it comes to how gadgets work. The odd ones are more interesting, and artifacts with history and stories around them trigger your curiosity immensely. You have some hidden talent that helps you to figure out how they work and what they do. You could have picked this up as a hobby when you were young, or it could have been discovered in a class you took when you trained to become an agent.

You might gain **SUPPORT** on rolls when you need to figure out how gadgets work.

What does this button do? What are the components of this machine?

GREENIE

You are a wild spirit who preferably sleeps under the open sky and gathers your own food. You have a good understanding of nature, as someone that spend vast parts of their time in the outskirts of society. Basic things like what kind of plants, mushrooms, and berries to eat, finding a good camp spot, or how to find your way in a forest, come naturally to you. This knowledge isn't always applicable, and if you are somewhere utterly exotic and strange, your experience doesn't help.

You might gain **SUPPORT** to rolls when knowledge about the wild is essential.

Can we eat this fruit? Where should we set up the camp?

HANDY

When it comes to fixing and building things, you always want to do it yourself, with your own hands. From everyday tasks like putting up paintings to repairing a car engine or building a raft, you like to get your hands dirty. You can make things work with limited resources and often think outside the box. When it comes to creating things from scratch, however, you are not a designer. What you **CAN** do is turn a crossbow into a grappling hook.

You might gain **SUPPORT** on rolls when you need to repair or build things you have been in contact with before.

When barricading a door, or when wondering why the boat engine won't start.



HIGHBORN

You have been born with a silver spoon in your mouth. Alternatively, you were born without the spoon, but long for it. You have a considerable interest in the upper-class of Concordia. Your knowledge reaches from what kind of formal clothes people wear, and how you behave at the dinner tables across Concordia, to different greetings among those of higher classes. Whatever you think about society, this knowledge could be put to good use to avoid culture clashes.

You might gain **SUPPORT** on rolls when you interact with an upper-class citizen.

When needing to know how to greet people, when needing to know about titles.

LAB RAT

You have spent most of your life inside research facilities. You are intimately familiar with the contents of a well-stocked lab and know your way around like the back of your hand. You have no problem being completely thorough and taking a long shift at the microscope. You know how bad things can get when mixing carelessness and alchemy. It doesn't matter if you are a cautious type or one who likes to experiment; the lab rats know what they are doing.

You might gain **SUPPORT** to rolls when knowledge about lab equipment and chemistry comes in handy.

What does this potion do? Is this an alchemical component?

NAVIGATOR

You are experienced when it comes to all vehicles from around the Concord. It doesn't matter if it's flying, crawling or soaring through Concordia, you have a clue on how to navigate it. The important thing is that it is a reliable machine and not some wild beast. You know how to control vehicles with cogwheels, natural elements or roaring engines. Even if you might be oblivious as to how they are built, you can still grab the steering wheel.

You might gain **SUPPORT** on rolls when you try to handle a built vehicle.

How to drive a vehicle. What is wrong with this vehicle?

NIGHT OWL

The best time of the day is during the night. In the dark, you find yourself to be more productive and alert. This is something that doesn't connect to a particular skill or activity; tasks just feel easier during the night. When others get sluggish in the late hours, you find new energy, burning the midnight oil rather than rising with the dawn. This might be a habit, a cultural trait, or just something hardwired in your bones.

You have **SUPPORT** on mental tasks during late hours but may suffer **CRIPPLE** effects in the early dawn.

What does this city have to offer during the night? Who works this late?

STREET SMART

If it was your own decision or someone else's that you'd be exposed to the criminal world in Concordia doesn't matter, the important part is that you got out in time. You could have been a criminal yourself, or you grew up around them. You know the culture. You know how to greet someone, what their membership symbol is, and what kind of inappropriate business they are associated with.

You might gain **SUPPORT** on rolls when you interact with the criminal world.

When knowing how to greet people, when translating symbols and tattoos that have connections to the criminal world.

TECH DISSECTOR

If someone wants to know about the latest technology, they can turn to you. You try to keep up with the advancements in Concordia, especially when it comes to new inventions that consist of cables and circuit boards. You know how to pick apart a transistor and put it back together. The tech in the Concord differs widely depending on origin, and that fascinates you. You are not a mystic, and Aether-driven machines are a bit outside of your field.

You might gain **SUPPORT** on rolls when knowledge about technology is the key to success.

Which cable do you cut? What abilities does that surveillance bot have?

TRAVELER

You have been around Concordia and experienced the worlds in small doses. When it comes to the common understanding of culture, and how to behave in the different societies around Concordia, you often have tips and tricks that might be of use. You have a broad understanding of "how things work," and how to get around. You often understand and quickly pick up on common greetings, labels and how transactions work.

You might gain **SUPPORT** on rolls on shared knowledge and ethics.

When bargaining with the local people, when knowing how to greet the natives.



PHYSICAL PERKS

AMPHIBIAN

You can breathe and move with grace under water. Having Amphibian is a vital necessity for some species, who would not survive their homeworld without it. Most characters who have this Perk are born with it, but sometimes you can gain the ability through mutations, occult rituals or gadgets. You do not suffer any penalties for moving on land, but you might get parched faster and feel out of your element in dry environments.

You can breathe underwater, and you might gain **SUPPORT** on mobility rolls in and under water.

ENHANCED OLFACTION

Your sense of smell is enhanced when compared to regular members of the Concord. This ability can come from different sources: your species might be known for it, or it could have been granted to you with science or Aether. How you got this well-tuned sense of smell is up to you. Enhanced Olfaction can be used to sniff out poisons, exotic flora or the presence of someone uninvited. It could also become a disadvantage when strong smells are even worse for you.

You might gain **SUPPORT** on rolls when a great sense of smell is valuable.

*Smell if the wine contains some foul poison.
When you follow someone, and the track is new.*

GLIDE

You have wings or wing-like membranes (*like that of a bat or flying squirrel*) that make you glide through the air. Your glide-wings don't give you the ability to lift straight up from the ground like regular wings, but they are well-suited for cliff jumping, and they are conveniently retractable and nearly undetectable if you want them to be. The nature and origin of these wings are up to you, whether you've come by them naturally, or from some mysterious ritual, or from a high-tech gadget.

With the help of your wings, you can push yourself upwards to get more elevation when faced with physical challenges. While in the air, it's hard to gain height without an intense natural updraft. Having wings helps you to gain elevation and glide down slowly to the safe, solid ground.

You can glide through the air. You might gain **SUPPORT** on rolls when the ability to soar is in your favor.

GRACEFUL

Your movements are elegant, agile, and fluid. You believe that no matter the type of body one has, the focus should be on how one controls it. You could have practiced grace from a young age while dancing or performing. You might have been born with it and have always had an excellent relationship with your body. Running through an obstacle course or making your way up a rope are undoubtedly things that this ability will bring an advantage to.

You might gain **SUPPORT** on rolls when an athletic physique is the key to success.

When you trying to climb up a tree, when running or climbing your way through an alley with trash and obstacles.

NATURAL WEAPONS/TOOLS

Your body has some natural weapon, like sharp fangs, tail or claws. Why this is, is up to you. You were probably born with it as a natural part of your species, but it could be the result of an experimental surgery or mysterious accident. What it is and what it looks like is up to you. Many species have fangs, horns or claws, but not everyone can use them at the level you can. There is a difference between having claws and waving them around, and having claws and using them to deal out vicious damage.

When you use these as weapons, it is considered a **MARTIAL ARTS** Skill check, and a small sharp weapon that has damage 3.

NIGHT SIGHT

You can see clearly in a darkness that would prevent others from sight. Night Sight comes in many forms. It can be natural, mechanical or even an Aether gift. This doesn't improve your vision in other ways, but you might be a little bit light sensitive. How your vision is enhanced is up to you. It can be anything from night-vision goggles to cat-eyes, and how it is expressed is up to you.

You might gain **SUPPORT** on rolls when acting against targets in darkness.

REGENERATION

Compared to others in Concordia, your body can recover from wounds and bruises faster. This might be a natural trait of your species or something you have gained from some mutation or ritual. You experience pain like anyone else but know that it isn't permanent. You hardly scar, and a lost limb will slowly grow back. It is a slow process, and so you are not by any means, immune to death.

You can regenerate your body once per day. Heal 3 health and downgrade a wound.

REINFORCED SKIN

Your body has a passive armor that comes in the form of dense fur, thick skin, metal or enhanced carapace. Whether you got this gift from a science lab or were born with it, your Reinforced Skin can prevent damage. Obviously, exposed parts like eyes are as vulnerable as anyone else's. Also, something that would bring harm to your mind or your interior, whether it is from some venom, Aether-driven mind blast or hostile climate, work as normal. However, sharp or blunt weapons do seem to be less effective on your body.

Reduce incoming damage by 1 from physically damaging attacks.

RELENTLESS

When it comes to wounds and bruises, you rub some dirt on it and walk it off. Your body doesn't have some unique way to endure pain; instead, you have a strong mind. Regardless, you break like everyone else, and sometimes you can take it, but your bones can't. It's only small wounds and bruises that aren't any problems. You can take a beating enough for a person and a half, but as you laugh and spit out teeth, you know you will reach your limit at some point.

Health 9 as default.

SOLID IMMUNE SYSTEM

Your body has a robust immune system that can withstand many harmful diseases and toxins. Some species have grown up in toxic places, and their bodies have gained this ability through long-time exposure. Others have gained their superior immune system from experiments and rituals. When it comes to toxins, diseases or infections, your body has an easier time recovering. You aren't completely immune, but compared to others, you need a heftier dose of sickness to become affected.

You might gain **SUPPORT** on rolls when you try to suppress the effects of harmful poison or sickness.

STRONG BACKBONE

You have no trouble rolling up your sleeves and doing the work required, whatever it may be. When it comes to physical labor, you can bring more than most, and it can be anything from heavy lifting to marching on when your whole body aches. It has nothing to do with your size. Sure, someone bigger and stronger than you can carry more. However, you can carry your weight from start to finish. You'll sleep when you're dead.

You might gain **SUPPORT** on rolls where your persistence and stamina are being tested.

When trying to push forward through the swamp, when trying to load the convoy.

STRONG GRIT

You can take a beating. You don't go down easily when it comes to a fight or when your body is exhausted; you continue forward. You may have this Perk because you are a large brute, or if you have lived a violent life and your body has become used to the abuse. You might be someone that has the stubbornness to always push through the pain. This doesn't necessarily have to alter your appearance or personality. You always fight on and stay focused.

You gain **+1** in **GRIT** (*unarmed damage and wound threshold.*)

SQUAT

SIZE: You can only have one Size Perk.

Compared to other members of Concordia, you are short and compact. You might have a problem in some worlds where the structures are built for towering brutes. It can be difficult to evaluate such surroundings, but easy to go unnoticed. When others have a problem crawling through the thick undergrowth, you dart beneath the heavy branches and fallen trunks. When your friends struggle with climbing the fence, you could probably squeeze right through.

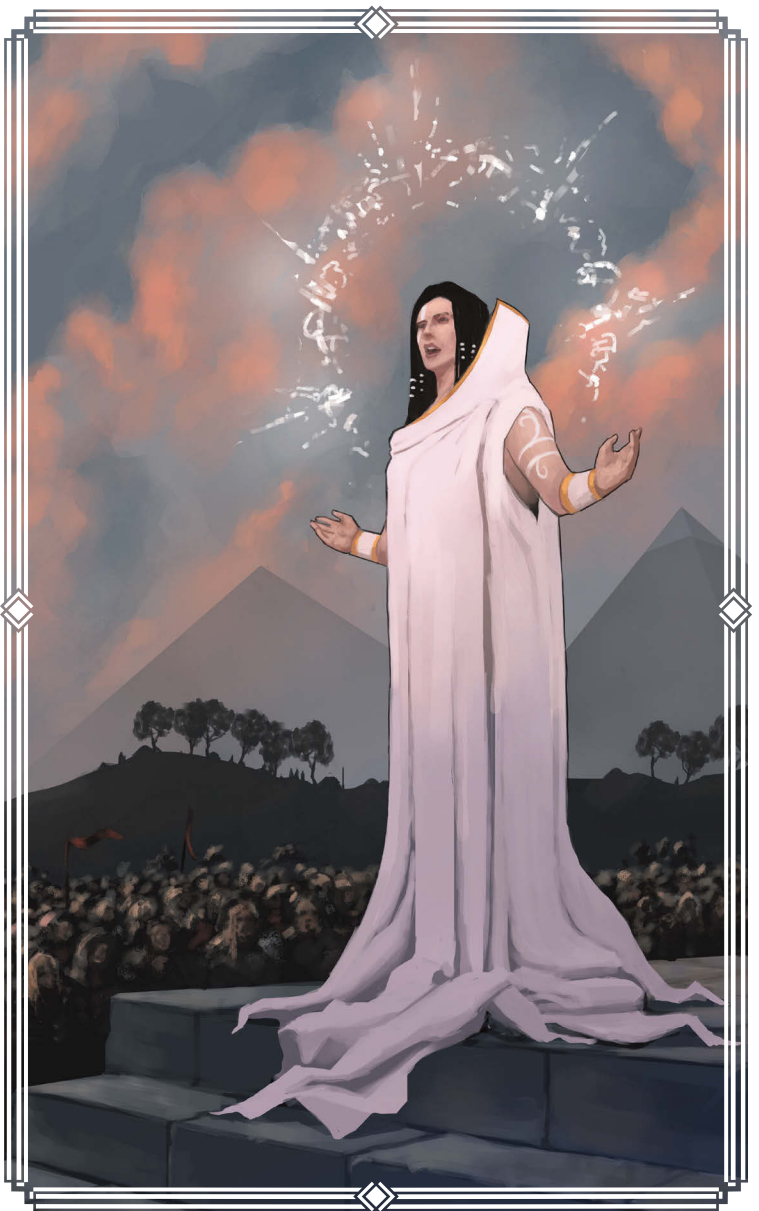
You might gain **SUPPORT** on rolls when being small has an advantage.

When trying to sneak through a crowd, trying to hide.

TINY

SIZE: You can only have one Size Perk.

You are one of the smallest members of Concordia. When it comes to other species, you stand out, if they can see you. The majority of Concordian infrastructure is colossal compared to you, as you comfortably fit in a purse or briefcase. Your daily life amongst the giants can be a challenge, and hopefully, you have at least one friend who can open doors, get food and operate vehicles.



Some parts of Concordia, especially the more diverse worlds, have thought about species your size and tried to accommodate you at least in some manner. When it comes to hiding or sneaking around, you have a great advantage. However, it is probably not a good thing to count on you in a wrestling match.

You might gain **SUPPORT** on rolls when being tiny has an advantage.

Hide in your friends back-pack. When shadowing someone in a dense area.

TOWERING

SIZE: You can only have one Size Perk.

Your height and weight are vastly larger than others. You'll have a hard time interacting with infrastructure on worlds with a small native population, like Donum. You are considerably larger than most other species, and in a crowd, you'll see everyone, and everyone will see you. Your size is a significant factor when it comes to breaking things, intentionally or not. So, while you might be good at lifting your comrades into the ventilation shaft, you might not fit yourself.

You might gain **SUPPORT** to rolls when height and a large anatomy would be beneficial.

When trying to break open a door, when trying to intimidate someone, getting over an obstacle.

WINGS

You can move through the skies of Concordia, soaring on your wings. Your wings might be a trait of your species and a natural part of your life, or it might be something new, like a mutation, or even a gadget. How you take flight depends on what kind of wings you have: if you are a smaller species that has insect type wings you could take off from where you stand; on the other hand, if you are a bigger species and have bird-like wings, you will probably need some momentum. Wings are almost always bulky, and sometimes it might get tricky to move around in tight spaces and narrow passages. Think about how you could use the wings to your advantage, how you move and how long you can fly. The GM, as always, has the last word.

You have the ability to fly. Moreover, You might gain **SUPPORT** on rolls when the ability to fly is in your favor.

SPECIAL PERKS

AETHER CONSUMER

You have the power to transfer the Aether that flows in other living creatures to yourself. This is usually achieved by drinking the subject's blood directly from their body. This process doesn't need to be hurtful if the subject is willing, and the consumption has great vitalizing effects on you. An Aether Consumer would experience this effect from feeding on all beings in the Concord, with one exception: creatures from Earth. The lack of Aether on Earth diminishes the vitalizing effect and leaves you unsatisfied, unless you consume such an amount that puts a Human at the brink of death.

You can consume Aether from living creatures. When it is done, you are considered to have taken a rest. This replaces your regular rest. In a close-combat fight, you may spend an Effect to drain Aether from your opponent.

AETHER RESISTANCE

You have a natural defense against the effect of Aether. This is an ability Humans and other creatures from Earth have, because of a weaker connection to Aether itself. You could also have been granted this through a curse, or an experiment gone wrong. People with a strong connection to Aether find you hollow and empty, black on the inside. This weak connection to the Aether provides certain protection from spells, rituals, and alchemical toxins, as there is nothing inside you for the magic to connect with. However, you are at a disadvantage by not being able to utilize the positive effects of Aether spells which may protect, heal, or support.

You gain **SUPPORT** on rolls when you try to avoid harmful Aether effects. If someone tries to cast a spell with a positive effect on you, they suffer **CRIPPLE** on the roll.



AETHER SENSITIVE

You have a unique connection to the Aether, and you can detect when it is channeled or used. How you recognize Aether is for you to decide. It can be with sight, smell, or a feeling coursing through your body. However, this connection comes with a price: Your body is also a more accessible place for Aether to connect. You could have been born with this finely-tuned sense or unlocked it through disciplined training.

You might gain **SUPPORT** on rolls when you try to discover Aether or when conducting rituals and using mystical items.

BEAST

You are considered a feral animal in the more civilized parts of Concordia. You are still a member, but with far more primal characteristics than the other members. You could be an animal from Earth who got elevated to sentience with the help of mysticism and/or technology. Alternatively, you are one of the Concordian species with more primitive features, most likely born in some remote world on the outskirts of civilization. You can be a four-legged creature, bird or something else that would fit in the animal kingdom. You have no hands, and your frame is undoubtedly better suited for the simple life of an animal.

Choosing a species with this Perk is a challenge for any player. It can be fun and thematic but should be discussed with the GM beforehand.

CONSTRUCT

You are a Construct. Unlike biological species, you have no parents, but a creator. You still have sentience and are considered as much “alive” as any other Concordian species. Constructed species come in different forms made from various materials, and you could have been born from stone, wood or metal, brought to life through magic or technology.

In rare cases, a Construct carries a consciousness that started in a biological body but was transferred to a Construct. Your body does not need to consume nutrition. You can create a character that has the ability to eat and drink, but whether or not any internal processes are useful or just for show, will be between you and the GM. You need to sleep and rest as usual. Your body takes damage like any other, and if your core expires, you have died. If the Construct were repaired, it wouldn't be you anymore. You don't experience pain in the same way as biologicals. However, it is still something weird, crippling and unpleasant. The art of medicine works on you to a small degree, only because your mechanical innards might sometimes function similar to biological ones. Repairing you with workshop tools is more efficient.

You don't need to drink or eat. You can get healed through repair (**MECHANICS**). Treating you with medicinal means is not optimal, and always suffers a **CRIPPLE** effect.

TRICKS

You are blessed with the ability to make small changes in the universe with the help of the Aether. You can make small objects like mugs or apples change color. You can, of course, repeat this to change the color of your hair or clothes. You can also make things levitate in your hand and create small sounds. This is either something you have been born with or have learned to unlock through trial and error. Within the borders of the Concord, you try to keep these skills to yourself. Some people could see you as a threat, or worse, a guinea pig.

You can manipulate Aether to a small degree.

Change the color of a small object, create sounds, or levitate small objects within arm's reach.





CHARACTER CREATION

THE STEPS

INSPIRATION

Take a look at the different categories: Backgrounds, Species, and Discipline.

It can be a good idea to sift through the choices to get inspiration for a character concept. Think about your character's assets and liabilities, what she likes, what she's good at and how she fits in the group.

STEP 1: CHARACTER CONCEPT

First, you choose your character concept; a broad overview of the role you are portraying. "*The witty Automaton gun nut*" is an excellent example of a character concept. (Page 72)

STEP 2: BACKGROUND

Where did your character grow up, and what did she do before joining the CCI? Choose a background from the list, and add the corresponding bonuses and Perks to your character. (Page 72)

STEP 3: SPECIES

What's the physiology of your character? Choose what species you belong to from the list, and add the corresponding bonuses and Perks to your character. (Page 78)

STEP 4: BASIC TRAINING

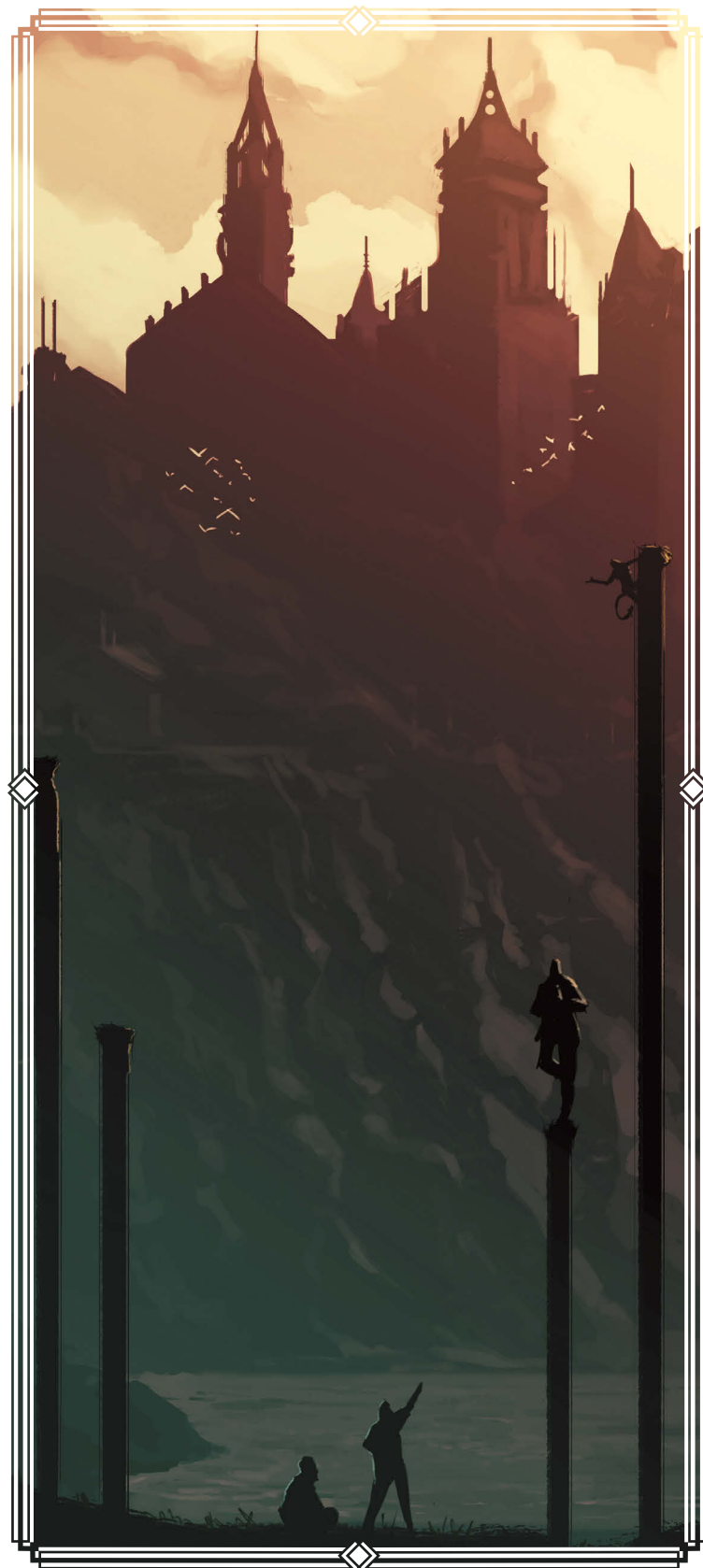
Add the bonus from basic training to your character. (Page 120)

STEP 5: CAREER

Choose a discipline for your character. The career is equivalent to a "*job*" in the CCI and is your specialty and focus. Add the corresponding bonus to your character. (Page 120)

STEP 6: FINISHING TOUCHES

Write down your character's name and bio, fill in the blanks on your Character Sheet and write down your derived attributes (e.g. *Grit*, *Wound Threshold*.) Add starting equipment. (Page 130)





STEP 1: CHARACTER CONCEPT

Before you start to write down any text or numbers on your character sheet, take a moment or two to think about what kind of character you want to play. Would you enjoy playing a charming and cheerful Laurenti, a curious and restless Marmoseti or perhaps a bitter and brash Automaton? The Agency welcomes most members of the Multiverse, as long as they genuinely want to help the Concord to prosper. The agents are subjected to several necessary personality tests, so the most destructive, violent or scared are sent home before the real training starts.

A Character Concept is a short sentence that describes your character, that usually incorporates your species and discipline. There are no hard rules to this part, and as long as you write the essence of your character, you're free to do this in any way you like.

"The Fun-loving Marmoseti gun-nut," "A total sourpuss," "The heroic Kald heir," or "The Sneaky detective" are all fine Character Concepts, as long as you can look at the concept you've written down and think "Yeah, that's right, this is whom I'm playing."

Before the players settle into their concepts, the Game Master should explain to the players what type of adventure or campaign she will bring to the table. On the other hand, after the players have finished their concepts (*or the characters are done all together*), the Game Master should look them over to get an idea of what the players expect. If all characters are action-heroes and martial artists, the players are most likely looking forward to an action-heavy campaign.

The system invites the GM to run adventures that cover all Veterancies, so a group that puts its focus on diversity should be better off in general.

In the end, the best move is to create a character that's entertaining to both you and the other players.

STEP 2: BACKGROUND

Members of the Agency come from all across the Multiverse, from every imaginable background and with every plausible backstory. This variation and diversity can bring some complications and misunderstandings between the agents, even if they all strive for the same goal. On the other hand, this diversity provides an extraordinary advantage and strength in the Agency.

Choose a background from the list, and write down the bonuses that it includes, either directly on the Character Sheet or on a piece of scrap paper.

After that, you should decide what your background signifies for you. *"From the slums"* could mean many things, and you should give the choice a little more detail.

There should be an opportunity for each player to talk to the Game Master about their background and concept. Maybe there are some things that you don't want the other players to know about you. You could've had a sibling that once was an agent but now is missing. Details like this can be used by the GM to weave your character deeper into the story.

Understanding where your character is from is an excellent tool when forming her persona. It also provides inspiration on how to play your character, what she knows and how she reacts in various situations, and why she joined the Agency. The background is just a basic idea, but it should complement your Character Concept.

When you shape the character's background, think about what kind of family she has, if any. Are they blood relatives, or did she grow up in an orphanage where the other children became siblings? What kind of relationship did she have with her family? Good or bad, did it have something to do with her joining the Agency? Does she have family members in the Agency?



Everyone joins the Agency for different reasons. It can be for money or morality, pride or skepticism. Think about your character's intentions, and her long-term goal. When it comes to humans, they are most often recruited in one of two ways: either they catch the CCI's attention by being exceptional at what they do, or they are accidentally caught up in a CCI operation on Earth. Needless to say, she still needs to fit into the program. A Human unfit for the Agency, who finds out about the existence of the Multiverse is placed somewhere else in the Concord. There are a lot of different Concordian businesses managed and handled by Humans.

BACKGROUNDS

ACADEMIC

Doctor, Scientist

This background signifies that your character was brought up or spent most of her lifetime in the academic world of Concordia. She might have been a student of the historical academies on Sanguine that translate and copy scrolls of ancient rituals, an apprentice to one of the mining companies on Donum that draw up new blueprints, or a scholar to one of the great houses of Ennead that perfects the art of medicine. Your schooling prompts you to always help others with your knowledge; perhaps by providing inventions, care, and cultivation to the society.

Bonus: WITS +1, WIS +1, 1 Free Skill Dot

Perk: Lab Rat

1 Free Veteranancy Dot

ARISTOCRAT

Important Religious Family, Industry Magnate Family

This background signifies that your character was brought up or spent most of her life in the wealthy society of Concordia. It could be that she came from a high-ranking family from Sanguine, or that they were members of one of the great tribes on Omeyocan, or that they have



high seating in one of the prosperous bank-clans of the Bazaar. Now that she is an agent, the wealth from her family is no longer at her disposal. This could be because your character left her home and that severed her bond to her family, or that her parent's support and encouragement sparked her dream to become an agent, creating a life of her own. If she joined the Agency to provoke and tarnish her family legacy, or just thought that the high society lifestyle wasn't for her, it's all in the past now. The life of an agent awaits.

Bonus: CHA +1, WITS +1, 1 Free Skill Dot

Perk: Highborn

1 Free Veteranancy Dot



ARTIST

Dancer, Circus Performer, Painter

This background signifies that your character was brought up or spent most of her lifetime in the aesthetic crowd of Concordia. She might have been a singer that pursued a career on the hotel stages of Concordia Prime, an acting performer that entertained the workers on Donum after a hard day of work, or a traveling painter that wanted to view every sky in Concordia. Maybe she was born into the circus life and didn't have any say in what her future would hold, or she had the urge to express herself, so she ran away from home to pursue the free and exciting life of an artist. Your character is someone with an expressive mind that can look at the world from a different perspective, or someone that can push her body into the perfect balance between strength and gracefulness. She sure is an asset to the Agency.

Bonus: DEX +1, CHA +1, 1 Free Skill Dot

Perk: Graceful

1 Free Veteranancy Dot

BORN LEADER

Politician, Leader, Chieftain

This background signifies that your character was brought up or spent most of her lifetime in the political sphere of Concordia. She might have been a leader of a workforce on Donum trying to keep both the bureaucrats and the laborers pleased, a leader of a trading route on Omeyocan, or a manager at a diner in a small town on Earth. Maybe the Agency saw potential and contacted you? In your line of work, you have shown great leadership and the will to grow. Maybe you wanted a more adventurous life, and your talents lead you there. It is vital to the Agency to have leaders that the agents can put their trust in.

Bonus: CHA +1, WIS +1, 1 Free Skill Dot

Perk: Charming

1 Free Veteranancy Dot

CRAFTSMAN

Blacksmith, Carpenter

This background signifies that your character was brought up or spent most of her life working with her hands, crafting items. She could be a carpenter from Earth that carves beautiful furniture, a blacksmith from Omeyocan that forges gorgeous trinkets or deadly weapons, or a leatherworker from Brumal who takes care of the fur and hide from the fallen monsters and beasts. You could have, at an early age, learned to appreciate the love of craftsmanship, or it could have been something that was pushed upon you to make a living. Either way, you have a keen eye for details and quality. You joined the Agency to put your ability to the test, or you saw your skills as a ticket to a new more exciting life.

Bonus: CON +1, CHA +1, 1 Free Skill Dot

Perk: Handy

1 Free Veteranancy Dot

CRIMINAL

Thief, Gangster, Smuggler, Charlatan

This background signifies that your character was brought up or spent most of her lifetime in the criminal world of Concordia. She might have been a member of a street gang from the vast concrete cities of Earth, a smuggler that peddled dangerous goods in the black markets on Ennead, or a scheming lobbyist for the criminal families, working the diplomats on Concordia Prime. Maybe she was forced into the criminal world, or perhaps she wanted a more thrilling lifestyle. Either way, and for whatever reason, your character must have left that lifestyle behind to get through the initial CCI screening. Maybe she now wants to correct the mistakes she's made or atone for the pain she's caused. Maybe the criminal world kicked her out.

Bonus: DEX +1, WITS +1, 1 Free Skill Dot

Perk: Street Smart

1 Free Veteranancy Dot

HARD WORKER

Miner, Factory Worker, Farmer

This background signifies that your character was brought up or spent most of her life in the working class of Concordia. She could be a miner from Donum, a farmer from Ennead or construction worker from Earth. Hard work pays off; it doesn't matter what the chore is, just take a deep breath, roll up your sleeves and get going. Maybe your character didn't have any choice in the matter of leaving her old life behind, or perhaps you think that hard labor doesn't satisfy your dreaming and adventurous mind. If you chose to challenge your dream to get out of the factories or had to leave the struggling farm to raise money, you now have the chance to show the worlds that you are much more than you seem to be.

Bonus: CON +1, DEX +1, 1 Free Skill Dot

Perk: Strong backbone

1 Free Veterancy Dot

NOMAD

Nomad, Peddler, Circus Act

This background signifies that your character was brought up or spent most of her life on the road. She could be a lost Automaton that wanted a new family to be of service to, or an abandoned child that the members of the Great Caravan took in and nurtured, or a performer that found herself in a new town each day. She could've been born and raised in a flying ship, exploring the world from a safe moving home, but one day wanted to explore the world on her own. Maybe an agent saw some potential in her and left her with a card and encouraging words: "If you want an adventurous lifestyle, there's an alternative to a life on the road." The Agency needs all the knowledge about the worlds and their development they can get, and few know the backroads as well as the nomads.

Bonus: CON +1, WIS +1, 1 Free Skill Dot

Perk: Traveler

1 Free Veterancy Dot

OUTSIDER

Gate builder, Conjured, Vat-grown

This background signifies that your character was brought up or spent most of her lifetime in the outskirts of the Concord. It could mean that she grew up in a lab, she was a member of a small village that was in quarantine after a Vagrant visit, or she came from one of the worlds that are still waiting for the Concordia Prime infrastructure and have limited gate traffic. Either way, your character grew up on a distant world or in a forgotten community on the outskirts of the Concord. She might feel like an outsider, and she wants to show the Concordia what they lost out on. She might think that the separation from the rest of the worlds made her stronger and that they need her more than she needs them. The Agency welcomes everyone, even the ones found under a rock. Especially when they've removed the stone themselves.

Bonus: FOC +1, WITS +1, 1 Free Skill Dot

1 Free knowledge Perk

1 Free Veterancy Dot

SAVAGE

Soldier, Mercenary

This background signifies that your character was brought up or spent most of her life in a violent sector of Concordia. She could be a mischievous and misbehaving Chuna that has entertained the crowds in an underground Ennead fighting pit, or an Ogri that joined the Omeyocan military ranks to defend her homeworld from the forces from below, or someone who sells her bone breaking services to the highest bidder in the Bazaar. Either way, she is probably a proud and brave type that chose the life of a soldier, or someone that is prone to protecting, defending or hurting. The Agency welcomes members of your caliber, and now the transformation from soldier to agent begins.

Bonus: CON +1, WITS +1, 1 Free Skill Dot

Perk: Solid immune system

1 Free Veterancy Dot



SCHOLAR

Architect, Designer, Engineer

This background signifies that your character was brought up or spent most of her life in one of the educational systems in the Concord. She could be an architect that plans new additions to the skyline on Concordia Prime, or an engineer that tinkers with mining tools to improve the quality in both safety and effectiveness, or a designer from Sanguine that has the challenge of making distressing and restricting ceremonial clothes and trinkets.

Gadgets and their functionality have always fascinated her. Your character has always wondered about how things are put together. How do gears, nuts, and bolts make things tick? And how do the joints and cords of a body serve the movement of a person?

Bonus: FOC +1, WIS +1, 1 Free Skill Dot

Perk: Tech Dissector

1 Free Veterancy Dot

SLUMMER

Street kid, Vagabond, Beggar

This background signifies that your character was brought up or spent most of her life in one of the low-class societies of Concordia. She could be a youngling born and raised in an orphanage on Concordia Prime, a snake-oil salesman from the Bazaar, or a vagabond from the lower mazes on Ennead. She learned at an early age that the world is unfair and had to grow up quick, or she had someone taking care of her and learned to appreciate all the small things the world had to offer. Perhaps one day an agent saved her life, or the other way around, and the agent saw the potential in her. In one way or another, she got out of the life she once had. Now she has the chance for a fresh start, and a backpack full of rough life lessons to guide her on the path of an agent.

Bonus: DEX +1, WIS +1, 1 Free Skill Dot

Perk: Canny

1 Free Veterancy Dot

WAGESLAVE

Citizen, Paper Pusher, Working Stiff

This background signifies that your character was brought up or spent most of her lifetime in the public sector of Concordia. She could be a daydreaming bus driver from Earth that if given the chance, would leave her old life behind. Perhaps she was a waitress from one of the watering holes on the Bazaar, jealous of all the adventures going on out in the Flash Network, searching for fortune and fame. Maybe she's a Cadaver searching for a place in this world, whatever world she's in. Your character has lived quite a safe and healthy life in the Concord, and has never stepped outside of her comfort zone. One day, one of her relatives signs her up for the Agency to give her that push she needs. Perhaps your character finally had enough and packed up her belongings and headed off to Concordia Prime to test her luck. She won't know if she doesn't try.

Bonus: DEX +1, FOC +1, 1 Free Skill Dot

2 Free Veterancy Dots

WILDLING

Tribal Warrior, Adventurer, Explorer

This background signifies that your character was brought up or spent most of her life in the wilderness of Concordia. She could be a hunter in a small pack from Brumal, member of a service team from the Bazaar looking for lost adventures, or a park ranger who lives in a lonely cabin on the outskirts of Earth. She appreciated the calm and simple life in the wild, but now she's longing for another kind of adventure. Your character probably already has exciting stories to tell, filled with monsters and treasures. If you are someone who wants to test your skills in a stricter and more professional setting, the Agency welcomes you.

Bonus: FOC +1, CON +1, 1 Free Skill Dot

Perk: Greenie

1 Free Veterancy Dot

WORDSMITH

Reporter, Writer, Scribe

This background represents that your character was brought up or spent most of her life in the literature world of Concordia. She could be a translator from the Bazaar that spends her days with old scripts and glyphs on artifacts, someone who transcribes the protocols at embassy meetings on Concordia Prime, or a reporter from Earth that covers supernatural stories and writes sci-fi novels during her spare time. Your character's talent is to find out the truth no matter how many toes she steps on, or to write exciting adventures that she dreams of experiencing herself. The competence she has in locating, translating and documenting ancient languages is a great asset when pursuing a career in the Agency.

Bonus: CHA +1, FOC +1, 1 Free Skill Dot

Perk: Bookworm

1 Free Veterancy Dot

SPECIES



STEP 3: SPECIES

Within Concordia, there is a vast quantity of worlds and in them a considerable roster of species. Everyone is welcome to start training towards becoming an agent, if they pass the tests. When you select the species of your character, you also gain some important character statistics, their **BASIC ABILITIES**. The **BASIC ABILITIES** are **CONSTITUTION, DEXTERITY, FOCUS, WISDOM, WITS, and CHARISMA**. Some species also come with perks that are unique. There is also a short history, physical and behavioral descriptions, and some notes about their involvement with the Concord.

These descriptions are not meant to be absolute, but instead meant to give you a broad overview, so you can go ahead and create your character's own history, look, personality and role in society with a good point of reference.

*Remember that **BASIC ABILITIES** do not define your character. Storytelling and good roleplaying is what creates a character, but their stats provide inspiration and a good foundation for how your character behaves and appears to other players and NPCs.*

ACAAN

A RIFT IN PARADISE

The Acaan constitutes the main population of Omeyocan, the glorious twin empire that settled South- and Meso-America. Omeyocan, as well as its people, is split into two, a Dark and Bright side. Once, they were one people, but like many other worlds, they became divided in the wake of the Vagrants, when a significant part of their society wanted the wheels of the war machine to continue to spin. The Ogri, Acaan, and Prismborn, who wished for peace, banished the warmongers to the dark side of Omeyocan. The ones who got exiled soon felt the effect of the draining, cold side of the world, losing their sight and exchanging their coppery skin color for a pale one.

THE DARK & THE FAIR

The Acaan are a short, hairy species of people. They seldom reach above five feet, save for their large horns that can extend a full yard higher in the air. The horns can take a lot of different shapes, from twisted and curled to long and straight. The Acaan are stout and often a bit tubby, with a large amount of facial hair. They are usually muscular and generally healthy looking. There are two different kind of Acaan, due to the duality of their world. There is always a light and dark sibling, born simultaneously on each side of Omeyocan.

The Light sibling is tanned and usually has blonde or white hair and brown or green eyes. The dark sibling is pale, with black hair and white or black eyes. It is typically the one born into light that joins the CCI since the connection with the Concord is limited on the dark side of Omeyocan. When the light sibling leaves to join the CCI, the dark one usually gets a bit depressed and feels lost, and many end up fleeing the dark lands in hopes of also joining the CCI.

DUAL MOOD

The Acaan are generally a happy people, finding time for the pleasures of life in most situations. They try to stay on the straight and narrow but often find themselves disappointed when the other species around them deal in deceit and broken promises. The Acaan are often trustworthy and kind. This is believed to be the result of the duality of Omeyocan, and for every happy, kind Acaan, there is a dark sibling that's the opposite. Although extremely uncommon outside of the oppressive dark side of Omeyocan, the dark siblings are petty, brooding and vindictive. They are skeptical and disillusioned, and often make good investigators that no one wants to work with.

FROM OR TOWARDS

It is not an easy task for an Acaan to leave their home. They often have a specific role in their society, and when they migrate, they feel the disconnect from their dark sibling, even if they are usually on opposite sides of the world. Sometimes, the sibling will leave as well, but it is in most cases the light sibling (*who's free to go*) who departs first. If a bright side Acaan migrates, it is usually running towards something rather than from something. Adventure, finding something lost or one's private purposes could be enough. If she is from the dark side, she is probably running from the torture, slavery, and excessive ritual killing of her people.



BASIC ABILITY:

CONSTITUTION	0
DEXTERITY	0
FOCUS	-2
WISDOM	0
WITS	2
CHARISMA	2

PERK: SQUAT

You might gain **SUPPORT** on rolls when being small has its advantage.



ALDEN

ALONE

The Alden are an ancient and complicated people. They are the only enduring species of their world, save the Alden-built Automatons. There are speculations that their homeworld, Helix, was once home to a myriad of different species, but the Alden either let them die out or did the deed themselves. Only the immortal elders of Aldenkind know the real story. Nowadays, the Alden are a reclusive race, and the few members of their species you might encounter are unregistered and unplanned births, exiled from Helix in order to preserve the delicate balance of souls that define their home's unique design.

SHARP

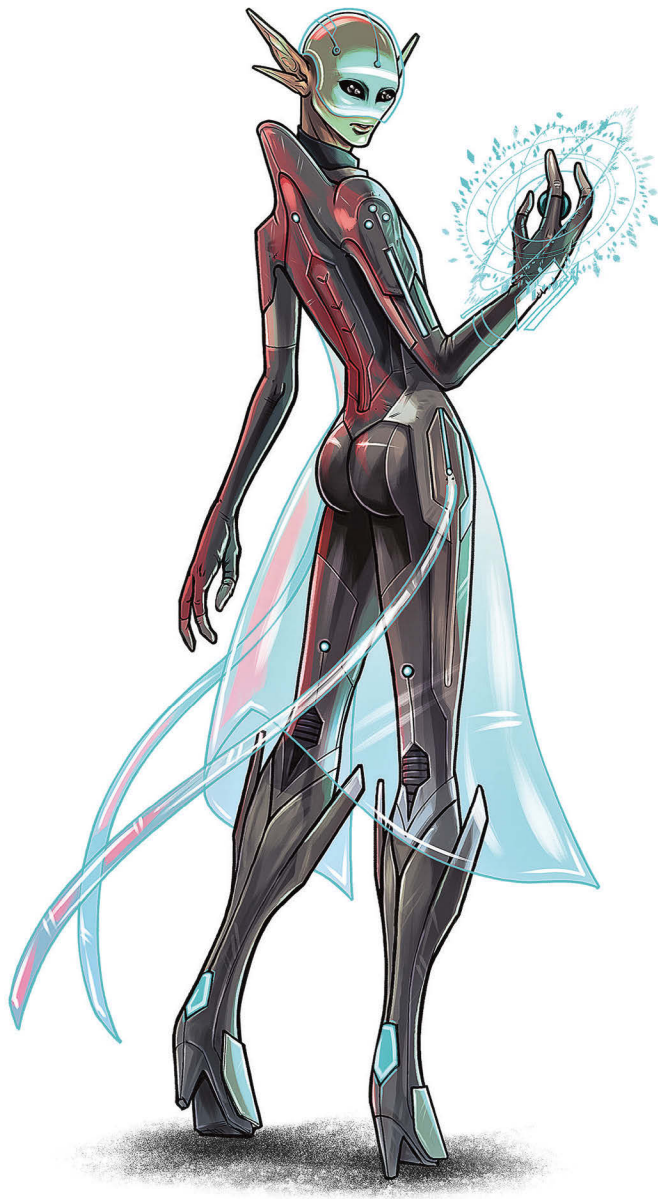
The Alden are a tall, slim and hairless race. Evolved through time and magic, Alden skin is smooth and thin and has turned a neutral grayish tone. They share a lot of facial features with the other races, but have dual ear canals on each side of the head, making their ears resemble pointed butterfly wings. This gives the Alden a heightened sense of positioning, and they can pinpoint the distance to a sound from the delay in which the waves hit the upper or lower ear. Many Alden can operate by sound alone, but this skill is not often honed since they use a high level of Aether-fueled technology to shape their world into a tranquil paradise. The Alden usually have large black eyes without a visible pupil. They have three long digits on each hand and foot.

APT

The mind of an Alden is a wondrous and scary thing. They do not age, and they can live forever unless accidents or other individuals will it otherwise. They often seem to have some weird motive for everything; planning things now that will pay off a lifetime from now. They are usually prone to “*zoning out*,” standing for hours contemplating the machinations of reality.

DISPLACED

A rare sight in the Concord, the Alden you see are almost exclusively exiled from their home or born outside of Helix. The balance of births and deaths on Helix must always be maintained, as the power source of the planet is the lifestream, and it is susceptible to changes in this equilibrium. Unwanted births are extremely frowned upon, as the sudden dip in the lifestream pool will cause rolling blackouts and loss of power in large parts of Helix, sending Alden into a violent awakening from the virtual world. Sometimes the child is exiled, but more often it is the parents. They will have to start a new life outside of Helix as diplomats or CCI agents.



BASIC ABILITY:

CONSTITUTION	-3
DEXTERITY	-5
FOCUS	5
WISDOM	5
WITS	2
CHARISMA	0



ATUM

OLD BLOOD

If there were a single historical ancestor to Humans, the Atum would be it. They represent the working force on the world of Ennead and the bulk of its people. They are not slaves or thralls, but treated with respect, even if they are generally entitled to less than the Chuna, the higher caste of their world. Ennead is hot and dry, presenting an endless vista of desert dunes with the occasional settlement or cool water oasis, usually in close vicinity of each other. The arid world is separated into regions, each under the sovereignty of a house leader, a god. To be divine is not a birthright here, but something you earn. In elaborate rituals, the old gods turn over their powers to new gods-to-be every millennium, ushering in new eras of war or peace. This honor is seldom bestowed upon Atums, whose lives are usually simple ones of work, chores, and ceremony. Upon birth, an Atum's appointed path is set, and most end up working in the same professions as their parents.

DEEP SKIN

Atums have the same height and weight range as Humans, with an average of 5,6 feet and 160 pounds. They usually have dark outer skin, but beneath that, they have a layer of skin that is either bright gold, silver or copper colored. Their hair is of the same color as their inner skin and is usually straight and strong. Many Atum scar their bodies in intricate patterns that reveal their inner skin. The Atums are tough, hardened by work and the harsh nature of their homeworld. It is a privilege for the Atum to work with magic and ceremony since they believe that this improves their chances to give birth to a Chuna.

STRONG BACK

Servitude is often the central theme at the beginning of most Atum lives. They are not exactly slaves, but close enough. They cannot leave their homeland due to their affiliation with the Master of their house, and they can't avoid work as the community is depending on them. Ennead doesn't have a system of coin or trade, so the houses collectively provide for their subjects. The Atums are however free to pursue any occupation available and needed by their house and are encouraged to aspire towards divinity, as a few Atums in the history of Ennead have become Masters of their houses. In all other aspects, Atums are a lot like Humans. They laugh, cry, play and fight, and usually let their ambitions and feelings get the better of them.

ABLE HANDS

Atums are by far the most represented people of Ennead, but they are also strongly represented in the rest of the Concord. Often prone to leaving Ennead if they are not explicitly needed for a specific purpose, the migration of Atums is undoubtedly noticed on their homeworld. It's not enough to cripple their society, but enough to give all remaining members plenty of room and food. They are often recruited into the CCI, as they usually work hard and aspire to become ever better. They go through the screening process like all others.



BASIC ABILITY:

CONSTITUTION	0
DEXTERITY	0
FOCUS	1
WISDOM	0
WITS	0
CHARISMA	1

PERK: TRICKS

You can manipulate Aether to a small degree.

Change the color of a small object, create sounds, or levitate small objects within arm's reach.



AUTOMATON

THE MANY

The automatons were the first explorers of the Concord. The Alden sent them out to different worlds soon after the Vagrants' brief visit to Helix, to establish a connection between the worlds, and to spur the flames of cooperation, leading to the creation of the Concord. It all came to pass as the Alden had predicted, and the Automatons were free to explore the Multiverse after their task was done. Nowadays, the technology that enabled the creation of sentient machines has spread to other worlds as well, and there are many different versions of Automatons, from the sleek, minimalist designs from Helix to the clanky but happy helpers from the August Menagerie.

IN YOUR IMAGE

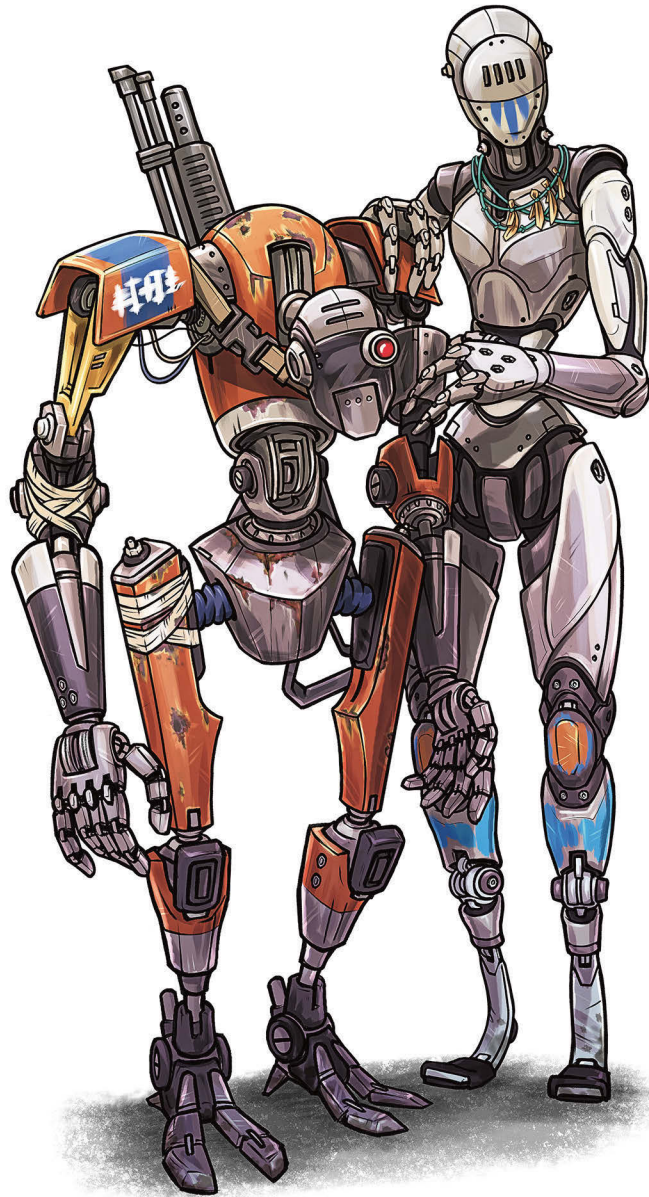
The Automatons vary significantly in size and shape. The common denominator is the general anatomy, as the Aether core works best in bringing life to bipedal forms of machinery. This technology stems from Helix, and it is unknown if the Alden perfected this method to create a species in their image, or if they wanted the other races to see them as similar to their own shapes. Either way, most Automatons have a head, a torso, two arms, and two legs. Beyond that, there are many variations. The Helix Automatons are sleek in design and look like expressionless porcelain dolls, while the Bazaar Automatons look more simian and skeletal, with clockwork ticking beneath metal ribs, and the happy helpers from the August Menagerie have pipeworks, chains, and bolts all over.

CARBON SOUL

There is a lot less stigma around the Automatons than Earthlings would imagine. With the myriad of creatures in the Multiverse, made from flesh, wood, or steel, it is easy to accept something like a conscious machine. And the Automatons are very conscious. They have a full range of emotions and feelings, blurring the borders of what one would typically name "*soul*." The Automatons tend to be a bit rigid in their temper though, and are often hard to sway. A happy Automaton is seldom sad, and a grumpy Automaton is rarely giddy.

STEEL MOTIVES

The Automatons can come from many different worlds, and join the CCI for various reasons. To prove themselves, to find themselves, or to join the adventure. Sometimes they are exiled from their homes due to mishaps or prejudice, and some groups tend to discard them more easily than species made of flesh.



BASIC ABILITY:

CONSTITUTION	2
DEXTERITY	0
FOCUS	0
WISDOM	0
WITS	4
CHARISMA	-4

PERK: CONSTRUCT

You don't need to drink or eat. You can get healed through **MECHANICS**. Treating you with medicinal means is not optimal, and always results in a **CRIPPLE** effect.

CADAVER

WORK HARD, PLAY HARDER

The “*life*” of a Cadaver is one of hard work and blissful ignorance. As they are mostly compliant, the Lahmia use them as the main workforce on Sanguine. The Cadaver are in large supply and usually have a vague sense of purpose in the world, so they are useful in almost any task. They have acute olfactory senses and motor skills, but a lack of pain receptors and survival instincts, making them susceptible to accidental suicide due to ill-conceived shenanigans. This is something the Lahmia have gotten used to since the Cadaver are nearly impossible to break in and respond better to encouragement than threats.

HEARTS OF MOLD

The Cadaver are both misunderstood and improperly named. Their true nature is mysterious and ancient, even though they seldom act the part. Lahmian scientists have concluded that the Cadaver are magical wisps that possess dead bodies, changing them to resemble some tragic version of their true fabulous forms. They lose their memory each time they are forced to leave a husk, so as far as the Cadaver is concerned, they are born when they open their dead eyes and they die when the wisp leaves the broken vessel behind. Their usual form is small, around three feet high, with a barrel-shaped body, stunted thin limbs, and deep hollowed eyes. They have large mouths with long tongues, and usually short stumpy tails. Their skin color is typically a deep moldy green or a rotten blackish-brown. They are often healed with heavy stitching and riveted plates, as their flesh doesn't respond to conventional medicine anymore.

HEARTS OF GOLD

There seems to be something enjoyable about being undead, because most of these guys seem to have a good time. The Cadaver are usually pretty harmonious with most situations, and they seldom complain. They do have some bad habits though, and the little rascals often get into trouble. They often have bad eyesight, and even if it can be corrected with thick glasses, they tend to rely more on their sense of taste. They have one of the most acute pallets in the Multiverse, and they tend to lick everything they get their hands on. While they seldom carry any strong negative opinions, the Cadaver are individuals as much as anyone.

INTENSE AND NEVERENDING

Often tasked with a myriad of different things on Sanguine, the Cadaver seldom get the chance to leap into the rabbit hole and visit other worlds. When they do, they never return. The CCI never turn them away, even if they can often be a handful. When they're done with basic and advanced training, they are usually a bit easier to deal with, as they now understand the consequences of their actions.



BASIC ABILITY:

CONSTITUTION	0
DEXTERITY	0
FOCUS	3
WISDOM	0
WITS	0
CHARISMA	-3

PERK: SQUAT

You might gain **SUPPORT** on rolls when being small has its advantage.

PERK: CONSTRUCT

You don't need to drink or eat. You can get healed through **MECHANICS**. Treating you with medicinal means is not optimal, and always results in a **CRIPPLE** effect.

CHUNA

DIVINITY

The Chuna represent the higher caste of Ennead, subjects only to their gods and their proxies. The Chuna have no lineage, and Atums or Chunas can both be born from Atum or Chuna parents, or a mix. What separates them, is the amount of raw Aether in their essence. At a certain tipping point, an Ennead-born child with enough magic in her will show animal features, often representing a god or a land. It might be small things like whiskers or eyes, but the more majestic features often grant immediate status and respect, the head of an animal representing the highest status. Any form of animal aspect is enough to be considered a Chuna. If a Chuna is born to Atum parents, they are immediately removed from the parents. This is usually welcomed, as it means a better and more luxurious life for the child.

ENTITLEMENT

Chunas are physically much like the Atums, with dark-skinned, human-like forms and a thin layer of gold or silver second skin just beneath the first layer. The big primary difference is that the Chuna are born with a large amount of Aether in their bodies, making them exhibit signs of divinity. This comes in the form of different animal aspects and can differ from small details like whiskers or bat ears to substantial changes in their anatomy, like complete limbs switched to animal form. All forms of animal are represented in the Chuna, but the most prestigious and highest status is when a child takes the shape of the House Master. A child born into the house of Sobek, for example, would be put in very high regard if it were born with crocodile aspects, especially if they were exhibited in the head and face. There is no distinct pattern to the change, neither the status of the parents, divinity or other cultural or geographical elements, seem to have an impact. The second big difference is the size, as the Chunas are commonly much larger than Atums, reaching between seven to nine feet in height.

DIGNIFIED

Born into service and responsibility, the Enneadian Chuna are often calm and serious. At a young age, they have to choose a path - The Path of the Leviathan or the Path of the Behemoth. The path of the Leviathan is the path of peace, a life colored by education, art, and civil service. The path of the Behemoth is the path of the warrior, with combat, tactics, and struggle as the main focus. This is the upbringing the Chuna choose from on Ennead, and it shapes a lot of their adult lives. If a Chuna decides to live her life on Ennead, she will aspire to be their house's next Leviathan (*diplomat*), or Behemoth (*general*.) Another significant influence is the Chuna's house affiliation. There are a lot of esteemed houses on Ennead, each fighting to expand their domain and gain power. Each house has its own style and agendas, and some war-bound houses have Leviathans more focused on war than a peaceful house's Behemoth. Some houses revel in riches and even treat their Atums like kings, while others languish in damp swamplands where even the Chuna must scavenge for food.

SOVEREIGN

The CCI has an established presence on Ennead, and many Chuna join the CCI to spread the glory of their house out into the Concord. There are some that feel that war takes its toll, and leave their home if their house does an excessive amount of fighting with their neighboring houses. Their lives usually somewhat resemble a noble's life on Earth, and they can leave Ennead to escape heartbreak, seek redemption, or as a rebellion against their parents. The Chuna are seldom shunned, and are often believed to be fully responsible for their own destinies. The Chuna who feels that they have a shot at becoming their house's Behemoth or Leviathan, is seen as a bit unreasonable though if they decide to cast that additional privilege aside.



BASIC ABILITY:

CONSTITUTION	2
DEXTERITY	2
FOCUS	-3
WISDOM	0
WITS	0
CHARISMA	-2

PERK: TOWERING

You might gain **SUPPORT** to rolls when height and a large anatomy would be beneficial.

PERK: GIFTED

Choose one Physical Perk. (Page 66)



FAUN

KERNELS

The Fauns are a conundrum to the Concord. They are born from pods attached to a great tree, later named Weald, that stands in a specially prepared garden at Concordia Prime. The tree seems to be the last of its kind, and many speculate that the Fauns will grow roots and settle down as trees themselves when they are old enough, or when the time is right. In the 400 years the tree has sprouted pods, no Fauns have yet taken root. The seed that produced the tree was found by the Great Caravan, in an unknown abandoned world, and handed over to the CCI. They planted the tree on Concordia Prime, and after growing to maturity, the tree started to produce pods, and when the pods burst, the Faun emerged, fully matured and with knowledge of the world. The only conclusion was that everything the tree saw and heard was passed on to its children.

MAJESTIC

All born as children from the great Weald, the fauns are bubbling with Aether. They are naturally susceptible to magic, which is often both a blessing and a curse. Their bodies are sleek and limber and made of living wood, with massive antlers growing from their heads. Their backs are hollow most of their youth, a reminder of their time attached to the Mother Tree. As they become older, their back closes up, a sign of maturity that is celebrated with backless dresses and clothes. The Fauns are a bit shorter than Humans, seldom reaching more than six feet, not including antlers. They are light and thin, and often beautiful, with their hard exterior delicately shaped into soft curves. The antlers fall off periodically, and it's said that if a Faun is worthy in her old age, the antlers will stay and form the first branches as the Faun slowly turns into a new Mother-Tree.

ALLURING

At first glance, the Fauns do not justify the mysteries and rumors that surround them. They are often pleasant and easy going, and pleasurable to be around. There can sometimes be something eerie about their calm and disarming ways, but it is a notion quickly dismissed. The Fauns are usually quiet and timid, but they can be lightning fast to act when they are threatened or otherwise called to action. As they grow older, they tend to get less alluring and enticing, giving way to a more calm and graceful beauty.

FAVORED

There is slight favoritism for the Fauns joining the CCI. The great Mother-Tree is in official care of the CCI, standing in a special garden on Concordia Prime. Many believe that the Mother-Tree likes the CCI, and sends many of her children their way. Some Faun go other ways, trying different paths of life. They seem to be individuals, valuing the possibility to shape their own future.



BASIC ABILITY:

CONSTITUTION	-4
DEXTERITY	0
FOCUS	2
WISDOM	0
WITS	-2
CHARISMA	4

PERK: AETHER SENSITIVE

You might gain **SUPPORT** on rolls when you try to discover Aether or when conducting rituals and using mystical items.

HUMAN

CLUELESS

Hailing from the infamous last bastion Earth, the Humans are unique; they are one of the few races that are included in the Concord but not aware of its existence, and they are the only species with near immunity to magic. Having survived in an Aetherless environment for countless generations, the Human species was once made up of other species from all over the Concord. As they got trapped on Earth, their magic dissipated and left them shallow husks. As time went on, their hollow hearts filled up with vivid imaginations, to replace the Aether that no longer flowed through them. Nowadays, Humans are a great asset to the Concord, as they are by far the best at working undercover on Earth. Earth, even with its chaotic, hostile, and complicated environment is still the backdrop to an abundance of drama.

FORMLESS

The Humans resemble the basic mold for sentient life. Being trapped on Earth after the de-Aetherization of the gates, most species reverted to either animal or human form, taking only a few generations to devolve fully. It is believed that the human form is evidence that all the species on all the worlds have a common lineage or inheritance, or that there is an interconnection through the Aether. The Humans come in all shapes and sizes, but are often around six feet tall and weighing around 180 pounds. The skin exists on a spectrum from brown to peach, ranging from warm black to pinkish white.

RECKLESS

A weird bunch indeed. Despite being devoid of magic, their creativity often makes them seem the most magical of all species. Filled with wanderlust, they sway wildly between different needs, moods, and inspirations. They quickly adapt to different situations and often adopt personas formed out of desire, adaptation, and circumstance. While they are extremely unpredictable, they can be counted on for their adaptability as they become accustomed to things faster than any other race.

FEARLESS

The Humans, being generally unaware of the Concord's existence, are always recruited actively by the CCI. Either because they have seen enough to create severe damage to operations, or if they have shown impressive skill in some particular field. Humans often find it staggering to see the glory of Concordia Prime, but the intuitive and imaginative Humans quickly overcome it. There is no going back once they've seen the Multiverse, except for long and elaborate mind-altering rituals, so they are as often as possible shipped to whatever planet they wish to live out their lives on if they're not fit for the Agency.



BASIC ABILITY:

CONSTITUTION	0
DEXTERITY	0
FOCUS	0
WISDOM	0
WITS	0
CHARISMA	0

PERK: AETHER RESISTANCE

You gain **SUPPORT** on rolls when you try to avoid harmful Aether effects. If someone tries to cast a positive effect on you, they gain **CRIPPLE**.

KALD

GAS & SNOW

The Kald are usually unbothered by the affairs of the Concord. Their world went through a glacial apocalypse many centuries ago, and it has stayed that way ever since. The Kald have learned to adapt to their world, using their mining and mechanical skills to survive the cold and hunt large snow-beasts for food and security. The surface of their world is covered with snow and ice, usually several yards thick. Here and there, extensive ruins from long forgotten civilizations stand broken and abandoned in the white landscape, shooting from the ground like dark colossal reminders of a long-lost abundance. The Kald have no longing for old grandeur and are perfectly happy living in tribes, mining the iron-rich soil and building snowvessels and harpoons from new metals and old salvage. When the Concord came, some Kald left their home for new adventures, but without a government or broader society, they are not that interested in the machinations of the Concord.

FUR & BONE

The Kald are large, almost the size of an Ogri. Standing over eight feet and weighing in at nearly 800 pounds, they usually look a lot more menacing than they are. They have coarse, straight fur on their thick skin, and bony spikes protruding from their elbows, shoulders, and jaws. The males have distinct bone ridges on their heads and down their backs, and the different patterns and shapes hint toward clan and family kinship. Fur covers most of their bodies, except for their faces, hands, feet and the bone formations on their backs. They often pierce and tattoo their skin in different tribal patterns. They are mostly happy and carefree, putting on broad squinting smiles as they help others without wanting anything in return.

FUN & VIOLENCE

If a quote could characterize the outlook of most Kald, it would be this: *"There is no point to life if you can't enjoy it."* Enjoying a good meal and games, roughhousing with your friends after an exhausting day of hunting or mining, are activities held in the highest regard. This is something almost hardcoded into the Kald—enjoyment, good spirits and copious amounts of adrenaline. They seldom tire enough to say no to fun or a few violent activities. Out in the Concord, they tend to seek out thrilling occupations like CCI agents, criminals or entertainers. They're seldom ashamed and tend to laugh off both harm and ridicule. If you succeed in breaking their patience, and the Kald believe they're doing the world a favor by getting rid of you, it's usually frightfully quick work.

LEAPS & BOUNDS

Brumal is a place where you don't have the time to worry about the rest of the Multiverse. There are usually monsters to slay, food to procure, and metal to mine. The Kald are aware of the Multiverse, and the CCI has a small office on Brumal. The Kald are not shy of adventure though, and can easily join the CCI if given the opportunity.



BASIC ABILITY:

CONSTITUTION	3
DEXTERITY	-1
FOCUS	-1
WISDOM	-2
WITS	0
CHARISMA	3

PERK: TOWERING

You might gain **SUPPORT** to rolls when height and a large anatomy would be beneficial.

LAHMIA

PRIDE

The Lahmia are the ruling species of their homeworld, Sanguine. They are an often proud and contemptuous people, waging endless wars and battles against each other. It is all with the intention of gaining the blessing of their elder council, who rule their world silently and without guidance. When the elder council stirs in their slumber each millennium or so, they approach the rest of their kind with unmatched fury and ruthlessness. Only the strongest and proudest are left alone, seemingly without intelligent choice, as if the council were acting instinctively or almost harmonically. Once upon a time, most of the Lahmia clan leaders staged a cleansing of the known Multiverse called "*the Crusade*." It was all in the name of ridding civilization of the Vagrants once and for all, but the amount of non-Vagrant lives lost was astronomical.

HONOR

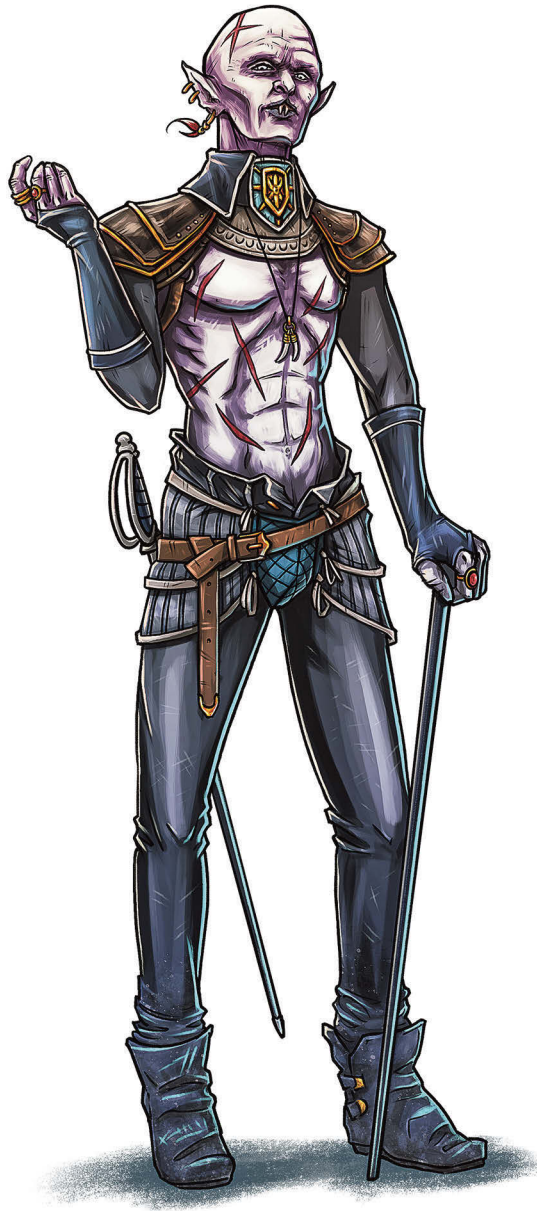
Each Lahmia is roughly the size of a Human, but more thinly built and with greater agility. They are usually a bit shorter than a Human, but the height varies more in the Lahmia than in Humans. They are hairless with long claws and fangs. A lot of their facial features resemble that of a bat. The Lahmia have pale skin tinted in different colors and are often covered in pink scars, due to their propensity for self-endangerment and taking risks. The scars are a sign of strength in their society, and a member who does not earn their scars (*due to scarification or deliberate self-harm, for example*) are quickly shunned by her peers. The only acceptable form of direct self-harm is amputation, as the removal of one's limbs is seen as an extreme (*and honorable*) form of personal handicap and challenge. This is not taken lightly within the Agency though, and the tradition of self-limitation to prove one's worth is not accepted in the ranks of the CCI.

WORTH

Pride and displays of superiority haunt the Lahmia society. The ability to accomplish feats of skill and strength is only measured in context to handicap and self-limitation. To fight blinded is indeed harder than to fight with your sight intact, so if you want to show your opponent who's boss, you close your eyes. Even if you lose, the fighter with the most disadvantage is still considered the winner by Sanguine measure. Such foolish and often suicidal behavior is another Lahmian tradition not permitted within the ranks of the CCI, but many still find it honorable to take on impossible odds.

COMMITMENT

Some Lahmia see the red tape of bureaucracy as a form of horrible, tedious restriction that makes most others shun away and cheat. This is an ideal form of challenge that makes those Lahmia work vigorously to fill out all forms correctly, use the proper channels, and abide by the rules. Others use the CCI to prove themselves and show their strength through tough missions and dangerous situations. There are those who grow tired of their controlling elders and the state of their homeworld. Lahmia have plenty of different reasons to join the CCI, and they are more than adequately represented.



BASIC ABILITY:

CONSTITUTION	0
DEXTERITY	3
FOCUS	0
WISDOM	0
WITS	-3
CHARISMA	2

PERK: AETHER CONSUMER

You can consume Aether from living creatures. When it is done, you are considered to have taken a rest. This replaces your regular rest. In a close combat fight, you may spend an Effect to drain Aether from your opponent.

LAURENTI

VIOLENT PAST

The Laurenti people are the brothers and sisters of the Ornithura. Suffering the same fate as them when their homeworld was destroyed, they too joined the Crusade looking for vengeance. Dragons, they were called. The Laurenti, like the Orithura, do not stop growing in their lifespan, and die once their bodies start to collapse in on themselves, though not before they weigh tons and grow large enough to take up a small hangar. The elders were the only ones left alive after the Vagrants came, and they lent their great statures to the crusading war machine, wreaking havoc on countless worlds looking for any sign of the threat that destroyed their home. By the time the Crusade disbanded, the Ornithura and Laurenti formed a pact of peace, swearing to right their wrongs. They worked together to help the dragons produce new eggs, and the Laurenti went from 5 to 5,000 members in just a few generations. Nowadays, they steer a peaceful caravan from world to world together with the Ornithura, backtracking the steps of the Crusade and leaving each world better than they found it.

RIGID BODIES

The Laurenti are compact and show explosive bursts of power. They are about the same height as adult Humans during the first parts of their lives but are significantly larger if they stretch out their legs. They are usually a bit heavier than Humans, built for stability with dense muscles. They have thick and scaly skin and often resemble a wide variety of different Earthly lizards, from monitors to salamanders, with thick tails and a wide range of head ornaments like flaps, horns, and scaly ridges. They can withstand high amounts of heat and cold, but risk freezing in place due to a limited body temperature control. The Laurenti do not wither with old age but continue to grow larger and larger until they are crushed beneath their own weight. The eldest of the Laurenti are called dragons, and they are usually several yards high and weigh several tons. There's only a handful of dragons still alive.

RISE TO THE WORD

Cool is the heart of the predator. The Laurenti are having a harder time adapting to a life of peace and serenity than their friends, the Ornithura. Driven by principals and conviction, the proud Laurenti will do whatever it takes to honor their elder dragons, and if the dragons say it's peace and humbleness from now on, the clans abide without question. It does seem to dissolve a bit in the young though, and many who follow the path of CCI often genuinely feel compassion toward their friends and the people they protect.

TO EACH THEIR OWN

The Laurenti look to the Ornithura for guidance when it comes to the inner journey. The elder Roc of the Ornithura often prompts the Laurenti to go out and seek their own paths. There are, however, few Roc and an enormous Caravan, so sometimes the Laurenti just run away from home for whatever reason to go fight with the CCI.



BASIC ABILITY:

CONSTITUTION	2
DEXTERITY	-2
FOCUS	0
WISDOM	2
WITS	0
CHARISMA	0

PERK: REGENERATION

You can regenerate your body once per day.
Heal 3 health and downgrade a wound.

MARMOSETI

CREATIVE

Surviving is like breathing to the Marmoseti. Long, calculated breaths planned over centuries. Whatever society the Marmoseti enjoyed before the Vagrants attacked is long gone now. All that is known is that they had great technology and knowledge of magic. Many signs point to the fact that they were a peaceful society. The Vagrants lay swift waste to the Marmoseti homeworld. The shattered Marmoseti empire picked up the remains and started to look outward, building gates to find new worlds less ravaged by the attacks. They began mapping all the lost and destroyed worlds, creating a network of two-way gates in order to explore the ruins of these lost worlds. Nowadays, the Marmoseti let in any and all to explore their enormous maze of portals and ruined worlds, as long as they pay their finder's tax on the way out. The Marmoseti are spread out across the Multiverse, but nowadays they all hail from the Bazaar, the foyer world at the start of the maze, ruled by the Marmoseti banking clans.

AGILE

The Marmoseti are a small monkeylike species, with fur, long tails, and prehensile feet. They have long mustache-like whiskers, common in both male and female Marmoseti. To other species, they are notoriously difficult to tell apart. They are often clean, and most Marmoseti groom their fur into different shapes and styles which might also include coloring. They are prone to bad eyesight, and many Marmoseti use glasses of all shapes and sizes. They are small, usually about three feet tall, and seem even smaller when they sit curled up into a ball. They belong to different clans of families, with distinct fur patterns and colors, ranging from black and white to bright orange and red.

FOCUSED

The Marmoseti are known to be a bit... insensitive. They often become wrapped up in some gadget, plan, or idea, and lose awareness of the rest of the world. A Marmoseti set on making lots and lots of money will step over any number of corpses to do so, and not notice the harm she's done. On the other hand, if she is hell-bent on saving the environment instead, she probably wouldn't care for money and risk ending up broke and lost. Mostly they keep their friends close, to pull them out of such fanatic behavior, and some Marmoseti seem oddly unaffected by the phenomenon all together.

ADROIT

Opportunities show themselves behind most corners; you just have to be between pursuits to see them. The Marmoseti are not an uncommon sight in the CCI, and they join up for all kinds of reasons. Wanderlust, a bright idea on how to improve the Multiverse, ambition, or any other. If the thought is seeded in the mind of the Marmoseti, they can have a hard time letting it go. In such cases, the most trivial thing can be enough reason for her to join the bureau.



BASIC ABILITY:

CONSTITUTION	-2
DEXTERITY	2
FOCUS	-1
WISDOM	3
WITS	0
CHARISMA	0

PERK: SQUAT

You might gain **SUPPORT** on rolls when being small has its advantage.

MORIDIAH

BROKEN FANG

The Moridiah came to be through a great and vicious betrayal. It all began eons ago, as the god King Fenris was cast into the void by the other gods of Ennead, as they slaughtered his people. After centuries of drifting dormant and near death through the endless void, his enormous frame broke through the membrane and plunged towards the soil of another world, Sanguine. As the unfamiliar Aether surged through his body, he awoke changed, purer in form and spirit than he had ever been. On this new world, he once again faced war, as the Lahmia sought to end this new and unfamiliar threat. Even though Fenris was no longer a god of war, he fought the Lahmia until they decided to make a truce. Fenris took a new name, Lobo, the god of Strays and the Unwanted. The land of the Lobo became the land of exiles, where the downtrodden Lahmia could partake in the blood of the wolf, thus giving themselves the ability to take on a new form. As time went on, the change became permanent, and they became the new Moridiah, all outcasts, and the power once held by Fenris himself was scattered amongst them, his children.

APEX PREDATORS

The Moridiah all have the look of their father, Lobo. They are wolves, but walking upright with clawed hands instead of forepaws. They are large, muscular and explosive, and often carry a temper. The average Moridiah is about nine feet tall and weighs around 1,200 pounds, but they can vary significantly in size. They have thick fur covering their whole bodies, and the colors range from dull gray and brown to vivid orange and yellow, and often with lighter and darker patterns. They have an acute sense of smell and hearing, lacking somewhat in eyesight. They are facultatively bipedal, meaning that walking upright is a choice, and not the only option. They reach higher speeds on all four “legs” but lose a lot of grace, and the ability to use their hands for other purposes.

HUNT FOR GLORY

Fallen far from the savage grace and primal supremacy of their father, the Moridiah seek nothing but a place in the world, and to be accepted for what they are, with the skills and talents they provide. This often leads to frustration, when different humiliating concepts like “*training*” and “*orders*” hinder their eagerness to prove themselves. They are often adept at their skills and seldom deterred for long because their desperation to act outweighs their desire for subordination.

PLEA FOR POWER

A Moridiah is often a training officer’s dream and nightmare at the same time. While they are quick, robust, and agile, they are also stubborn, unruly, and opinionated. The CCI is reluctant to recruit all but the most promising of Moridiah, even though the Moridiah often long to explore the Multiverse through membership with the CCI.



BASIC ABILITY:

CONSTITUTION	3
DEXTERITY	3
FOCUS	2
WISDOM	-2
WITS	-2
CHARISMA	-2

PERK: TOWERING

You might gain **SUPPORT** to rolls when height and a large anatomy would be beneficial.

NONSENSE

SHOVELS & GREED

Generations ago, Donum was a thriving world with an abundance of resources, and the inhabitants possessed a vast ingenuity in the field of industrial technology. In this flourishing society, bureaucracy grew more and more complex and made way for a new time to come. Small family foundries became huge corporations, small societies grew into cities, and the hunt for resources and efficient refinement escalated. In a few generations, the world started to crumble into the void, and conflict arose between the huge family companies. Occult weapons of mass destruction started to roll out of the factories. The depletion of resources continued to escalate. When the Vagrants invaded Donum, the population responded with a devastating and unforgiving force, as arcane ordnance rained down like hellfire, covering the skies in soot and spectral smoke. After the impact, Donum was covered with a fog that twisted the senses of the Vagrants and mutated them into moss and fungus. The fog also affected the population. The inhabitants mutated in appearance and mind, going through a horrid devolution to gremlin-like creatures. When the automatons found Donum through the first gates and encountered the mutated critters, they had already started to call each other “*Nonsense*.”

CROOKED & POINTY

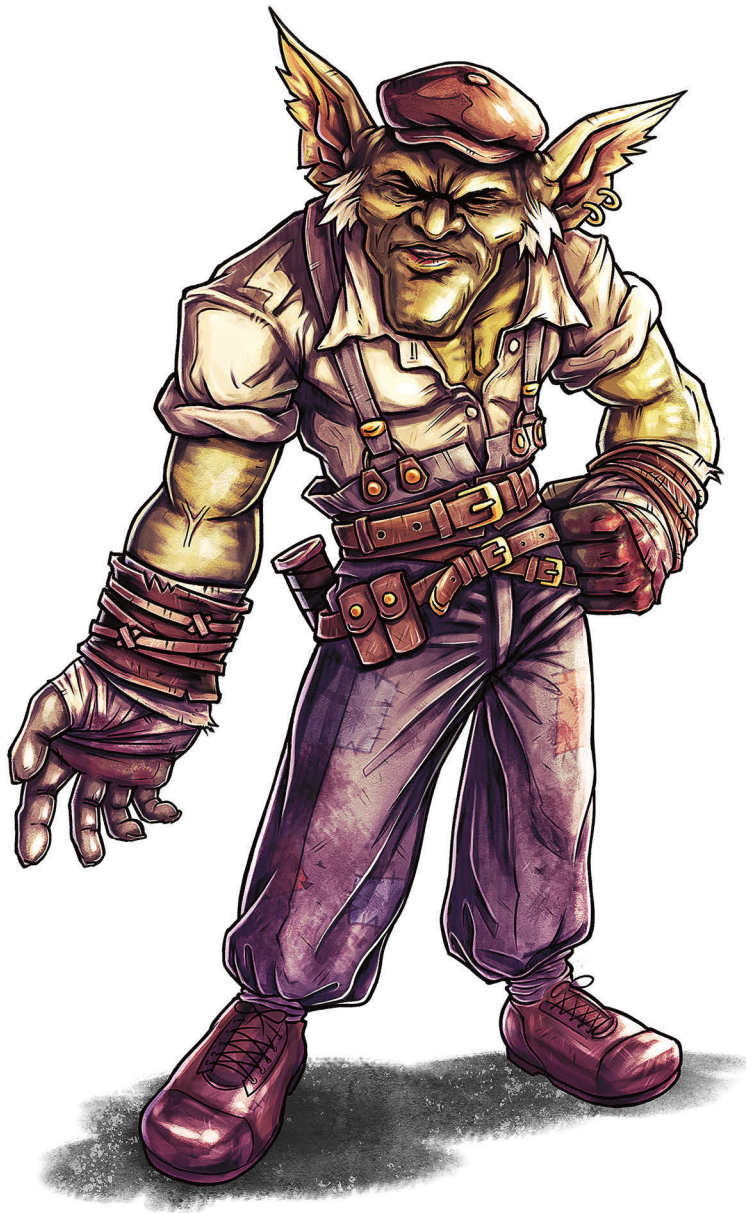
Nonsense have small huddled bodies covered with a spotted texture. Their skin tone ranges from brown to green in different mixtures and brightness. They have pointy ears and beady eyes on crooked faces. Their hair color is usually brown, black, or gray, if they are so lucky enough to have it. They often come equipped with good eyesight. Generations of living in the fog have made them careful and mindful of details.

BOTTLES & BOMBS

Other members of Concordia often perceive Nonsense as hard-hearted and brooding. Nothing could be further from the truth. The Nonsense act this way intentionally to control their feelings, because when they break, their feelings come flooding out uncontrollably. A tiny giggle can escalate into a burst of hysterical laughter, or a frowny face can explode into rage. After generations, the Nonsense have developed techniques to control their feelings. They know how to avoid things that could trigger them, such as sad music, scary ghost stories or alcohol. It is crucial for them to keep this curse in check, but once in a while, under controlled circumstances, they let all their feelings out.

FRIENDS & FOLLOWERS

A lot of Nonsense try their skill and luck in the Agency's training program. Few of them succeed. When it comes to the physical test, a Nonsense usually gets a reasonably good score. It is the psychological part that is tricky. But the ones who get to enter the Agency are trusted and welcomed. Nonsense take pride in whatever role they play in Concordia and are fiercely loyal to anyone who shows them compassion and helps them down from a spell or mania.



BASIC ABILITY:

CONSTITUTION	0
DEXTERITY	0
FOCUS	3
WISDOM	0
WITS	-3
CHARISMA	0

PERK: SQUAT

You might gain **SUPPORT** on rolls when being small has its advantage.

PERK: SOLID IMMUNE SYSTEM

You might gain **SUPPORT** on rolls when trying to suppress the effects of harmful poison or sickness effects.



OGRI

THE TWINFLOWER

The Ogri took charge of their world, Omeyocan, a long time ago. They rose from slavery and overthrew their masters, ushering in a lasting time of peace and prosperity. Defying their former owners, they chose a path the warmongers did not know how to follow: a path of tranquility. Their peaceful stubbornness influenced the other slave races, and when there were no more slaves to be had, the former masters soon made themselves extinct through internal fighting. When the time of the Vagrants came, all but two races of Omeyocan suffered the same fate as the old masters: The Ogri and the Acaan. Together they built vessels of war for their fallen brothers and sisters, the Prismhusks, golems who could house the spirits of fallen Ogri. After the last Vagrant was gone, the Omeyocan elders gathered together to perform a massive ritual, trying to expel all the new darkness from their world. It went catastrophically wrong as the Vagrant corruption lingered in the magic undertow, and the world split into two: a light and a dark side. After a time, the dark side became a place of exile, where all criminal elements were sent.

GENTLE FLOW

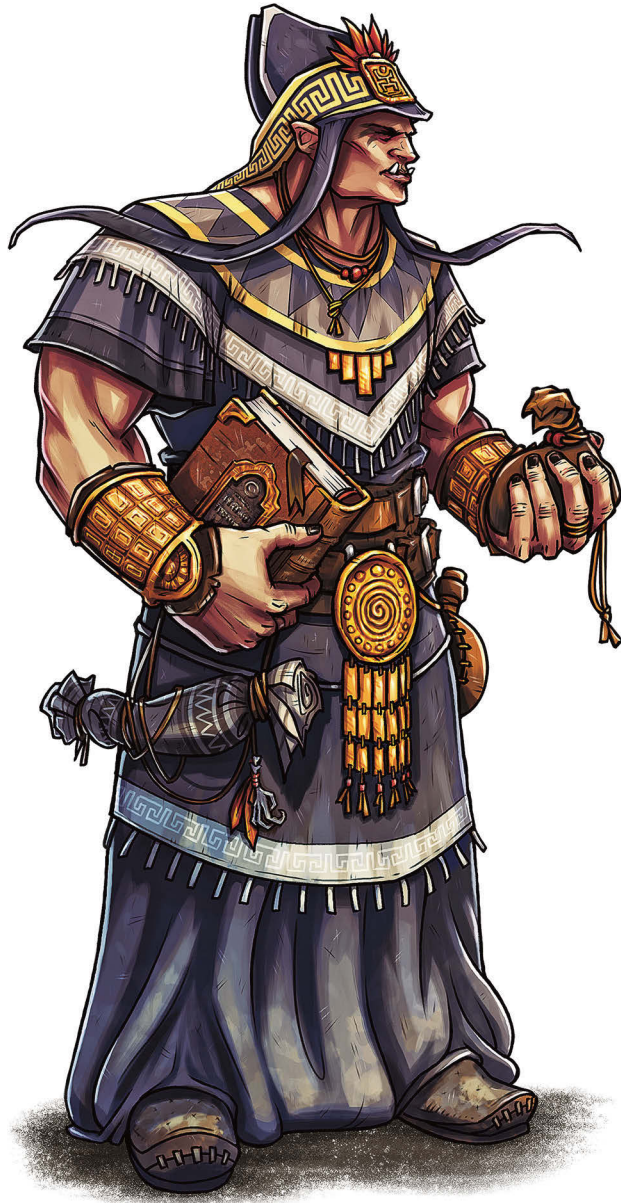
The Ogri are some of the largest individuals encountered within the ranks of the CCI. They seldom stand shorter than eight feet and weigh about 1,500 pounds. They have yellowish skin and large tusks that they continuously file down in size. They usually have dark eyes and hair, but most colors are represented. The Ogri are superstitious about the color of their eyes, and many believe that it corresponds to a higher calling and destiny. The Ogri are prone to thick facial hair, and groom themselves in different fashions. Like the Acaan, there are pale variations of the Ogri, living on the dark side of Omeyocan. They are much fewer in number though and are born and raised within a strict hierarchy with the aspiration to become slavemasters and warriors. There are very few pale Ogri outside of Dark Omeyocan.

SANDS OF MADNESS

Time is not a friend of the Ogri. As an Ogri grows older, she will gain massive power over the Aether and become able to perform feats of extreme prowess. Conjuring whole temples from their minds or altering a large amount of matter is not a problem, but such power takes its toll. As the patterns and forms take shape and grow in their minds over the centuries, a madness is seeded. Over time this madness takes root and spreads, causing the Ogri to become increasingly violent and unreasonable. When this happens, they must be cleansed and purified. Their souls are ripped from their bodies by the younger priests, purified through long and difficult rituals, and then placed in the Prismhusk the Ogri elder created in her youth. Should the Husk have taken on their own life and become a Prismborn, the elder's soul is set free. This realization, that time will give them power and take away their ability to use it often instills an understandable sadness in the Ogri, as well as a sense of urgency. They are usually keen on creating patterns and ways to improve their lives and others, to leave a positive mark on the Multiverse before they are taken.

THROUGH THE AETHER

Although there are not a lot of Ogri, they frequently leave their homeworld. Since the separation of light and dark Omeyocan, they feel that their purpose on the world is limited, and the Acaan are often the rulers on light Omeyocan. The Ogri almost exclusively choose to work with the CCI when they leave home, feeling that they can use their precious time to help the Multiverse as a whole, always trying to consider the bigger picture.



BASIC ABILITY:

CONSTITUTION	4
DEXTERITY	-3
FOCUS	0
WISDOM	3
WITS	-2
CHARISMA	0

PERK: TOWERING

You might gain **SUPPORT** to rolls when height and a large anatomy would be beneficial.



ORNITHURA

SAD EYES

The Ornithura lost their homeworld, and all but a few members, when the Vagrants attacked. They were shattered and broken when the Sanguine Crusade picked them up, and they abandoned their ruined homeworld to exact revenge on the Vagrants. Back then, the Ornithura were fierce warriors, striking from the sky with cold precision and sharp blades. As time went on, they started to question their savage ways, as the Ornithura are actually a peaceful and harmonious species deep in their hearts. They began to see the truth: the Crusade did far more damage than good, and resulted in chasing invisible enemies and punishing innocents. When the Concord was formed, and the Crusade was forced to disband, the Ornithura people were both relieved and regretful. They quickly set about on repairing the damage and suffering they had caused innocents. They created the Great Caravan together with the Laurenti, a species with which they shared a similar fate. The Caravan had a single purpose: ever to travel, leaving each place better than it was before.

FEATHER FALL

A colorful and majestic race, the Ornithura are birdlike, with feathers, working wings attached to their upper arms, and beaks. There are different races within the Ornithura species, with all kinds of colors, patterns, and beaks. Their range of body size is the same for Humans, but weigh only half as much, at the most. They often have feet with sharp claws and good gripping ability, and they have four digits and a thumb on each hand. The wings start at the lower back and continue up to the shoulders, and out to the elbows. In flight, the Ornithura can grip the longest of her primary feathers, which makes for an agile and swift gliding style. It is generally difficult for the Ornithura to take off and shoot through the skies, as their wings are made for gliding. The Ornithura continue to grow their entire lives, and the eldest of their kind, the Roc, are several yards high and weigh several tons. There are only a few Roc alive.

OPEN BOOKS

The watchers in the night sky have changed their ways a lot since the time of the Crusade. Nowadays, they preach patience, love, and kindness. There are still young and rebellious members of the Caravan, but the elders are quick to forgive. The Ornithura tend to be sharp in mind and body, and are usually quite talkative and social. They tend to keep their hearts on their sleeves, and even if they sometimes are moody and bubble over with emotions, they seldom hold a grudge and often apologize.

OPEN HEARTS

The Roc teach that it is noble to find one's purpose in the Multiverse, trying to do as much good as one can along the way. This means that if you want to leave the Caravan for some other venture, you are encouraged to do so. The Caravan is often the only life the Ornithura have known, so even if the traveling gives a change in scenery, it seldom gives any real insight in other people's lives. The Ornithura embrace this and often want to learn and intimately experience other paths of life, given a chance.



BASIC ABILITY:

CONSTITUTION	-2
DEXTERITY	2
FOCUS	0
WISDOM	0
WITS	2
CHARISMA	0

PERK: GLIDE

You can glide through the air. You might gain **SUPPORT** on rolls when the ability to soar is in your favor.



PHYLLIA

UNKNOWN ORIGIN

The Phyllia are mysterious and covert. There is very little known about their past. This is due to their origin from an unknown world, their short lifespans, and their reluctance for recording their history. All that is known, to the Concord and Phyllia alike, is that they are highly adaptive, intelligent and loyal to whatever cause they adopt. They have no problem learning languages and codes quickly, and even change color and carapace patterns to match their various roles and environments.

WINGS OF IRON

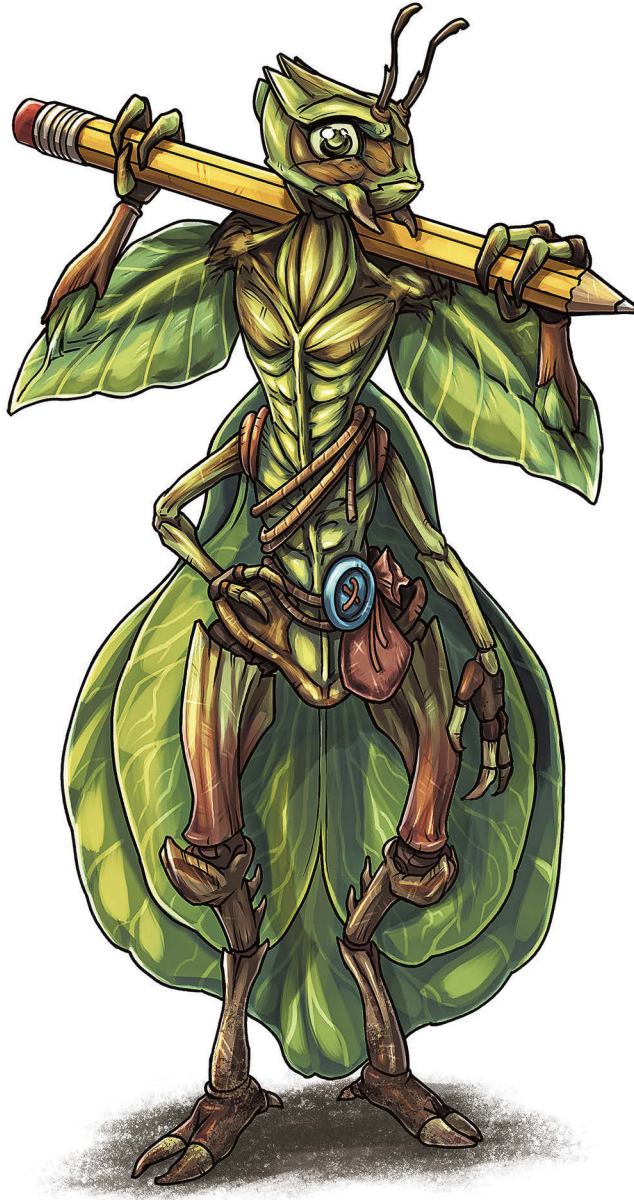
The Phyllia are small, about 12-24 inches tall, with six arms, wings and a hard outer carapace. The carapace can slowly change color, adapting to the environment or the Phyllia's general mood. Their wings are hidden under their back carapace, and make a distinct low buzzing sound when they fly or hover. They compensate for their small statures by being both stronger and more durable than their size would suggest, being able to lift many times their own weight, possibly lifting a child or dog in flight.

ADAPT AND ADJUST

The Phyllia can be anything. Their adaption is both a blessing and a curse, as they are known to be of fickle opinion, and often change their minds to suit the room. Social chameleons some say, turncoats say others. One thing is for sure, they always seem to be okay with the outcomes. Some speculate that the Phyllia have learned and adapted to the social game as well, learning what to say and how to say it in order to have their own way. They are good listeners though, and often good friends if you let them.

SMALL BUT TOUGH

The Phyllia often fill the cracks in society, taking on any job they can find and pouring themselves into it, absorbing it to become a part of their personality. This is also true for the Phyllia members of the CCI. They seem to take their responsibilities very seriously, and seldom turn away from the initial training enrollment, even if some of the physical tests are hard to finish if you are less than two feet tall. They do make excellent spies and Masks and are often seen in positions where their small stature is either supportive or not a hindrance.



BASIC ABILITY:

CONSTITUTION	-6
DEXTERITY	4
FOCUS	-2
WISDOM	0
WITS	2
CHARISMA	0

PERK: TINY

You might gain **SUPPORT** on rolls when being tiny has its advantage.

PERK: WINGS

You have the ability to fly. Moreover, you might gain **SUPPORT** on rolls when the ability to fly is an advantage.

PISCAN

RICHES TO RAGS

The Piscans have a rich history. They started off as explorers and conquerors, moved on to being warriors, and finally settled as simple farmers and survivors. The Piscan homeworld is almost fully aquatic, with a few enormous table corals stretching far above the surface. These make the home for the surface-dwelling Piscans, who now treat the roaring ocean with the utmost fear and respect. The Piscans once built great societies and cities deep on the ocean floor, spreading empires and drawing borders, ever expanding their ambitious reach. They handled the Vagrants with ease, but hesitated to move toward other worlds, as the different worlds they had seen possessed limited water supplies. After a devastating civil war arose, the empires of the ocean depths employed all their might to annihilate each other. They bred monsters of war that ultimately turned on their masters, claiming the depths as their own. The Piscans barely remember that time, and they now make their home in the towering corals, living a simpler yet dignified life.

ART TO WAR

Piscans are amphibious people, able to operate on land or in water. They are the same size as Humans, but weigh slightly more, due to their dense musculature. They have scaly skin, and each Piscan has its own unique color and pattern. Some families are brown and gray with spiny fins on their arms, legs, and head, while others have flowing, soft, sail-like fins in bright and striking color patterns. Color is often a sign of family and heritage, so a Piscan can tell a lot about the ancestry of her peers by looking at their skin.

HEAT TO HUMBLENESS

There is wisdom in humbleness, and there is a lot of humbleness to be had in defeat. The Piscans could have been the conquering force of the Multiverse, but their internal fighting almost brought extinction to their kind instead. Nowadays, the Piscans know that you need to let the past be the past, focus on living your life right now, and do good by your peers. They are a race of individuals, and all kinds are represented. There are those that long for the glory days when the force of the Piscan empires could shake the foundation of the Multiverse, and there are those who value the serenity of listening to rain. Either way, they tend to be quite pleasing in their ways, charming as villains or heroes.

HOME TO HEART

Subaura, the Piscan homeworld, is a place to be hardened and humbled, with the roaring seas and colossal predators looming in both the clouds and the depths. It is not hard to understand that the Piscans often long for another life, and many would trade their huts and boats for a ticket off-world any day. The CCI frequently recruit Piscans, due to their often rigorous discipline for training and learning. Since there are so few Piscans in existence, they are a rare site among the ranks of the CCI.



BASIC ABILITY:

CONSTITUTION	0
DEXTERITY	-2
FOCUS	-2
WISDOM	0
WITS	3
CHARISMA	3

PERK: AMPHIBIAN

You can breathe underwater, and you might gain **SUPPORT** on mobility rolls in and under water.

PRISMBORN

HAPPY ACCIDENTS

The Prismborn are sentient constructs, much like automatons. Ever since the first arrival of the Vagrants, Ogri have built the Prismborn, inactive husks to be used as vessels for Ogri spirits after death. The construction is done in a grand ceremony during an Ogri mage's 20th birthday, so the inactive Prismborn is meant to remain idle for the greater part of an Ogri's lifespan. However, Prismborn contain hearts made of Life-Crystals. Sometimes, during the long wait for the Ogri spirit, some Life-Crystals sprout a consciousness of their own, and the Prismborn come to life. Such an occasion is celebrated in bright Omeyocan but is severely punished in somber Omeyocan. Prismhusks who do not come alive, but end up housing the spirit of it's creator, all fill sacred tasks in the eternal temples of Omeyocan. Other than that, there is no way to tell a haunted Prismhusk from a Prismborn.

HEAVY HEARTS

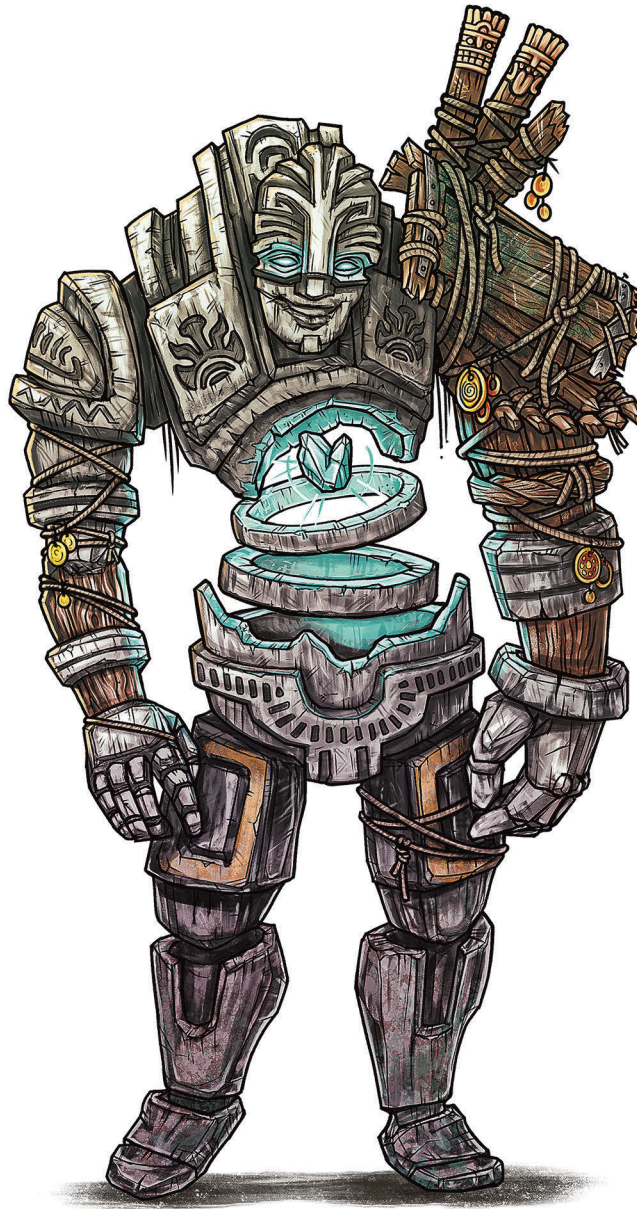
Even though a Prismborn is a construct created by the Ogri, no two Prismborn are precisely alike. They are constructed as a coming of age ritual by the Ogri, and expression of personality is essential in their creation. They are all built with a Soulprism in the center, but from there, it can vary greatly. Their material varies between stone, wood, and iron, but the magical process that infuses the creation with life makes the materials a bit brittle, although hardened against time and easy to repair. Their size tends to be a bit larger than Humans, from seven to nine feet in height. Their weight tends to shoot through the roof reaching 440-880 pounds, depending on materials and build. The Ogri always build the Prismborn with two arms and two legs, as the anatomy is sacred (*and much easier to control*.)

THE EYES OF A CHILD

The Prismborn are often newer to the world than they let on. They are often curious and wide-eyed, but patient and calm at the same time. The Prismborn often have a good sense of empathy, realizing that their creator did them an enormous favor by letting them live. They are often grateful to be a part of the whole, and it is not uncommon to see Prismborn sharing their compassion unwisely, aiding criminals and the corrupt. They are seldom stupid, but a bit naive, disconnected from the broader scope of things. This, of course, differs from individual to individual, and Prismborn long in the game develop the same skepticism and doubt as of any other agent.

FATED OR FREE

Prismborns often live curious lives. They were created for an abandoned purpose, became aware by accident, and have no planned place in their society. They are welcome with open arms to stay and help Omeyocan prosper, but they are encouraged to see what fate has in store for them, as many Ogri feel that if destiny worked extra hard to bring the Prismborn to life, it was for some higher purpose. There is a Concordial presence on Omeyocan, and the CCI is often recommended to the Prismborn as a great place to seek one's purpose if you are unsure. The training period will determine if you are meant to be there, and in what position or assignment that might be.



BASIC ABILITY:

CONSTITUTION	6
DEXTERITY	0
FOCUS	-4
WISDOM	-2
WITS	0
CHARISMA	0

PERK: TOWERING

You might gain **SUPPORT** to rolls when height and a large anatomy would be beneficial.

PERK: CONSTRUCT

You don't need to drink or eat. You can get healed through **MECHANICS**. Treating you with medicinal means is not optimal, and always suffers a **CRIPPLE** effect.

STEWARDS

TRAUMAS

The Stewards are a relatively new phenomenon within the Concord. As the first settlers on Earth all reverted to Aetherless basic forms, a lot of species devolved into animal forms over generations. In some cases, their sentience lingered, and while most animals were reduced to different amounts of lower intelligence, some stayed sentient. This phenomenon often skips a few generations, and a litter can sometimes include only one sentient member of many. Such animals are quickly adopted by the CCI, and put to work outside of Earth, as their behavior is a reminder for Humans to look into the mystic and occult. The Stewards can take many forms, but the most common are from Chuna bloodlines, that have reverted to dogs and cats over many generations.

TRANSITIONS

The Stewards are not so much of a species, as a category of curious eventualities that can affect Earth animals. It is most common in the animals kept closest to the Humans, but others will argue that it's just more readily noticed if their sentience causes trouble. The Stewards take the shapes of regular Earth animals, with the difference of a heightened sense of purpose when it comes to manual dexterity. This is not a change in form, but it is common that the Stewards use their bodies in unconventional ways, due to necessity and ingenuity. The most common Stewards are cats and dogs, and they are used readily on stealth missions to Earth, but also to other worlds, where it is common to mistake any four-legged creature for a simple animal.

TRIALS

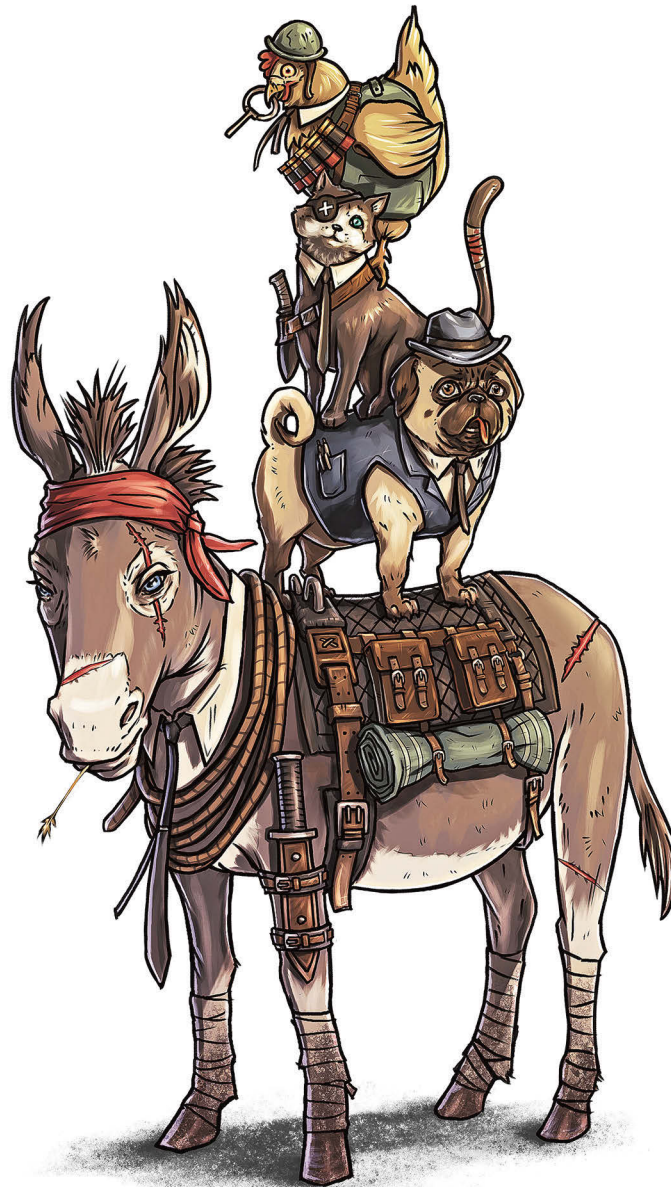
The Stewards have much to prove. They are often seen as a lower form of life by the crueller species, and either they conform with every action they can to reinforce that misconception, or they do all they can to prove that they are smarter and more significant than their animal kin. They do see them as kin though, and many Stewards feel a great connection and familiarity with their non-sentient brothers and sisters. They are as smart as any other species, often more so, as they work twice as hard to be recognized, so the CCI put all their trust in this rare commodity.

TRUTHS

The Stewards are not common, and are rescued from Earth almost exclusively by the CCI. Most of them go to work in the Agency, but it's not forced upon them, and some choose their own path. Those who do not join the bureau experience the different levels of acceptance the Multiverse have to offer. Some worlds have no problem with the Stewards and make no judgment, while others see them as defective animals. In the CCI, they are regarded as good assets. This might be derived from their ability to support, but also from the fact that the CCI is the most diverse Agency in the Concord.

OPINIONS

As a player, you should check with the GM if Stewards are a part of the world.



BASIC ABILITY:

CONSTITUTION	0
DEXTERITY	2
FOCUS	2
WISDOM	-3
WITS	0
CHARISMA	0

PERK: SQUAT

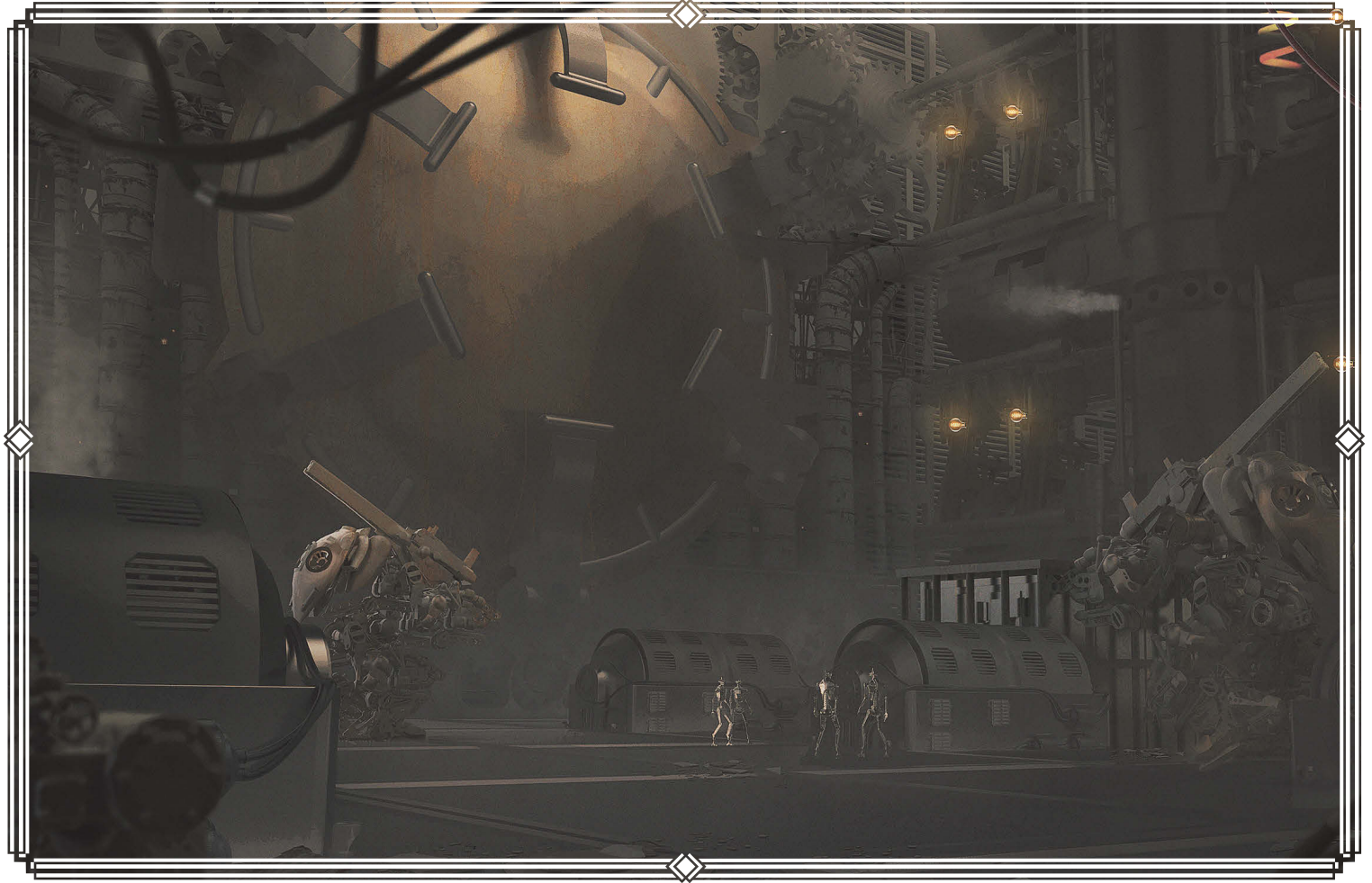
You might gain **SUPPORT** on rolls when being small has its advantage.

PERK: BEAST

You lack digits suited for complex tasks, and must rely on other means to get by. You are easily mistaken for a non sentient creature.



CAREER



STARTING THE JOURNEY

Now you know where your character comes from, so let's take a look at where she's heading. For whatever reason you have decided upon, she's enrolled in the most dangerous, prestigious, and skilled bureau in the Multiverse. All are welcome to test their mettle in the basic training, but a mere sliver of applicants makes it through the tough competitions and trials. If you get into the program, you already have a great start.

All finished agents go through basic training. Here they start to sharpen their senses and learn the fundamentals of combat, deduction, investigation, persistence, and culture.

There is a lot of focus on doing things for the greater good, and while it's okay to have personal goals, the protection and safety of the Concord should always be the agent's priority.

Protocol is another focal point for the recruits. Red Tape and paperwork might seem frustrating and tedious, but it enables the agents to focus on the mission at hand, and then report on their missions afterward. The agents have a lot of freedom to make their own calls while in the field, as long as the Agency gets a full report in order to synchronize missions, act on defaults and report to the Concord and the general public. All agents must keep their reports in order.

PERSONAL PROWESS

Keep the concept of your character in mind. What does she strive for? What will be her weaknesses? Here is also an opportunity for the players to get to know each other if you want to have some interaction and stories when creating the characters.

STEP 4: BASIC TRAINING

Here you have three points to add to your **BASIC ABILITIES**. You also get one dot in one Skill for each field. That is a total of five Skill dots to note down on your character's sheet. Once again, think of your character's concept and what she considers important. Also, of course, what you as a player feel is entertaining to play.

Bonus:

3 points to add to your BASIC ABILITIES.

5 Skill Dots, choose one Skill for each field.

STEP 5: CAREER

When an agent is finished with her basic training, she moves on to become a specialist. This is where she transfers from the CCI training facility to the HQ of her new branch and starts to focus on a specific career. In the following chapter, it is assumed that your character chose and got into the FOU, the Field Operations Unit. This is where the best of the best go, to be sent around the Multiverse on important high-stakes missions.

What kind of field will match the level of your character's ambition in the Agency? Will she aim to become the stealthy and calculating Fox, or the direct and physical Reaction Force Agent? There's a lot of different options, and at the end of the day, you need a fulfilling and satisfying career if you're going to pour your heart and soul into it. When your character has finished her career training, she'll be paired up with other members to form a Strike Team. A good Strike Team is a diverse and small group of agents, typically two to six members, that can handle all obstacles put in their way.

Bonus:

Your chosen career will give you two Vetarancy Dots in a main discipline, one Vetarancy Dot in a secondary discipline, and two Dots to distribute within associated Skills.



REACTION FORCE

MAIN DISCIPLINE: CONFRONTATION

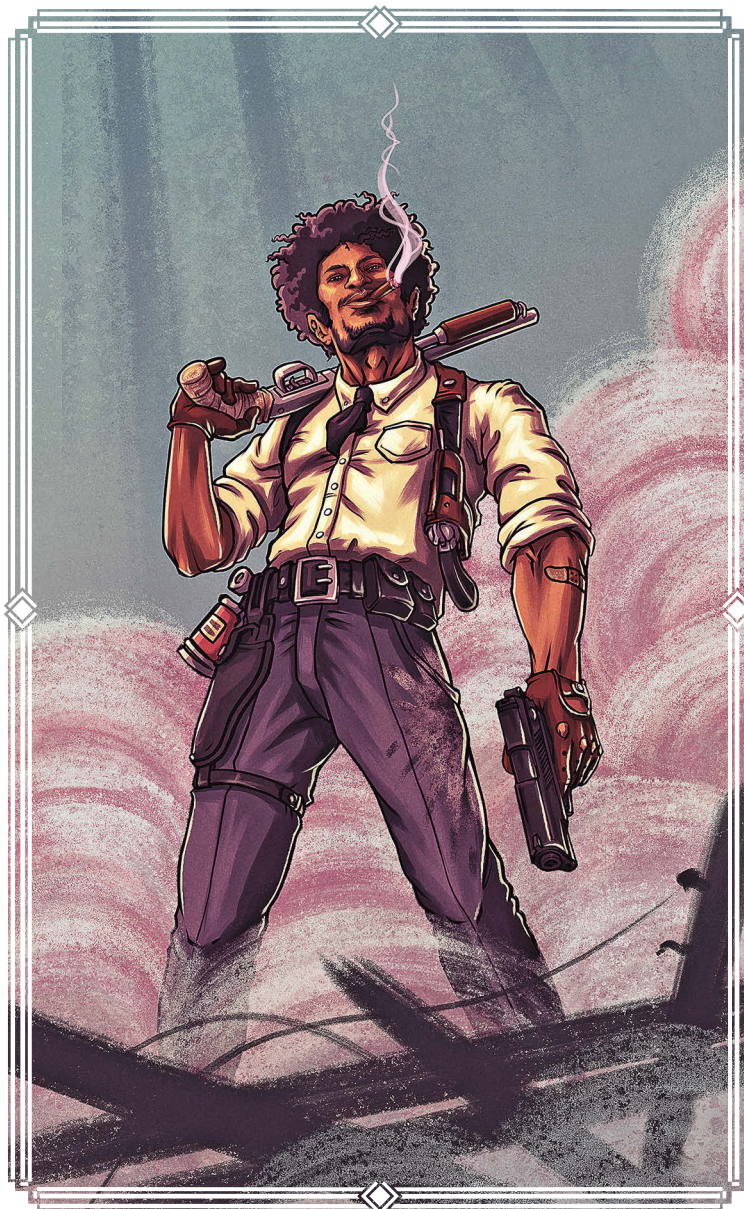
SECONDARY DISCIPLINE: OBSERVATION

Sometimes, the bureau needs to intervene swiftly and effectively in hostile situations. There are a lot of external and internal threats out there, and many of them only respond to deadly force. The Reaction Force is the sword of the CCI. With precision and thought, they strike where they are needed. They are the warriors and soldiers of the bureau, with expertise in a multitude of weapons and techniques. The focus of the Reactions Force is always protection.

Each Reaction Force Agent must be ready to:

- Protect their teammates from immediate danger.
- Protect civilians.
- Detect hidden weaponry and other signs of ill intent toward close targets.
- Quickly assess situations and try to deescalate them non-violently.
- Have extensive knowledge of and training in weaponry and hand-to-hand combat techniques.

Mission objectives for Reaction Force Agents might be to secure dangerous places and protect civilians from them, take out openly hostile targets, or to subvert overt acts of terror. Many Reaction Force officers get a permanent assignment on Artifex, protecting the Black Gate from the ever-sieging forces of the Vagrants.



Starting equipment:

Bureau approved uniform, badge, 2 sidearms, one piece of standard armor, five personal effects

Bonuses:

2 Dots in Confrontation

1 Dot in Observation

Distribute 2 Dots within Confrontation and Observation Skills

COMMANDO

MAIN DISCIPLINE: CONFRONTATION

SECONDARY DISCIPLINE: EXPLORATION

There are a lot of hostile and obscured environments in the Multiverse. Many of those spots make great hideouts or headquarters for rascallions and even monsters. It is often a dirty and hard job to get to those places to eliminate a threat. Enter the Commandos. The brave and slightly insane men, women and others that join the Commandos are not afraid to get dirty. They specialize in weapon training and hostile terrain operations, and they are often an invaluable asset in those kinds of situations.

When you join the Commandos, you must be ready to:

- Trek through rough terrain with heavy equipment.
- Guide valuable civilians through hostile and exotic territories.
- Be regularly exposed to various poisonous flora and venomous fauna.
- Rescue targets from extreme situations on distant worlds.
- Operate various exotic equipment to survive dangerous terrain.

The Commandos are often sent to various hostile environments to either escort specific important individuals, take out threats like cults or beasts, or scout a newly discovered location. The Spooks often accompany them, being the eyes and ears while the Commandos are the brawn.



Starting equipment:

Bureau approved uniform, badge, 1 sidearm, one piece of standard armor, 1 Survival Kit, five personal effects

Bonuses:

2 Dots in Confrontation

1 Dot in Exploration

Distribute 2 Dots within Confrontation and Exploration Skills

MASK

MAIN DISCIPLINE: INFILTRATION

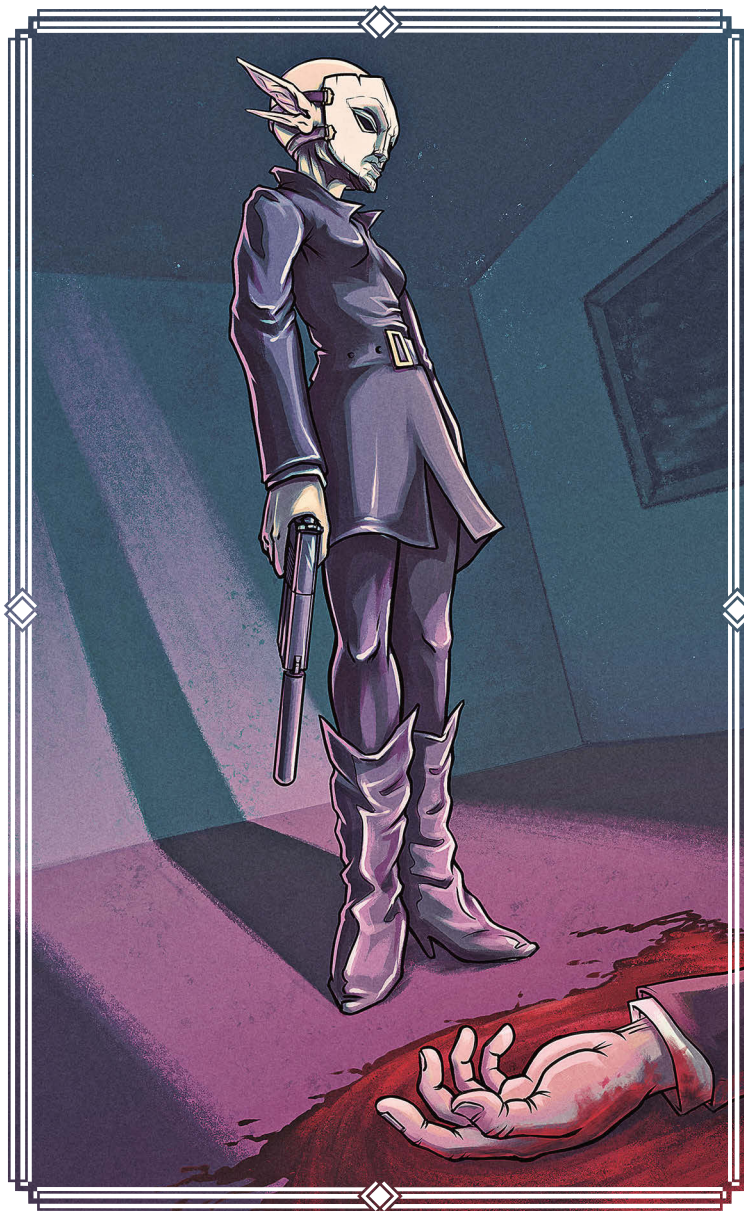
SECONDARY DISCIPLINE: CONFRONTATION

There have indeed been dark times in CCI history, and sometimes there has been no way to solve a conflict transparently and openly. The bureau seldom officially recognizes the assets they have to deal with such situations, but they exist, nonetheless. The Masks are closer to assassins than the CCI care to admit. Their job is to take out targets that need to disappear without a trace. They are also skilled infiltrators, able to disguise themselves as anonymous staff of various locals in order to gain access to their targets. They are also used when various dangerous items are in the wrong hands, and the CCI won't risk open war with the current owners, be they large criminal networks, or hidden divisions of large governments.

A Mask must be ready to:

- Kill.
- Lie.
- Infiltrate dangerous organizations.
- Disguise themselves as various people.
- Keep their moral compass straight while doing questionable missions.

The missions that suit the Masks best are often infiltration missions, where you have to get close and personal with the enemy. It's not unheard of that a single Mask has led a Task Force of different disciplines successfully through such a mission, but more often than not, they lend their expertise where they can during regular missions. They are skilled fighters and infiltrators, so they are usually a good asset to any team.



Starting equipment:

Bureau approved uniform, badge, 2 sidearms,
1 Covert Kit, 5 personal effects

Bonuses:

2 Dots in Infiltration

1 Dot in Confrontation

Distribute 2 Dots within Infiltration and
Confrontation Skills

FOX

MAIN DISCIPLINE: INFILTRATION

SECONDARY DISCIPLINE: SCHOLARSHIP

Information is the key to victory. Sometimes the information is in the open for a sharp eye to find, but most often, the data is tightly secured in the hands of the enemy. The need to extract such information requires finesse, stealth, and technique. The Fox is the most slippery of agents, a less lethal and more cunning version of the Mask. The Fox is used to infiltrate different organizations to extract things like Information, prisoners, hostages, items and whatever else you can think of. It is imperative that the Fox remains cool and level-headed, and at the same time vigilant and ready to either bailout or go for the pot.

Foxes must be ready to:

- Lie.
- Convince.
- Infiltrate dangerous gatherings and corporations.
- Get out of hazardous situations.
- Gain the trust of untrusting and untruthful people by doing questionable things.

The Foxes usually operate solo when they are not in a task force. They typically infiltrate various organizations, gain their trust, and walk away with the prize. They must not be afraid, and they are often in the heart of the dragon's den. They do not gain any particular combat training (*except for what is included in basic training*), so they must often be prepared to abandon a mission if trouble is brewing.



Starting equipment:

Bureau approved uniform, badge, 1 sidearm,
1 Disguise Kit, 5 personal effects

Bonus:

2 Dots in Infiltration

1 Dot in Scholarship

Distribute 2 Dots within Infiltration and
Scholarship Skills

OPERATOR

MAIN DISCIPLINE: OBSERVATION

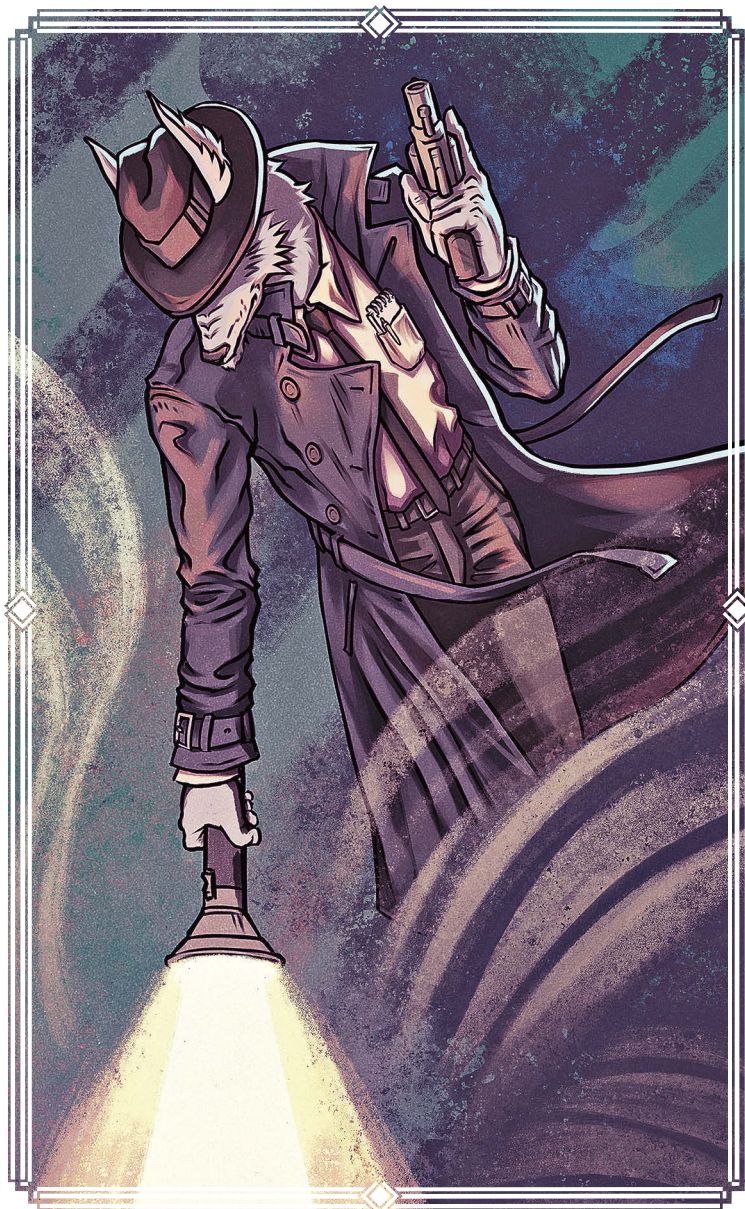
SECONDARY DISCIPLINE: INFILTRATION

Without tactics and strategy, the CCI would not be able to fulfill their charge in the Concord. Without analyzation and assessment of situations and gathering of clues, such tactics and strategy would fall short. A case often starts with clues or witnesses, and it is the analyzation and handling of data that will ultimately solve any situation. The Operators are the CCI's investigators, examining different locations and collecting information in the field. They often rely on sharp wits and an equally sharp tongue to extract such information from locals, criminals or others. They are also experts on evaluating crime scenes and personalities. It is no easy feat to trick an Operator.

An Operator must be ready to:

- Examine gut-wrenching crime scenes.
- Intimidate bad guys.
- Crack cases.
- Analyze clues.
- Be continuously lied to.

The Operator is often sent on missions with relatively low risk of combat. They research clues, follow leads, and question civilians to gain enough information to assess the situation and call in a suitable team. They are not afraid of doing proper research, and more often than not, they solve significant parts of the case from a library.



Starting equipment:

Bureau approved uniform, badge, 1 sidearm,
1 Investigation Kit, 5 personal effects

Bonus:

2 Dots in Observation

1 Dot in Infiltration

Distribute 2 Dots within Observation and
Infiltration Skills

THERAPIST

MAIN DISCIPLINE: OBSERVATION

SECONDARY DISCIPLINE: SCHOLARSHIP

The CCI send hundreds of Strike Teams on missions continuously, around the clock. Many tasks are dangerous, both to one's flesh, mind and sometimes even soul. The need for patchwork, healing, and danger assessment is great within the bureau, both in the field and at the base. The Therapist is arguably one of the most important roles for an agent to have, making sure that the other agents survive their dangerous tasks. Therapists in the field usually have a rough job, dragging wounded comrades out of harm's way. It's not an easy job, and the Therapists often enjoy substantial pension pay after their work in the CCI is done.

A Therapist must be ready to:

- Get bloody.
- Dig through wounds after shrapnel and bullets.
- See the person you just healed run right back into danger.
- Be the glue that helps the Task Force keep it together.
- Be the voice of reason.

A Therapist seldom goes on missions alone, but often accompanies others when they do. Therapists are valuable in all combat, rescue and defense missions, where the possibility of physical harm is imminent.



Starting equipment:

Bureau approved uniform, badge, 1 sidearm,
1 piece of standard armor, 1 First Aid Kit,
5 personal effects

Bonus:

2 dots in Observation

1 dot in Scholarship

Distribute 2 Dots within Observation and
Scholarship Skills

SPOOK

MAIN DISCIPLINE: EXPLORATION

SECONDARY DISCIPLINE: CONFRONTATION

In a perfect world, all threats to the Concord are easy to find, and remain in one place until apprehended. The Multiverse does not work in such a way, and more often than not, tracking and location skills are invaluable to a CCI Team. The Spooks are the hunters that the CCI often need. They specialize in finding missing people, be they friend or foe. They are experts in shadowing, making associates of known criminals lead them to their targets. They often specialize in either wildlife or urban tracking, but must be skilled in both as their assigned Task Force often travel to various locations. The Spooks are talented fighters, able to eliminate threats that might endanger their operations.

A Spook must be ready to:

- Play rough.
- Stakeout places and people for days.
- Learn to identify thousands of specific tracks.
- Research targets for habits and behavioral patterns.
- Stalk suspects.
- Track through wildlife.

Spooks are suitable for both solo missions and team missions, the big difference lying in the scope. A lot of agents in this field prefer to work alone, so if a Spook can handle the objective alone, that is often their preference. In groups, they tend to lead the way and physically guide the rest of the team toward whatever target they have marked.



Starting equipment:

Bureau approved uniform, badge, 1 sidearm,
1 Surveillance Kit, 5 personal effects

Bonus:

2 Dots in Exploration

1 Dot in Confrontation

Distribute 2 Dots within Exploration and
Confrontation Skills

NAVIGATOR

MAIN DISCIPLINE: EXPLORATION

SECONDARY DISCIPLINE: OBSERVATION

Speed and agility are virtues every Strike Team value highly. To traverse large spaces you need vehicles, and there are thousands of different steering instruments, engines, propulsions, and mechanization throughout the vehicular worlds of the Concord. To know them all is a tall order, even amongst the immortal scholars of Helix. A common assumption about the Navigators is that they are merely getaway drivers. This is far from the truth. The Navigators are a combination of mechanics and logistics officers, focused on analyzing and operating different machinery during intense situations.

A Navigator must be ready to:

- Learn to operate hundreds of different vehicles.
- Operate said vehicles in dangerous situations.
- Repair or sabotage heavy equipment while under gunfire or similar stress.
- Rock.

Navigators do sometimes have solo missions, but overall, they accompany and join other teams to procure transportation and provide technical expertise, especially while traveling to technological or semi-technological worlds. They can be sent to secure, disassemble or analyze vehicles or machinery. There is seldom more than one Navigator in the same group.



Starting equipment:

Bureau approved uniform, badge, 1 sidearm,
1 Mechanics Kit, 5 personal effects

Bonus:

2 Dots in Exploration

1 Dot in Observation

Distribute 2 Dots within Exploration and
Observation Skills

LOCKSMITH

MAIN DISCIPLINE: SCHOLARSHIP

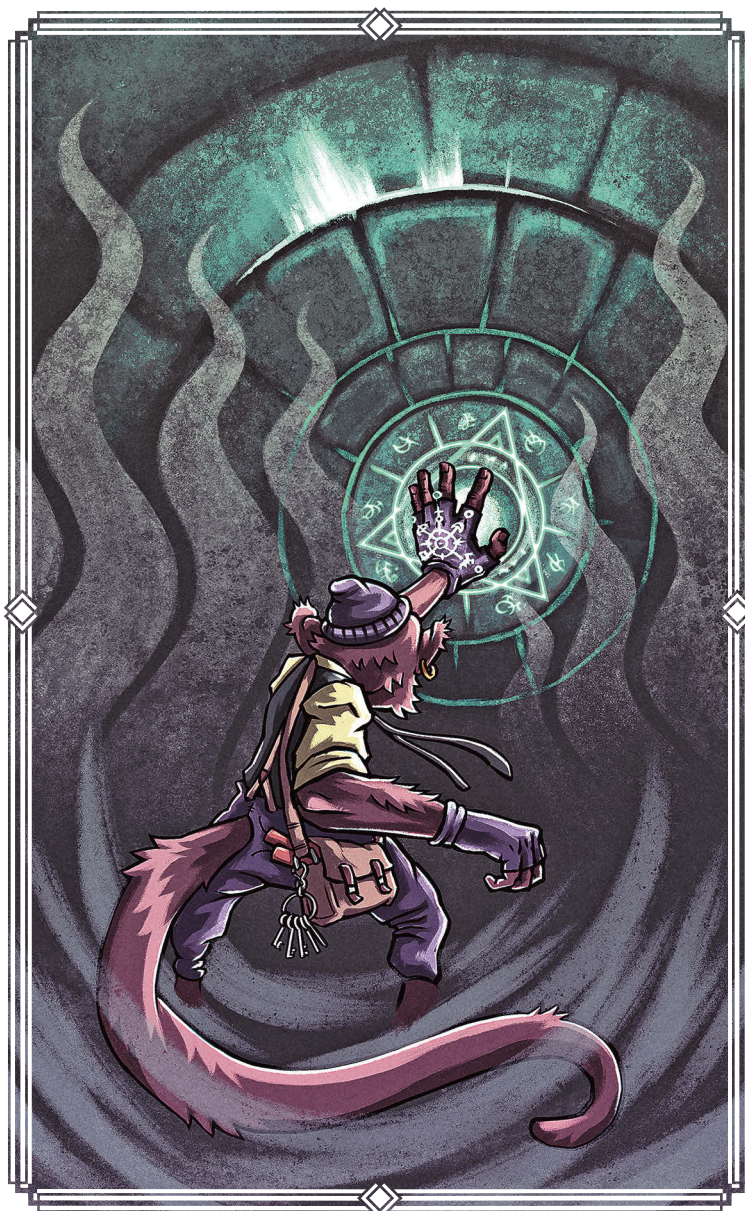
SECONDARY DISCIPLINE: INFILTRATION

So, an Operator can find clues, and a Commando, a Navigator or a Spook can get you there. Once inside, a Mask or a Reaction Force Agent can dispose of the problem. But who is going to get you through the door? Who is going to disarm the lasers? Who is going to bust open the safe at the end of the hallway in the basement? The Locksmith is an expert at gaining access to troublesome locations that require some specific expertise. A good Locksmith is well versed in mechanics, electronics and the occult, as many vaults and other places are sealed both magically and physically. Most of the time, the Locksmiths work under controlled circumstances, breaking seals and locks in the comfort of CCI HQ. This is not always the case. A Task Force may have good use of a field Locksmith, as they are skilled in both quick and stealthy operations.

A Locksmith must be ready to:

- Break open safes and blast through doors.
- Operate heavy industrial drilling equipment.
- Make do with kitchenware when you need heavy industrial drilling equipment.
- Break curses and mystical wards.

The Locksmith, though often handy to have in a Task Force, usually goes on particular missions together with a few select members. Their missions include gaining access to places that are heavily armored and locked, retrieving items that are in vaults, and sneaking into secret bases and breaking them open from the inside. If there's a lock involved, the CCI will surely send a Locksmith.



Starting equipment:

Bureau approved uniform, badge, 1 sidearm,
1 Demolitions Kit, 5 personal effects

Bonus:

2 Dots in Scholarship

1 Dot in Infiltration

Distribute 2 Dots within Scholarship and
Infiltration Skills

EXCAVATOR

MAIN DISCIPLINE: SCHOLARSHIP

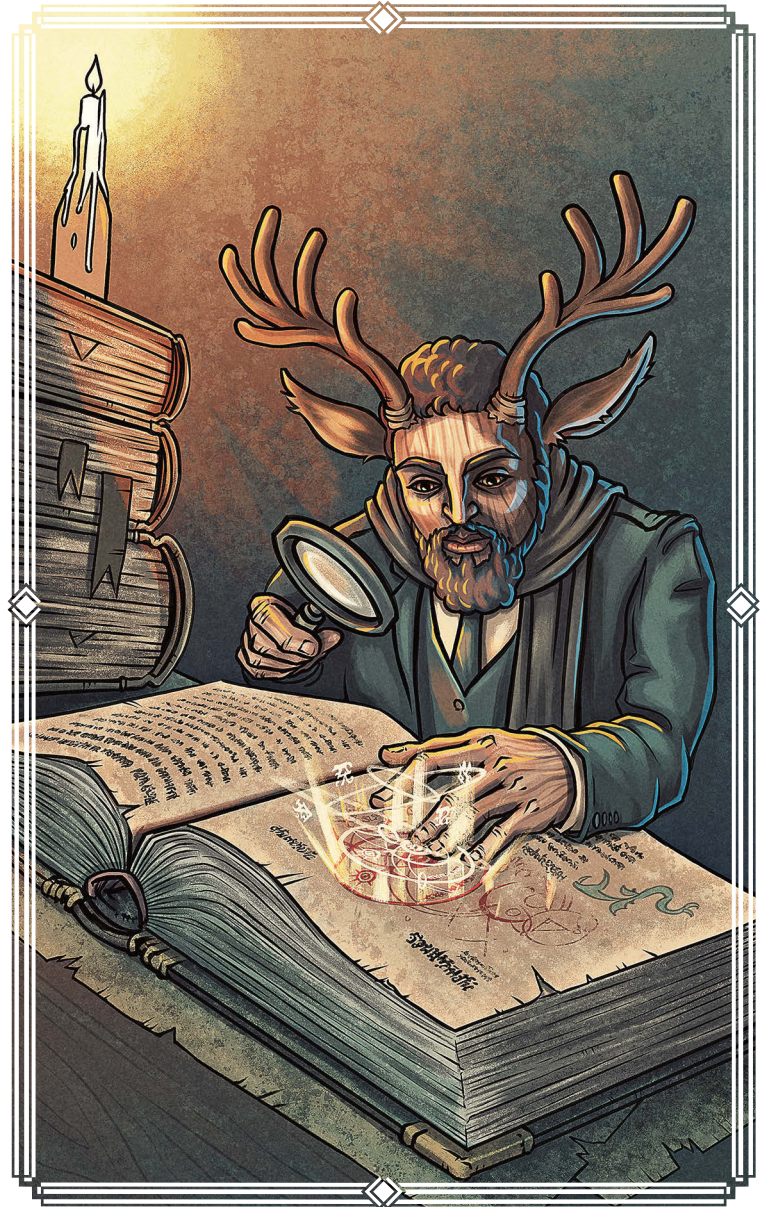
SECONDARY DISCIPLINE: EXPLORATION

There are a lot of lingering threats in the Concord, from dormant Vagrant eggs lying in wait for centuries, to lost artifacts that beckon to the greedy and hungry. There are indeed dangers buried in the ground, waiting for the right time to emerge. To battle this, you need knowledge and know-how. You need agents who are willing to spend nights and days with their backs bent over ancient tomes and scriptures, trying to figure out to what purpose the rusted old orrery in Mt Alabaster suddenly started moving on its own, when the alignment of worlds were right. The Excavators are a big part of the CCI brain trust. The Vagrants are the most significant outside threat to the Concord, and most of their remnants on Concordian soil is thousands of years old. There is a lot of dormant and lost knowledge and information in the Concord, and you need skilled historians and researchers to solve the mysteries of the past.

An Excavator must be ready to:

- Trek through depleted and harsh terrain in search of cursed and dangerous temples.
- Avoid traps.
- Help their Task Force to avoid the same pitfalls.
- Stick their hand in dark crevasses in search of secret levers.
- Research old and dusty books.

The Excavators are often on field missions, in places that are hard to find and hard to traverse. It is usually a good idea to have an Excavator on other missions, since the surprise existence of an occult relic or ancient being will often escalate the situation immeasurably.



Starting equipment:

Bureau approved uniform, badge, 1 sidearm,
1 Research Kit, 1 Survival Kit,
5 personal effects

Bonus:

2 Dots in Scholarship

1 Dot in Exploration

Distribute 2 Dots within Scholarship and
Exploration Skills

FINISHING TOUCHES

STEP 6: FINISHING TOUCHES

Your character is nearly complete. You need to make some last touches and write down the overall description of your character including what she looks like and what her personality's like. You also need to record the statistics and derived attributes connected to your character, and give her some starting equipment. Read through this chapter; you still have some choices left to make.

PERSONALITY

When you've got some structure as to who your character is, it's time to give her some edge and flavor. Choose a Social Perk that summarizes the personality of your character. A person is, of course, more complicated than one archetype; you are so much more than "scary" or "charming." But in the end, your character is just that, a character. Characters in books, movies or games are usually a bit less complex than real people, often because it makes it easier to relate to them, and they get to *represent something*. That being said, a character should still be believable. You choose the core of your character, a primary grounded state to which you can revert when everything else fails.

Choose one Social Perk. (Page 59)

APPEARANCE

Write down what your character looks like with a few simple words. Assuming she has hair, what does it look like? It can be good to define, at least to yourself:

- Hair and other facial features.
- Body type.
- Clothing style (*any additions to the black suit?*)
- Defining features (*how would a witness describe her: Scars? Striking eyes? Limp?*)

When describing your character, there are two schools: either you try to give your fellow players your mental image, or you let them create their own. There's no right answer to this; it's up to you. One could argue that you'll never succeed in sharing your exact image, so you might as well be a bit loose in your description:

"My character is a cool Acaan Fox with a nice suit."

An alternative might be to spice it up a little bit. After all, it's your character:

"Donzea is a relaxed Acaan Fox with big black horns and gold trimming on her otherwise standard black suit. She always has her shades on."

You might feel the urge to describe the shape and prong of the horns, as well as the patterns of golden decoration on the suit. This tends to be a bit much for most, and you don't want your peers to stop listening altogether. In the end, all groups are different. It's really up to you.

BIO

This part should be easy, even if it takes a little time. Sum up your character's history. What's her story? You should already have an idea since you've chosen a template background along with her education and species. Tie it together with a short passage that sums her up from the beginning to where she's at now.

CLEARANCE LEVEL (CL)

Record your Clearance Level. All characters start the game with a Clearance Level of 1. Your CL represents your status in the Agency, and at the beginning of each mission, your Task Force pools together their CLs and checks out items from the armory up to the pooled amount. Some items may already be on other missions, but most of them should be available.

A group with four characters, each with a CL of 3, are going on a mission to extract a captured diplomat from sky pirates. They check out items for 12 (4x3) points. They decide to give their Fox a level-six teleportation smoke bomb called Kemuridama, and agree to make it their primary tactic for solving the mission. They wanted the Skeleton Key, but the key is on a mission to the Clockwork Fields in the deep Flash Network. They decide to check out a shotgun (CL 2), and a rifle (CL 2) instead, as the pirates are known to mean business. That totals 12 points, and their budget is spent at the armory. They'll have to make do with their standard equipment, magical teleporting smoke bombs, and some extra heat.

As your character completes mission objectives, she gains a tenth of CL points. When she has reached ten tenths, she gains a full point of Clearance and rises in the ranks of the CCI.

GRIT

GRIT is a measure of your character's health and explosiveness. It's a collective of size, brawn, and general toughness. It affects how much damage you can receive, and how much damage you dish out in close combat. Grit is based on your character's **CON**.

CONSTITUTION (CON)	GRIT
-3 AND LOWER	-1
-2 TO +2	0
+3 AND HIGHER	+1

WOUND THRESHOLD AND HEALTH

Your characters Wound Threshold is **3 + GRIT**. If you ever receive enough damage in one blow equal to or higher than your Wound Threshold, you receive a wound in addition to the damage you take. Wounds are a more severe form of damage and take longer to heal. If the damage surpasses your threshold multiple times (*taking 8 or 12 damage when your threshold is 4*) you receive a wound of a higher level (2 or 3, respectively.)



A level 1 wound will give you a **CRIPPLE** effect in some instances, a level 2 wound will give you a **CRIPPLE** effect most times, and a level 3 wound would give you **CRIPPLE** on all rolls. Unless otherwise stated, the **starting health of each character is 6**.

UNARMED DAMAGE

Unarmed attacks are done with the Skill **MARTIAL ARTS**. The damage you deal with kicks and punches is **1 + GRIT**. This value can be changed additionally with Perks. And yes, your character can have 0 in unarmed damage. This means, that without special techniques (*Perks*) or a melee weapon, you are too weak to do any real damage with your bare hands. Be sure to pack your gun.

STARTING EQUIPMENT

STARTING EQUIPMENT

Each character starts with some necessary equipment. It's not much, but then again, a big part of what makes the life of an agent exciting is checking out equipment from the armory before going on a mission.

Each career's starting equipment can be found on their respective pages.

BUREAU APPROVED UNIFORM

The CCI standard issue uniform is an elegant three-piece suit with pants, vest, and jacket. It is customary to complete the look with a white shirt, black tie and black shoes. However, there are as many special case agents as there are special case assignments and careers, so the custom is seldom followed. Agents are permitted to use various trimmings, like cultural decorations, as long as their loyalty lies with the Agency and not another subgroup.

Decide how your suit looks, if you have any unique decorations on it, and what it means to your character.

BADGE

The badge is something of a double-edged sword. For the most part, the badge is respected and is a calming sight to see if you are a civilian (*unless you didn't know you were in danger.*) Some questionable elements in the Concord are not always happy to see an agent, and they often know that a significant amount of cunning and force is needed to bump heads with the CCI. Such dedication is bound to escalate quickly and put civilians in danger. So, "*waving the badge around*" is not considered a wise course of action by the Agency.

The CCI badge is an embossed metal plate with the CCI logo (*the Pentagon within a pentagon*), the character's name, and their personal identification number. The badge rests in a flip-open leather case. If the badge is lost, the agent's number is put on a risk list, and a new number is assigned to the operative.

STANDARD ARMOR

Some careers let you choose one standard piece of armor. Armors have a value in **defense** that you subtract from the final damage number. There are three pieces of armor you can choose from: shield, light armor, or heavy armor.

STANDARD ARMOR - SHIELD

This shield can be crafted from leather, wood, steel, or any other sturdy material. You could have had it from before you were an agent or it might be part of your culture, a symbol of caste or kinship. You could also have gotten this from the CCI, as the logical choice of armor for an agent of your frame and skill set. The CCI shield is often more practical looking, made of hardened plastic fiber and painted black.

Defense 1 when equipped, and can also be used as a small blunt weapon.

STANDARD ARMOR - LIGHT ARMOR

This armor can be something you wear under your uniform, like hardened underclothing or blade-proof fiber cloth. It can also be that your bureau-approved suit is thick and ornate with a metal lining of some sort.

An untrained eye will have trouble noticing that you are wearing armor unless you deliberately want it to stand out.

Defense 1 when equipped.

STANDARD ARMOR - HEAVY ARMOR

This armor is heavy and clumsy to move around with, but it grants the wearer protection that will soak up a lot of damage. It can be made from thick hide or steel, or something more exotic like mystic bark or carapace. The CCI heavy armor is made of Kevlar plates and has straps that keep it in place.

Defense 2, and might give you **CRIPPLE** in situations when the armor restricts your physical movement.

SIDEARMS

There are four categories you can choose a sidearm from: light blunt weapon, light sharp weapon, light firearms, and light throw and missile. In the list, you will also see what kind of **BASIC ABILITY** and Skill you will use to attack with that weapon, how much damage the weapon does, if you apply **GRIT**, and its range.

LIGHT BLUNT WEAPONS

A light blunt weapon could refer to a mundane tool like a hammer. It can also be a club, mace or sap.

LIGHT SHARP WEAPONS

A light sharp weapon could be a knife, an ax or a short sword.

It could also be something more exotic, like a small scythe or a hook.

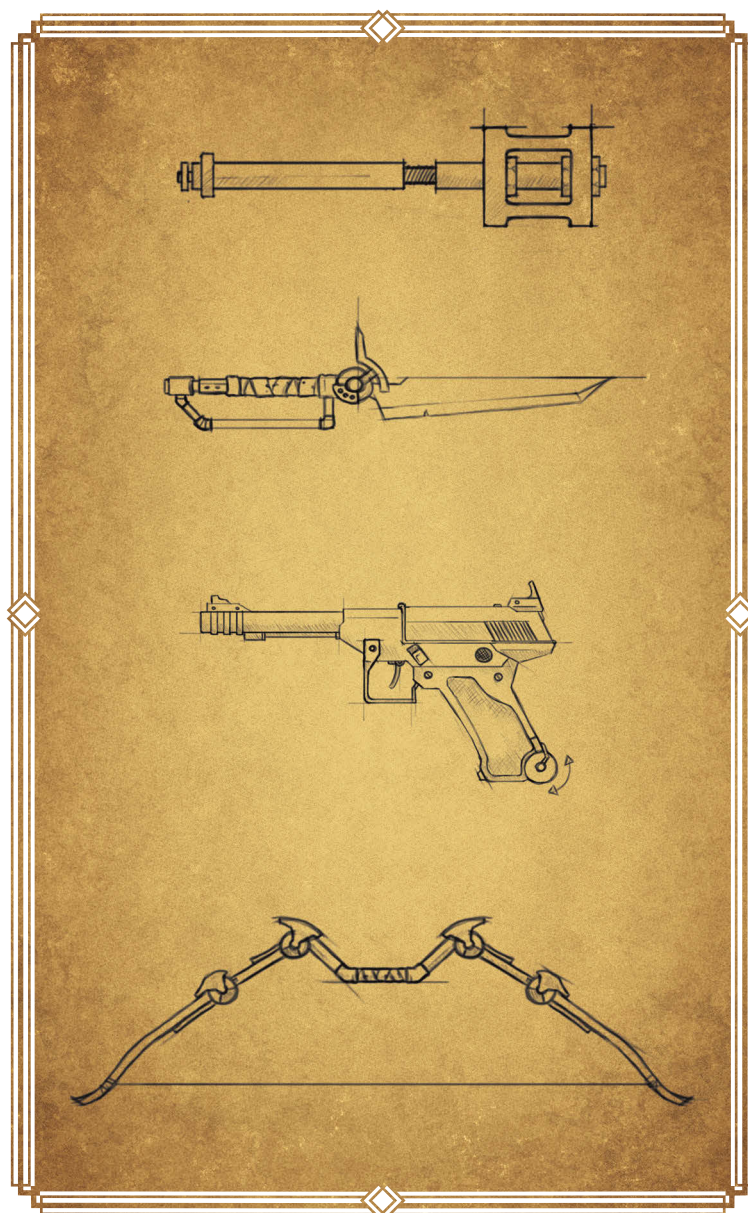
LIGHT FIREARMS

Light firearms can include pistols, revolvers or similar one-handed firearms.

LIGHT THROW & MISSILE

This category of weapons includes bows, crossbows, and all variants of throwing weapons, like throwing stars, throwing knives, axes, and spears.

SIDEARM: LIGHT CL I



SIDEARMS	BASIC + ABILITY SKILL	DAMAGE	RANGE
BLUNT WEAPON	DEX + MELEE COMBAT	2 + GRIT	MELEE
SHARP WEAPON	DEX + MELEE COMBAT	3 + GRIT	MELEE
FIREARM	FOC + FIREARMS	3	SHORT
THROW & MISSILE	FOC + THROW AND MISSILE	3 + GRIT	SHORT

KITS

Many different careers rely on Kits. Kits are collections of items required for an agent to better utilize their many skills. Exactly what's in each Kit is up to you and the GM, but we advise you not to specify it in too much detail, but rather propose likely contents during gameplay and according to need. Many times, you can utilize a specific thing from the Kit, like a rope or a cutting object, to gain **SUPPORT** on a roll, and not necessarily a roll connected to the Kit's original purpose.

Most often, a Kit is used to avoid a **CRIPPLE** effect (*like when trying to repair a car without tools*) or to gain a **SUPPORT** effect.

DEMOLITIONS KIT

A Demolitions Kit contains all you need to blow up a security door, a safe, or a vehicle. The kit includes explosives, wire, timer, a detonator, various small tools and fasteners. There should be enough explosives in the kit to blow open a few security doors, or a larger safe.

MECHANICS KIT

A Mechanics Kit contains all kinds of mundane tools you need to repair vehicles and large machines. It includes screwdrivers, pliers, a wrench and a hammer. It may also include a small dose of lubrication oil and a handful of nuts and bolts.

RESEARCH KIT

A Research Kit contains old notes and information about rituals and Aether. This can provide a good start when it comes to knowledge about rituals and the mystical wonders in Concordia. It includes various notes, an old book or two, and your own extensive journals.

FIRST AID KIT

A First Aid Kit includes most things needed to stop your fellow agent from bleeding, and how to stitch her back together. The kit contains bandages, scissors, basic surgical tools, needles, and thread.

SURVEILLANCE KIT

The Surveillance Kit contains most things needed when tracking, shadowing or spying on others. It includes a notepad, a small recording device, a shotgun microphone, as well as a small kit of tools for collecting samples. It might also contain a small hand mirror for looking around corners and a miniature spy camera.

EXPEDITION KIT

The Expedition Kit contains all you need to traverse difficult terrain, as well as sampling materials needed to extract and bring back items from those places. It contains climbing gear, survival equipment like rope and fire making tools, and a small tarp. The Kit includes a short shovel, but it is not weighted to be a weapon and provides a weak swing. The Expedition Kit is generally cumbersome and comes in a large backpack.

COVERT KIT

This Kit contains most things needed when sneaking around in the dark, as well as when breaking into places. It includes a rope, grappling hook, glass cutters, various electronic tools, and dark face paint.

DISGUISE KIT

A Disguise kit includes things that help you hide your identity when in social situations. It contains wigs, make-up, and facial prosthetics including noses and ears.

PERSONAL EFFECTS

Choose five personal effects. These are just a few examples of what kinds of personal effects your character will bring with her to the Agency, and what she has gathered during her life. These are personal belongings that can help you with the concept of your character.

If you want something that isn't on this list, consult with your GM. The items should not be picked to give your character bonuses in situations, but they might help sometimes.

- Lighter
- Suitcase
- Notebook and pen
- Hip flask
- Leather bag
- Army bag
- Needle and thread
- Thermos
- Binoculars
- Lunchbox
- Paintbrushes and paint
- Rubik's Cube
- Matches
- Pocket size chess game
- Baseball
- Deck of Tarot cards
- Deck of cards
- Pocket knife
- Comic book
- Book
- Musical instrument
- Piece of jewelry with or without cultural significance
- Pipe
- Hat
- Glasses
- Staff or walking stick





GAME MASTER'S HANDBOOK



The third thing an agent learns is to trust her superiors. Trust must be earned, as obedience without trust is worthless when it is needed the most. Each assignment officer carries half the responsibility for each mission she authorizes.

GAME MASTER'S HANDBOOK



So, you decided to saddle up as GM and guide the players through untold stories and adventures? Write history together as the Concord takes shape beneath your feet? It doesn't matter if it sounds exciting, daunting or even terrifying, we'll get you into shape lickety split!

In this chapter are some excellent tools that will help you become the best GM you can be, as long as you remember to add the essential ingredient: Yourself.

What are my responsibilities as a GM?
As a GM, you are responsible for delivering memorable and entertaining experiences to the other players in the room, while they are responsible for embracing the experience and

enhancing it by playing their roles respectfully and entertainingly. That is the core of the game, and the GM often receives a bit more responsibility than the rest of the group, in terms of logistics and planning. After all, the GM is the only person truly required to play the game, so planning a game night with an absent GM seldom works out.

Compared to the players who only control and portray their own characters, the GM describes and portrays all other characters in the game. These are called Non-player characters, also referred to as NPCs. The GM interprets the rules and explains the outcomes in a way that the players can understand, describes the setting where the Scenes take place, and how the Scenes play out.

The GM has to be prepared for what the players are going to do in these situations, players can and should change the outcome of most Scenes, as the game quickly becomes tedious if the players can't alter the story. The game is designed to move fast and loose and favors "movie magic" rather than strict rules. This might mean that a character can carry as much as is favorable to the story, or move as fast as the drama requires her to. In most RPGs, the amount you can carry or how fast you can run is often detailed explicitly. So, if you've played other RPGs, be prepared to do things differently!

STARTING THE GAME

SOME ASSEMBLY REQUIRED

Besides a dash of inspiration, this book, and a healthy supply of snacks, you need a group of players to run a game of Agents of Concordia. In theory, you can play with as little as one friend and as many as there are individuals in the Multiverse. We recommend you play with three to six other players. Find out what works best for you. If in doubt, aim low. There's a challenge in running a game with six players, as the level of "shout makes right" that large groups tend to bring might be hard to handle for a new aspiring GM. If the whole group is new to the experience, three to four participants should be a reasonable amount.

A typical mission may vary in time, that is, how much time it takes in the real world to play. The first few times you play the game, you shouldn't be concerned with trying to finish the mission or adventure in one sitting. Let the game take as much time as it requires, and make sure the players are prepared to play two to three nights. It's going to take some time to get accustomed to the game, no matter if you are new to RPGs or not.

THE FIRST SESSION

Before you can jump into the fray with your fantastic story, your captivating characters, and your shocking plot twists, you need to know what they are. You need to prepare, even if you run a pre-written adventure.

The believability of your game world wholly depends on the details in your head. The clearer your picture of the world, the easier it is to paint that picture for your players. If your NPCs have names and feelings (*and weird accents*), they will seem alive and in place. In movies, viewers undergo what's referred to as *the suspension of disbelief*. This means that even if you see goofy characters in made up places, you still feel that the story and the characters are believable and fit into the world you are being shown, and you allow yourself to forget that it's not real. Suspension of disbelief can be broken by things like bad special effects, poor acting, and people who act out of character. These things remind you that *you are just watching a movie*. In RPGs, it can be broken by an uninterested GM, goofing around in the game room, and poorly prepared Scenes. Don't worry, the game can still be fun, but to make it truly special, you need to immerse yourself, and your players, in the game. To do that, you as a GM need to be prepared for the Scenes and encounters that your players will have so that you can describe them without hesitation.

Don't worry. The players have some preparation to do as well. They need to create their characters. So, gather the gang, grab some pens and Character Sheets and start scribbling down those character traits! Don't rush through the process; it's better to take a whole evening to prepare rather than starting the first mission with unfinished characters. Let the players create their team together, and think about each of their roles in the party.

During the first session of play, don't worry, you can't get it wrong. It's your game, and you should play it in any way that you find amusing and entertaining. As long as you are clear with the players about it, you can always clarify misinterpreted rules at the beginning of the next evening.

HOW TO HANDLE THE GROUP

Running a game can be a lot of work. There's the logistics (*when and where do we play?*), understanding and accepting the rules, and compartmentalizing (*for instance, your players may get angry with each other because their characters are angry with each other.*) The key to this puzzle is communication, and thankfully for you, the game is all about communication. As long as you are open-minded, you should be able to work out any kinks in the machinery. Who knows? Maybe your group will have an even more special bond than most and won't have any of these problems. If you want some friendly tips anyway, here's some collected wisdom from the RPG community:

1: DE-DERPING

Sometimes, it's super fun to see your gaming pals again! A ton of cool stuff has happened since the last session, and you just need to tell everyone! Set a timer for 20 minutes before you begin playing, so your players (*and you*) can inform each other of what's happening in life. Otherwise, it might seep out during play, and that can easily break the mood.

2: SET THE MOOD

Good lighting, thematic music and getting rid of distractions like TVs or cellphones will add to the experience and make the game memorable and enjoyable.

3: IMMERSION

When you've gotten all the nonsense out of your system, give the players a moment to find their characters. Ask them how they are doing, if their characters have some new feelings and ideas, and throw in a personal question like, "*What's your (the character's) favorite food?*" Give each player time to speak, and try to think of a new personal question each time. It doesn't have to be super creative; it just has to get each Player *try to think like their character*.

4: RECAP

Let your players re-tell the last gaming session. What happened? Who did what at what cost and with what result? This will not only refresh everyone's memories but will cause the players to become immersed in the story again.

5: PLAY

You should be ready now. Oh, and don't be too hard on your players. It's supposed to be fun for everyone, and if your players would rather goof around than play the game, perhaps it's not for them.

SURPRISE: THE RED DIE

Sometimes, life is not fair. That's true in both real life, and in Agents of Concordia. In order to make life a little tougher for your players, you can add the Red Die. The Red Die, as ominous and ill-boding as it sounds, represents sudden dark twists of fate. By giving a character an Experience Point in the current Scene's veterancy, you can add a Red Die to a player's dice roll. The result of the Red Die will be subtracted from the rolled total. Adding the red die represents something sudden and unexpected, like a wasp in your face or a battery suddenly going out. Don't use the Red Die too often; it loses its punch if it rears its ugly head more than once or twice each session. However, by all means, use it when the situation is at its most volatile.



TIP:

After the first session, invite the Players to engage in a preliminary discourse. Take a moment to discuss their first impressions of Agents of Concordia. The players might want to redistribute some Skill points. This is something we encourage, so be sure that you are on the same page. If you give your players some leeway, I'm sure they will return the favor.

CREATURES AND VILLAINS



“A story is only as good as its villain,” a wise man once said. And that’s almost always true. Either way, if there is a villain, it can often make or break a mission finale.

THE CCI CLASSIFICATION SYSTEM

In this chapter, you will find an abundance of monsters and villains, both templates and unique ones. These creatures, and many more, are registered within the CCI library, and the bureau has a relatively good idea of how powerful the opposition is. The threats are each classified with a two-letter combination and a number from one to ten (*for example, SE-04.*) The letters classify the threat and the number tells their priority level:

FIRST LETTER

S: Sentient. The threat is self-aware and makes intelligent decisions. It might be able to communicate but can also behave erratically.

N: Non-sentient. The threat is an animal or the like, and acts on pure instinct or similar behavior. Its actions are easier to predict, but usually more violent and staunch. N-class creatures are considered easier to handle than those of S-class.

SECOND LETTER

A: Assembler. The threat’s primary function is to use available materials to build or construct things. It might be items, hives, or other.



B: Brute. The threat is prone to violence and strives to dominate or hurt other living things physically.

G: Glutton. The threat is a consumer, and feeds on its surroundings. It is insatiable and focused.

D: Dweller. The threat is prone to build nests, burrow into the ground, or otherwise spread its influence from a central place.

E: Evader. The threat is solitary and avoids conflict. If it's a Vagrant, it will try to get to the Singularity through hiding and skulking.

L: Lurker. The threat avoids conflict, but it is harmful or violent towards victims.

S: Stalker. The threat hunts and preys on its victims, and will avoid open conflict unless cornered.

M: Mimic. The threat tries to blend in with its surroundings, and hides in plain sight, trying to execute its agenda or pursue a primal need.

PRIORITIZATION LEVEL

01: Apocalyptic. This threat takes priority over all other missions. All agents are to engage with the threat according to the current execution plan, or retreat and await orders.

02: World threatening. This threat has priority over most cases, and an agent is expected to drop everything and report such a find. Multiple teams might be assigned to a Class 02 case, and if left unchecked, it can spread or cause irreversible amounts of damage.

03: Severely dangerous. This threat is dangerous and difficult to approach. Use large groups of agents and proceed with ample prejudice.

04: Dangerous. This threat is dangerous and should be handled quickly and carefully. Use a well-trained group of agents or operatives. A rogue agent with a previous, moderately high clearance level of four to eight is considered a Class 04 case.

05: Situational. This threat is usually not a priority but might be causing some more significant problem that needs to be dealt with. 06-10: Below CCI priority. This is generally not considered a threat and is rarely handled by the CCI.

CREATURES AND VILLAINS ANATOMY

Numbers and values for creatures and villains are simple and straightforward. After all, it's the Scenes that count, and the monsters should add drama, not hinder it with pauses to look up numbers and values. Each creature comes with a few easy-to-read statistics: Proficiency, Health, Target Number, and Attacks.

What this means, is that you as a GM must make some decisions for your villains and monsters, and follow some logic as to what flies and what doesn't. You are free to add as many stats and abilities as you want, especially when creating your own beastsies.

PROFICIENCY LEVEL (PL)

Proficiency level is how many success levels a creature or villain can use on a check. This means that if the character messes up her dodge roll and gets a negative score, a Subaran Magna Unda gargantuan can't do more than 45 damage in one strike (*15 damage times 3 proficiency*.) The PL is taken into account for all rolls, not just in combat, and a score of 1 means that the creature or villain can only get a regular success. A hypothetical score of 0 would mean that the creature or villain cannot succeed in any task that would require a roll.

HEALTH

Creatures and villains have a health value. This is their total health, including their pre-rolled unconscious check. So when they have lost health equal to their health value they become unconscious or die, depending on the Scene and what outcome the agents are trying to accomplish.



TARGET NUMBER ROLLS

This is the pre-rolled number for all checks the villain or monster makes unless stated otherwise. If a targeted agent wants to defend herself, she has to exceed that number to win. If she rolls half, the villain or creature gets one Success Level, just as if comparing values the other way around. The agent's roll total is the villain's Target Number, no matter if it's a **STEALTH**, **CAUTION**, **CONVINCE** or any other roll.

Most creatures have a separate number for attack purposes, but some are the same throughout. You can, of course, go ahead and raise or lower these numbers in specific cases, for instance, if you want your massive beast to have better eyesight to spot agents with or something similar.

ATTACK DESCRIPTION

A short description of how this creature or villain fights. For example, if they can have firearms, melee weapons or natural weapons.

ATTACK HIT

This is the pre-rolled Skill check for the attack from this villain or creature. It is, in most cases, compared to the agent's Dodge value.

ATTACK DAMAGE

This is how much damage a creature or villain does with one Success Level. Remember that PL regulates the number of times the monster can multiply its damage.

ROGUE AGENT

SE-04

CONCORDIA PRIME

I was as surprised by his actions as anyone. It's always a sad story when you have to hunt down a CCI brother.

There are more rogue agents than one might think. There will always be those who believe in a less extreme and covert way to protect the Multiverse, and some of them are agents, fed up with the work. The CCI goes to great lengths to persuade rogues to either come back, or to at least try to sway the Concord in a political and non-violent matter. Most do not listen, and some become a liability that needs suppression.

There are a lot of different societies and undercover groups of rogue agents, all with their own agendas and motivations. They usually do not grow too big, as having 20+ members draws too much attention from the CCI. Many agents defect because they feel that the CCI is not authoritarian enough and that it should use its power more directly and take leadership over the Concord.

A rogue agent is often at the top of their game, exceling in their particular field. There are no specific species overrepresented among the rogues, but a select few are rarely seen, like Alden (*who are not easily swayed by short term goals*) and Faun (*who are often too kind to defect.*) Otherwise, rogues are from all over most spectrums.

Rogue agents are often a high priority for the CCI, often due to the risk they represent: they know the ins and outs of the bureau and its members. They are usually hard to find, and these veteran rogues know precisely how to handle nosy investigator teams.

Proficiency: 4

Health: 14

Target Number: 8

Attack description: Firearms

Attack hit: 8

Attack damage: 3



THUGS & CULTISTS

SB-05

*

Yeeesh, can someone please shut down the market where you can buy these guys in bulk?

Many stories need a good thug. They come in numbers, usually have a cool theme, and fall like bowling pins. They are sometimes used to progress the story, but more often used to give the heroes some time to shine. A recurring band of thugs might kick the characters' asses at the beginning of the story, but as the characters progress, they might get a nice boost by returning the favor when they come back from gaining experience and insight.

Thugs and cultists usually run in minor gangs, either freelance, native to a specific home area, or attached to some larger corporation or society. The thugging or cult lifestyle often attract the downtrodden, uneducated, or the frustrated and desperate. They usually have a strong sense of family, adopting gang names, mannerisms, and cultural rituals. Cultists often worship different existing or nonexistent beings, often Vagrants of great and terrible power. Once in a blue moon, the worshipped being is actually aware of, or cares for, its worshippers.

Thugs exist in almost all societies and on most worlds, albeit with a few exceptions. Ogri and Acaan from light Omeyocan are rarely hired thugs, while dark Omeyocan thugs are in plenty. Cultists come from many worlds, but a trigger is often social imbalance and the existence of a large poor population. Thugs or cultists rarely pose a threat on their own, but they are usually attached to some cause or benefactor that commands and directs their effort towards unreasonable and harmful goals.

Proficiency: 3
Health: 8
Target Number: 4

Attack description: Sidearms
Attack hit: 5
Attack damage: 2

THE WAXMEN

SM-04

THE PRIMAL SHALLOWS

The Faceless could be anywhere. That's why we always make a verbal greeting in the CCI. The Waxmen can wave, but they cannot say hello.

The Waxmen are semi-sentient wax puppets, constructed by an unknown mastermind to infiltrate society. The Waxmen can take the shape of any creature they touch, but cannot create vocal cords or copy any other bodily functions besides movement. The mastermind, whoever they are, uses the Waxmen to infiltrate and gather information. There is an untold number of them, and their origin is unknown. Some speculate that they originated from a ritual where old and insidious magic was used.

Waxmen often come in groups. They have no emotional bond to each other; if one Waxman gets discovered the other Waxmen will keep their persona hidden and continue their mission.

The Waxmen are made of wax through and through, animated by spellcraft. They do not feel pain, and can continue to move and repair themselves if broken. It is hard to tell a Waxman from a regular person, but there are some definite tells. The Waxmen cannot speak, and they do not bleed. They are vulnerable to fire, and their form melts away if exposed to open flame. If they are exposed or cornered, they either move in for the kill or make a break for it.

The Waxmen are regarded as a rival organization, puppeteered by an unknown mastermind, believed to be a CCI defect. They carry out missions, steal high profile items and target highly ranked officials for assassination. Their purpose is unknown, but it seems that they have a specific plan and a patient mindset.

Proficiency: 3
Health: 8
Target Number: 6

Attack description: Natural weapons
Attack hit: 6
Attack damage: 3

TEMPLATE LARGE BEAST

*
*

Of all possible creatures in the Multiverse, why do i always run into angry ones, and why are they always big enough to ride?

There are a lot of creatures in the Multiverse, big and small. This is the template for a large beast, about the same size as a car, and a natural predator. You should try to answer a few questions about your creature before presenting it to the group—what class is it, how does it fit into the environment, and what does it bring to the story? Your large beast might just be part of the setting, but you should still give it some love.

Massive beasts are often at the top of the food chain; having a large stature is seldom a positive trait if other animals regularly hunt you. They are often solitary creatures since ecosystems can rarely handle more than one. Food quickly becomes scarce when fueling a large body, so it is unreasonable to form packs under such circumstances. However, a large beast could follow the social traits of smaller beasts if they are small in comparison to the other creatures in their natural environment.

Large predatorial beasts usually have a natural prey, and their natural weapons should reflect that. If they prey on all smaller creatures in their environment, they should rely on versatility, and core strength and speed.

Beasts are often a natural link in the local wildlife, and seldom pose a threat significant enough to call in the CCI. However, if one were out of its natural habitat, say on Earth for some reason, the CCI would often be the ones to handle it.

Proficiency: 3

Health: 20

Target Number: 6

Attack description: Natural weapons

Attack hit: 8

Attack damage: 4





TEMPLATE SMALL BEAST

*
*

*Hi little guy, aren't you a funny looking dog?
Who is this, is this your friend? And this? And
this...? ...Back away with me, calmly, and when i
say, run.*

There are a lot of creatures in the Multiverse, big and small. This is the template for a small beast, about the same size as a wolf and a natural predator. You should try to answer a few questions about your creature before presenting it to the group—what class is it, how do they fit into the environment, and what do they bring to the story? Your small beast might just be part of the setting, but you should still give it some love.

Small beasts often travel and live in groups, and might exhibit territorial or protective behavior. Small creatures might have abilities and habits that help them hide, scavenge for food or steal.

Small predatorial beasts often run in packs, and the most clever ones hunt significantly larger prey. If they are solitary, they usually have some sort of mechanism to not become food themselves. They might be covered in spikes, their flesh might be poisonous, or they have some unique movability or crafting ability.

Beasts are often a link in the local wildlife, and seldom pose a threat significant enough to call in the CCI. However, if one were out of its natural habitat, say on Earth for some reason, the CCI would often be the ones to handle it.

Proficiency: 2

Health: 6

Target Number: 4

Attack description: Natural weapons

Attack hit: 8

Attack damage: 2

MECHANICAL GHEIST

NM-03

THE PRIMAL SHALLOWS

*I was five steps from my car when I felt it. A
presence. My fears turned to reality when I
stopped and started to back away, and the empty
vehicle began to back away as well.*

The Mechanical Gheist is a formless parasitic Vagrant from the Primal Shallows. It possesses Aether batteries, and gains control over all connected machines. Once it settles, it is permanent, and the only way to destroy it is to destroy or completely discharge its battery. If left unattended, it will protect itself by blending in and using some of its battery power to spawn eggs.

The Gheists are very territorial and quickly feel threatened by all except their offspring. They build hives, and try to interconnect as much tech and batteries as possible. They cannot survive long without a host, so they usually latch on to the first battery they find when they breach through. This is crucial to the threat level, as they can possess anything from a portable radio to a Donum mining mech.

If viewed through spectral lenses, the Gheist resembles a nine-foot-tall stick figure with long appendages but no head. It has several joints in its long fingers, and it looks like it is burning with a greenish blue flame.

Gheists are usually a minor nuisance, as they typically find small objects to possess, close to their breach. When the breach is investigated, the Gheist is found. Trouble comes when they find an abandoned warehouse full of old, non-sentient construction robots. Gheists cannot possess machinery that already have souls, so Automatons are safe.

Proficiency: 3

Health: 16

Target Number: 5

Attack description: Melee weapons

Attack hit: 6

Attack damage: 3

ASSASSIN SS-04 *

I hate going after assassins. It always switches mid-hunt, and it's hard to tell when you are suddenly being hunted.

Assassins are individuals who commit murder for money and specialize in doing it without being noticed. There are many types of assassins, from those who use exotic methods like poisonous animals and mysticism, to those with silenced guns. They typically come from violent backgrounds and have spent a long time honing their skills. Most assassins work alone or in small groups.

There are a few secret syndicates of assassins, operating in the Concord, assembling far from the eyes of the CCI. The Jade Vine of Elutheria, The Knights of the Sanctum and the Children of the Deep are a few examples. They are all for hire but follow a high code of honor when taking a job.

Mostly, assassins have to be highly successful to be something other than thugs. That means that they usually have the physique to match their techniques. For example, a stealth focused assassin is generally lean and flexible.

To incarcerate an assassin is seldom the focus of a CCI operation, but stopping an assassination is. Many threats circle the politicians and workers on Concordia Prime, right in the CCI's back yard. If the danger is perceived as crucial enough, a team could be sent out to deal with the problem.

Proficiency: 4
Health: 10
Target Number: 8

Attack description: Firearms
Attack hit: 9
Attack damage: 4

AVERAGE JOE SE-07 *

Hey, was that a lost and terrified human? There, by the gate! Well, don't just stand there, get her!

The average joe poses no immediate threat to the Concord. These guys and gals are just inhabitants from earth, who usually get in all sorts of shenanigans. They are included in this section to give you a sense of what the stat line of a "normal" human looks like.

Proficiency: 1
Health: 10
Target Number: 6

Attack description: Fists
Attack hit: 3
Attack damage: 1

GRAVELMOLE NG-05 DONUM

Some say friendly stone-eater and trusted steed. I say walking demolition engine with bulletproof carapace.

The Gravelmole is a large mammal, ten yards long and four yards high and wide. It has a thick segmented armored carapace and short but wide arms, adapted to clawing and digging through thick and dense Earth. A Gravelmole has an elongated mouth on the bottom of its body, covering the soft belly from front to back. It eats the crumbled-up pieces of dirt dug loose from its path, and excretes pebbles of metal, digesting the different materials in separate membrane sacs. The moles need to move and eat constantly; while doing so they dig long and winding tunnels. They live in groups of three to four, creating multiple "lanes" in underground highways.

Proficiency: 3
Health: 20
Target Number: 5

Attack description: Natural weapons
Attack hit: 6
Attack damage: 4

THE SPHINX SG-02 THE PRIMAL SHALLOWS

Figuring out the riddles is not the kind of test you think it is. The Sphinx measures the activity in your cerebrum to determine if your brain is worth consuming. Don't ponder on that, you'll make it worse.

The Sphinx are large beasts from an unknown Primal world, who read the memories of their victims and take on a form familiar to the person they are stalking, usually in some alluring way to trick their prey. They hunt inspirational and intelligent people, infusing them with a burning curiosity which enhances their intelligence, in order to “fatten the brain” for consuming. The actual visage of a Sphinx is said to be mind-numbingly terrifying.

A Sphinx is purely solitary and will fight other Sphinx to the death if they encounter each other. They are highly cannibalistic, and reproduce through parthenogenesis, meaning that they do not mate, but produce offspring through asexual reproduction.

A Sphinx is a bit larger than a human, with longer arms and legs. Even though they copy the form of some symbol for innocence or beauty from the brain of their prey, if they become angered, they stretch out in impossible ways, distorting illusion and causing debilitating horror and fear. Mostly, they nest in the lives of their prey, and inspire them to reach new intellectual heights. When the time is right, the Sphinx cracks open the skull of its victim and consumes the brain, leaving a sloppy and bloody mess. The Sphinx then moves on to the next victim, taking on a new form. The whole timespan from infiltrating to consuming differs a lot, from a few weeks to a few years.

The appearance of a Sphinx is often a high priority in the Concord, as they are basically serial killers of the best and brightest minds. Their presence is usually discovered by finding a victim, even though the Sphinx can go to great length to hide the body.



Proficiency: 3
Health: 40
Target Number: 8

Attack description: Natural weapons
Attack hit: 9
Attack damage: 5

CRAWLING REMAINS

ND-04
DONUM

It's like a reversed canary. If there are Crawling Remains about, the air is unbreathable.

Crawling Remains come in different shapes and sizes. Like Nonsense, they are a result of the aftermath on Donum. Their home territory is in the middle of Donum where the breach happened. Their appearance is hideous and consists of different animals twisted together into a crawling abomination. While others find the air in the center of Donum to be unbreathable and toxic, for the Crawling Remains, it sustains them. Outside the center, they become crazed and ferocious, seeking out any and all living creatures to violently attack.

Proficiency: 6

Health: 16

Target Number: 5

Attack description: Natural weapons

Attack hit: 9

Attack damage: 2

MAGNA UNDA

NB-03
SUBAURA

The Magna Unda are like gods to the Piscans. They were created by the old empires to take each other out. The empires fell, but the war machines endured. Now, the depths are uninhabitable.

The Magna Unda are big monsters that live and hunt underwater in the depths of Subaura. They are semi-intelligent and bred for war, with remnants of armor and tabards clinging to their skin. They come in a lot of different forms but often resemble statue-like nautical animals. The living Colossi hunt the depths and attack any sentient beings they find.

Proficiency: 3

Health: 50

Target Number: 9

Attack description: Natural weapons

Attack hit: 14

Attack damage: 15

THE NOISE

SL-02

THE PRIMAL SHALLOWS

I hate hunting signal-based Vagrants. Sometimes, you think the wrong thought, and they escape through your mind's eye.

The Noise is a signal-based organism from the Primal Shallows. It takes the form of a repetitive rhythmic melody and festers in the mind of its victims like a song you can't get out of your head. It then starts to whisper suggestions to the victim on how to spread it, by singing or playing it to others, spreading the disease. When enough people are taken, the whispers turn to screams, and the Noise starts to brainwash them all into an army, bent on reaching the Singularity.

It is unclear if the Noise is a singular entity, or if it is a cluster of different signals. It can not be communicated with, as it hijacks the personality and mannerism of its victims. It often seems more like a disease or mental illness.

To battle the Noise, you just need to get rid of the specific melody or sound. This can be achieved through long sleep in the early stages or by pushing it out with a non-sentient mantra. The signal stops infecting the host when the melody no longer resides in their memory.

The Noise have had a couple of run-ins with the CCI, but its presence is scarce enough to be widely unknown by the Concord population. In some instances, the Noise has attacked the CCI directly, so it seems to hold a grudge.

Proficiency: 1

Health: Not Applicable

Target Number: 12

Attack description: White noise, Mystic

Attack hit: 10

Attack damage: 8

WHALERUSS ND-03 BRUMAL

Yeah, it's that thing on top of the mountain. They always do that, seek out the highest point and do that horrible mating call. It's fine as long as you can stand shattered windows and avalanches.

Generally friendly beings, the Whaleruss are titanic creatures, one of the many oversized beasts of Brumal. The Whaleruss fight when angered, but eat plants from the depths of the Brumal sea. They do seem to seek out large peaks and mountains and sit there screaming for weeks on end.

Proficiency: 2
Health: 60
Target Number: 10

Attack description: Natural weapons
Attack hit: 10
Attack damage: 20

"MOLLY" NE-01 THE PRIMAL DEPTHS

Last time she came around, I was only a kid. I remember the mass exodus from Elutheria, and when one of the chains of district five broke halfway due to the rapid rust she spread. The remains of the broken links crushed my old neighborhood.

Molly is a lumbering, translucent titan, who walks slowly forward on all four. She spreads deterioration, leeching off the lifeforce of things around her. She shimmers in the air like heat waves, vaguely in the shape of some titanic animal. In her wake, she spreads rot, rust and mold, deteriorating all in her path.

Molly is about 30 stories high, and incorporeal, immune to all non-magical damage as bullets and swords pass through her. If her body is destroyed through magical means, she materializes in the Primal Realms and consumes the life around her and starts to regrow.



Coming within 300 feet of Molly will result in death. You will start to crumble, mold and rust gripping you and spreading over and through you until you die. Molly walks slowly, absorbing all life around her until she has enough power to open a rift to the next world. She will move on, heading for the Singularity. Some think Earth will stop her, but no one really knows.

Proficiency: 8
Health: 255
Target Number: 11

Attack description: Aura of Decay, Mystic
Attack hit: 12, one automatic hit each turn
Attack damage: 6

GARGOYLE SE-05 SANGUINE

You have to be nice to the statues, but not too nice. Gargoyles get stuck within your thoughts, and you don't want a mental stalker, benign or otherwise.

The Gargoyles are parasitic creatures from Sanguine. They have low brain function and psychically latch on to other sentient beings, copying their thoughts and feelings. This is supposedly a way for the Gargoyles to find ways to adapt and survive in different environments, but it is strenuous and confusing for the victims, who experience memory loss, time skips, confusion, and a strong feeling of paranoia, often enhanced by being silently and covertly followed by a statue that silently watches while you sleep. The Gargoyles sneak around and position themselves within hearing distance of their victims, leaching their thoughts and feelings.

Proficiency: 2
Health: 10
Target Number: 6

Attack description: Natural weapons
Attack hit: 5
Attack damage: 4

RANCOROUS REX SS-03 THE PRIMAL DEPTHS

It can never be truly expunged. Wherever there is filth and excretion, the membrane to Rancorous Rex's primal world grows thin.

Rancorous Rex is a stalking beast from the Primal Depths. It seeks out filth and negative emotions, as though it feeds on the suffering of others. It is enormous but has a loose form, able to cover miles of narrow tunnels and sewers with its tendrils, growing outwards in an intricate pattern of tentacles and fleshy vines. From its core, that resembles a lump of swollen exposed entrails, it can send out tentacles that extend through the network for miles and can grab or lure victims into its grasp. It then pulls them into its body, where it slowly feeds on

their memories and flesh as they decay.

Rancorous rex is a singular being, with an intelligent mind. It speaks through a chorus of mumbling voices belonging to its victims which are being controlled and are decaying inside its body. It is somehow able to exist in several places at once, so if you kill one of its forms, the parts still in the Primal Depths will be intact with the memories and grudges from the former incarnation.

Rancorous Rex is believed to be the sole content of its homeworld; Rancorous Rex is a planet. The seeds it sends out are infectious and spread as it feeds. It is hard to stop but can be damaged with fire, acid, and other regular means of causing damage. The easiest way to deal with it though is to organize clean and guarded disposal systems. On a few occasions, Rancorous Rex has reached Earth. It is unclear how it intends to get to the Singularity.

The CCI has fought Rancorous Rex many times. The easiest way to defeat it is to burn down the whole town, and then clean up the mess, assuming all the inhabitants have been evacuated.

Proficiency: 2
Health: 60
Target Number: 6

Attack description: Natural weapons
Attack hit: 7
Attack damage: 10

DEFINER SA-02 THE PRIMAL SHALLOWS

We have tried to industrialize its magic for years. It seems unhappy with the fabric of reality, changing matter into a different matter in some inconceivable pattern. It was notoriously hard to catch, and you have to constantly feed it complex materials to keep it from going off the rails.

A Definer is a creature from the Primal worlds, and there are supposedly many of them. Legend says they are sent out as pathfinders, discovering ways to make the worlds they

encounter suitable for their unknown master. They are clad in tatters, hovering above ground, and overlooking the rampage of the creatures they distort.

A Definer always comes alone, slips through the cracks in the Multiverse and starts to animate carcasses around it, using the joints and movability of the husk to puppeteer their subjects. The subjects are sent out to be the ears and eyes of the Definer and will be charged with bringing back fresh carcasses to animate.

A Definer is larger than a Human, it's arms reaching lengths of eight to ten feet. It is propelled by magic, and it has no legs or lower torso. It has two sets of arms which allow it to draw up powerful spells in the air, spells it uses to deconstruct things and people and then put them back together as it deems fit. Its tattered clothing covers up its head and most of its body, revealing only the four arms. A Definer does not seek attention at first and usually keeps to itself, creating puppets from dead animals and natural objects. After a while, it starts to seek out living creatures and new materials, and that's when it usually gets discovered. The CCI immediately investigates all Definer threats, as they grow their army of puppets at a rapid speed.

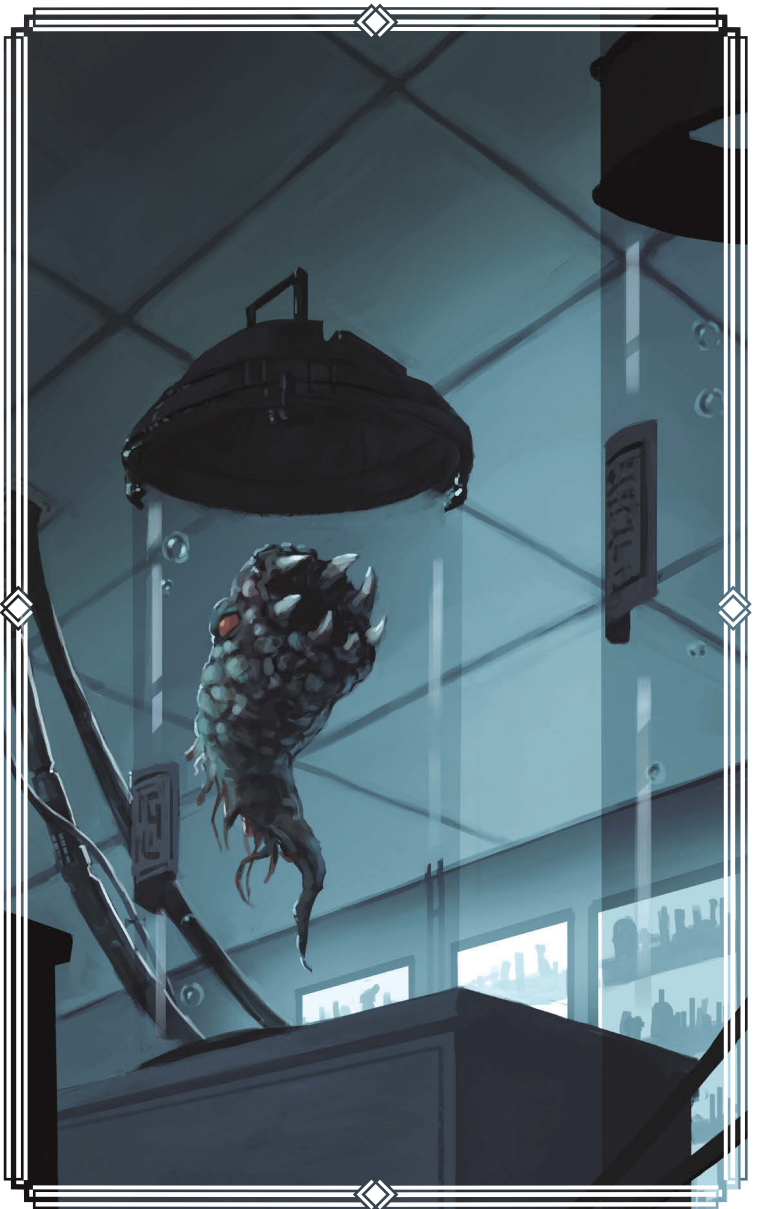
Proficiency: 4
Health: 30
Target Number: 8

Attack description: Natural weapons
Attack hit: 7
Attack damage: 4

NUBELIZOA NG-04 SUBAURA

Sometimes you don't see them, they look like clouds when they don't have their feelers down. If you see a cloud with feelers hanging down, run.

The Nubelizoa is native to Subaura, and are rarely seen elsewhere. Each resembles a cumulus cloud, but if you look closely or from above, you will see the shimmer of its gas-filled sacs, that they use to float. If one detects



prey beneath it, it will drop a cluster of long sticky tentacles that stick to the prey so they can be retracted into the creature's stomach and digested. The naturally-produced methane and helium in the Nubelzoo's floating sacs are extremely flammable.

Proficiency: 6
Health: 50
Target Number: 8

Attack description: Natural weapons
Attack hit: 16
Attack damage: 3

HERALD OF FABRICATION NA-02 THE PRIMAL DEPTHS

She has the most followers of the Heralds. Her cultists believe that she will change them into the form they were meant to have. She would change them all right, but not to something outside of our prioritized list.

The Herald of Fabrication is also called the Mother of Monsters. She is large, about the size of a mansion or stadium. She resembles a wormlike caterpillar, up to 100 yards in diameter and three miles long. When she arrives, she immediately starts to devour all matter around her and gives birth to horrible mutants: Vagrants resembling their mother with elements of the consumed matter fused into their forms.

She is born from a single spore, floating like a speck on the wind. When the spore settles, it turns to an egg, and then evolves into a small caterpillar. It then starts growing, often nesting in pools of murky water, away from danger. There it grows to enormous proportions and starts to engulf whole worlds with its misshapen spawn.

She slips through cracks in the void with ease, and the CCI has argued that they should try to capture it and keep it alive in a secure location. That tactic has proven to be fatal and catastrophic, so new attempts have been rejected.

Proficiency: 10
Health: 300
Target Number: 15

Attack description: Natural weapons
Attack hit: 18
Attack damage: 12

HERALD OF REPLICATION NM-02 THE PRIMAL DEPTHS

It came down on Diego once, in the early days. Instantly made a perfect replica of a large city, mirroring all movement. Down to the last detail. It spread like wildfire, wiping out settlements while copying reality, exchanging everything with its twisted self.

The amorphous mass that is the Herald of Replication is essentially unstoppable by normal means. It slides and worms through the landscape, covering and fusing with everything it touches, twisting its form. It's about the size of a twenty-car train, and only a bit slower.

The Herald of Replication starts as a pile of moving pus or goo, and slides through the landscape, picking up all it touches into its body. Everything devoured in the goo is fused with it, turning the goo into something else. If the Herald has moved through a forest devouring trees and dirt, it might come out on the other side covered in bark, with its insides the texture of tree fibers.

In the wake of the Herald, a trail of twisted petrified versions of the things of the old landscape remains. The new landscape is twisted and misshapen, with a new fauna of venomous Vagrant insects.

Proficiency: 8
Health: 400
Target Number: 13

Attack description: Mystic, one automatic hit each turn
Attack hit: 16
Attack damage: 10



HERALD OF HABITATION ND-02 THE PRIMAL DEPTHS

It's not like a regular nest. It's more... complex. There are tons of worker drones, hive defenders and builders, like an ant or wasp hive, with the queen in the middle.

The Herald of Habitation paves the way for her children, constructing large habitats and hanging hives. She is the most clever of the Heralds and will hide away from detection to slowly grow her enormous hive and cover it with eggs. She may reside underground, high up in the trees or beneath the ocean floor. The children of the Herald are large insects, with bladed legs and sharp teeth. Their size ranges from as small as a cat to as large as an elephant. They always swarm in the millions, and they build, collect food and breed.

All children have a psychic link with their queen the Herald, and move in ominous unison.

If left unchecked, the Herald will consume whole worlds before she starts to pick away at the membrane to the next world.

Proficiency: 9
Health: 260
Target Number: 20

Attack description: Natural weapons
Attack hit: 13
Attack damage: 9

HERALD OF DEVASTATION NB-02 THE PRIMAL DEPTHS

The Heralds are the monsters you scare kids with. Sure, Artifex has seen one or two Heralds in the last decade, but it's not like they can slip through a crack in reality, right?

The appearance of a Herald is an upheaval event in the Concord. The Herald of Devastation typically enters the Concord through the Black Gate, as its massive size cannot travel through the otherwise thin cracks in reality. A massive gathering of cultists could open a rift to summon one, and the titan-sized Vagrant would immediately kill everyone on site and head on to wrecking the world it is summoned to.

The Herald of Devastation is sometimes called "*The Demon Beetle*." It resembles an enormous whip Scorpion, with a striking black and white pattern over its impenetrable husk. The Herald is about 200 yards long and 100 yards high, and weighs about 10,000 tons. It is immune to most magical and physical weapons.

It has a few weaknesses, so the Demon Beetle has been beaten before. Its momentum gives it strength, so slowing it down or trapping it in a levitation bubble weakens it severely, making a combination of powerful explosives and rituals a means to an end. Should the Herald show up outside of Artifex, it could lay waste to several worlds before it gets caught.

Proficiency: 12
Health: 600
Target Number: 16

Attack description: Natural weapons
Attack hit: 18
Attack damage: 16



EQUIPMENT

The Concordia universe is full of magical items and mystical artifacts. When the CCI finds such an item in the wrong hands, they transfer it to their HQ and analyze it. Depending on what they find, they either store it indefinitely, destroy it, or send it to the armory. The items that end up in the armory may be checked out by agents like any other equipment. Before a mission, agents get to equip themselves in any way they deem fit. This responsibility is laid upon the agents to enforce commitment, and their only limit is their Clearance Level. Sometimes the item you want is already checked out. Imagine if the CCI had Excalibur; due to its popularity, you wouldn't expect to be able to check it out for every mission! All items in the armory are locked behind bars, and the agents look through the sizeable handwritten catalog and order the items they want from a, usually grumpy, lady behind the counter.

CHECK OUT RULES

When checking out equipment, the characters add their Clearance Levels together to form a CL pool. The character may then check out equipment for a total value of that pool. If the agents can't agree on items with their shared CL, they will be responsible for picking out equipment with their own CL.

RETURN POLICY

At the end of a mission, the agents are responsible for returning all items that weren't one use only. If an article is destroyed or lost, the agent is not penalized in any way. If the CCI is concerned that an agent is stealing and falsely reporting items as lost, they use the Soothsaying Ritual, a long and demanding ritual that can discern if the target is lying. The ceremony is seldom used, and quite pricey.

ITEM RULES

Many of the items in this book come without any specific rules. In those cases, it's up to the GM to hand out **SUPPORT** or remove **CRIPPLE** effects when the item is used. Other times, the effect is neutral but can still give **SUPPORT**. In many regards, items work a lot like Perks.

LAB KIT CL 1

A Lab Kit is typically a large trunk that folds out into a table and contains what you need to do chemical, alchemical and magical analysis. This kit is quite cumbersome but will allow the researcher to do work that would be impossible otherwise.

DEMOLITIONS KIT CL 1

A Demolitions Kit contains all you need to blow up a security door, a safe, or a vehicle. The kit includes explosives, wire, timer, a detonator, various small tools and fasteners. There should be enough explosives in the kit to blow open a few security doors, or a larger safe.

MECHANICS KIT CL 1

A Mechanics Kit contains all kinds of mundane tools you need to repair vehicles and large machines. It includes screwdrivers, pliers, a wrench and a hammer. It may also include a small dose of lubrication oil and a handful of nuts and bolts.

RESEARCH KIT CL 1

A Research Kit contains old notes and information about rituals and Aether. This can provide a good start when it comes to knowledge about rituals and the mystical wonders in Concordia. It includes various notes, an old book or two, and your own extensive journals.

DISGUISE KIT CL 1

A Disguise kit includes things that help you hide your identity when in social situations. It contains wigs, make-up, and facial prosthetics including noses and ears.

FIRST AID KIT

CL 1

A First Aid Kit includes most things needed to stop your fellow agent from bleeding, and how to stitch her back together. The kit contains bandages, scissors, basic surgical tools, needles, and thread.

SURVEILLANCE KIT

CL 1

The Surveillance Kit contains most things needed when tracking, shadowing or spying on others. It includes a notepad, a small recording device, a shotgun microphone, as well as a small kit of tools for collecting samples. It might also contain a small hand mirror for looking around corners and a miniature spy camera.

EXPEDITION KIT

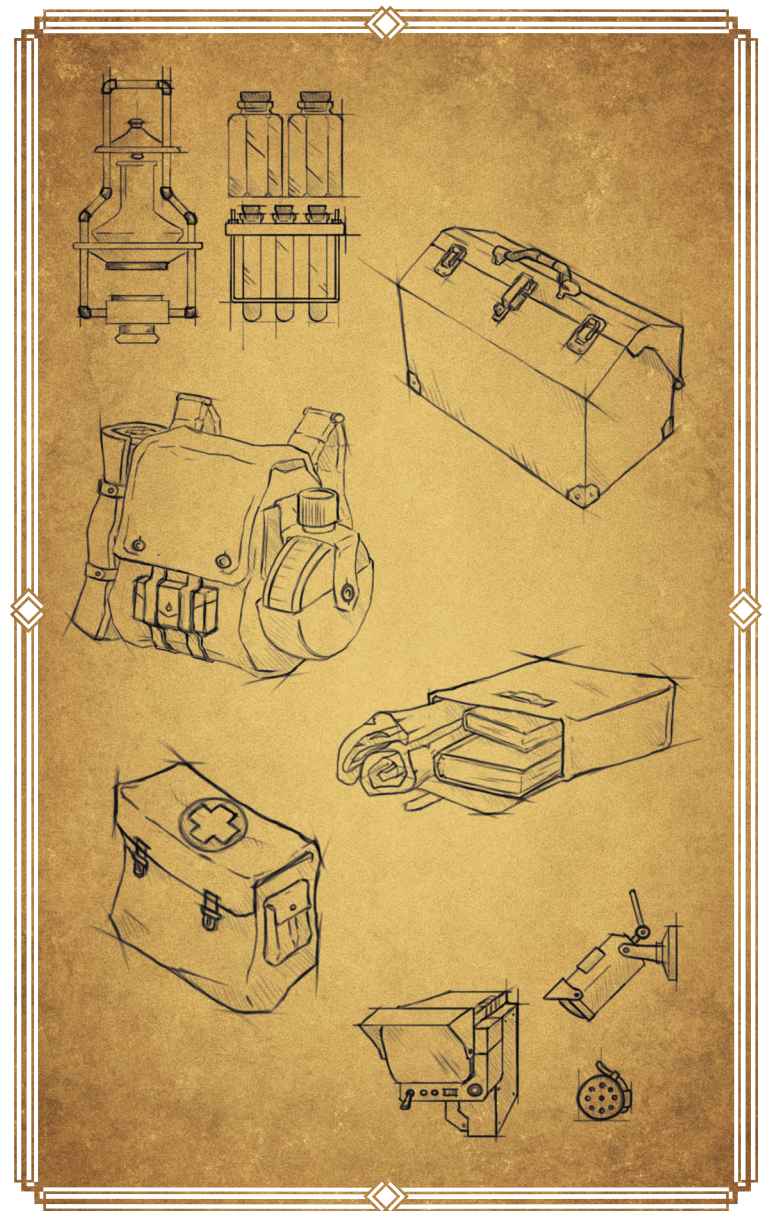
CL 1

The Expedition Kit contains all you need to traverse difficult terrain, as well as sampling materials needed to extract and bring back items from those places. It contains climbing gear, survival equipment like rope and fire making tools, and a small tarp. The Kit includes a short shovel, but it is not weighted to be a weapon and provides a weak swing. The Expedition Kit is generally cumbersome and comes in a large backpack.

COVERT KIT

CL 1

This Kit contains most things needed when sneaking around in the dark, as well as when breaking into places. It includes a rope, grappling hook, glass cutters, various electronic tools, and dark face paint.



“Components listed are realistic suggestions, but characters can improvise along with agreement from the GM.”

SIDEARM: LIGHT

CL 1

SIDEARMS	BASIC + ABILITY SKILL	DAMAGE	RANGE
BLUNT WEAPON	DEX + MELEE COMBAT	2 + GRIT	MELEE
SHARP WEAPON	DEX + MELEE COMBAT	3 + GRIT	MELEE
FIREARM	FOC + FIREARMS	3	SHORT
THROW & MISSILE	FOC + THROW AND MISSILE	3 + GRIT	SHORT

ANCILLIAN SHIELD

CL 1

One of twelve. One is said to have hidden powers, but which one?

One of the twelve Ancillian shields, used by the Romans in the Temple of Mars. It was forged from a stealth-tech plate fallen from an unknown vessel two millennia ago, and no government will take responsibility for it. The composition is unknown but undoubtedly powerful. It is virtually indestructible. Too bad the bindings were not.

The Ancillian shield can absorb almost any blow. A successful **MELEE WEAPON** roll will reduce any damage by 2. This replaces the **DODGE** roll.

CLAW COMPASS KIT

CL 1

Invented by mistake by the collectors of the grand August Menagerie.

This kit contains a mystical compass and a small attuned mechanical clamp. The compass only points toward the clamp, and the pull between the two objects measures distance.

The clamp must be fastened by hand and can be detected and dispelled with rituals.

CAMPING GRENADE X3

CL 1

Marmoseti tech. Sold by the dozen on Bazaar.

The Marmoseti Camping Grenade bursts into a cozy decorative camp when thrown. In a flash, paper lanterns decorate the surrounding area, and a small pavilion with pillows, drapes and a plate of warming coal appear. The coal and the lights will last a night. Three uses.

CLOCKWORK DUST X3

CL 1

The Clockwork Dust is part of many illusionary tricks.

The powder was initially used by the Marmoseti to repair old machines.

If the powder is sprinkled over a component, it shows a ghostly vision of what the rest of the thing looks like. Can be used to ID a suspect from a single strand of hair. Three uses.

STANDARD ARMOR

CL 1

Armors have a value in defense that you subtract from the final damage number. There are three pieces of armor you can choose from: shield, light armor, or heavy armor. (Page 133)

EXPLOSIVES KIT

CL 2

It's safe to handle; it can't even go off without a detonator. -Famous last words.

This is an upgraded Demolitions Kit. It contains a band of large plastic charges, enough to take down a building or a bridge. It includes all the tools needed to set the charges, as well as a long spool of fuse and a hand-held detonator.

SKELETON KEY

CL 2

An enchanted key that fits in almost any lock.

A Skeleton Key is a mystical key that can open most conventional locks. The only requirements are that the lock is mechanical, it has a keyhole, and it's not protected by magic. The locks used on Earth were brought there by the Marmoseti, who popularized the design throughout the Concord. They also happen to be the ones who make Skeleton Keys.

GOGGLES OF DR. BUERHAUSEN

CL 3

The goggles might smell funky, but you'll be happy to have them when the poltergeists come.

The goggles are bulky, strapped to the head with leather straps and contain an array of lenses, able to detect all kinds of light, Aether residue, and heat. The goggles are quite brittle, but the technicians at the CCI can usually put them back together if they're broken.

SIDEARM: HEAVY CL 2

SIDEARMS	BASIC + ABILITY SKILL	DAMAGE	RANGE
BLUNT WEAPON	DEX + MELEE COMBAT	4 + GRIT	MELEE
SHARP WEAPON	DEX + MELEE COMBAT	5 + GRIT	MELEE
SHOTGUN	FOC + FIREARMS	5	SHORT
RIFLE	FOC + FIREARMS	5	LONG
THROW & MISSILE	FOC + THROW AND MISSILE	5 + GRIT	SHORT

HUGIN CL 3

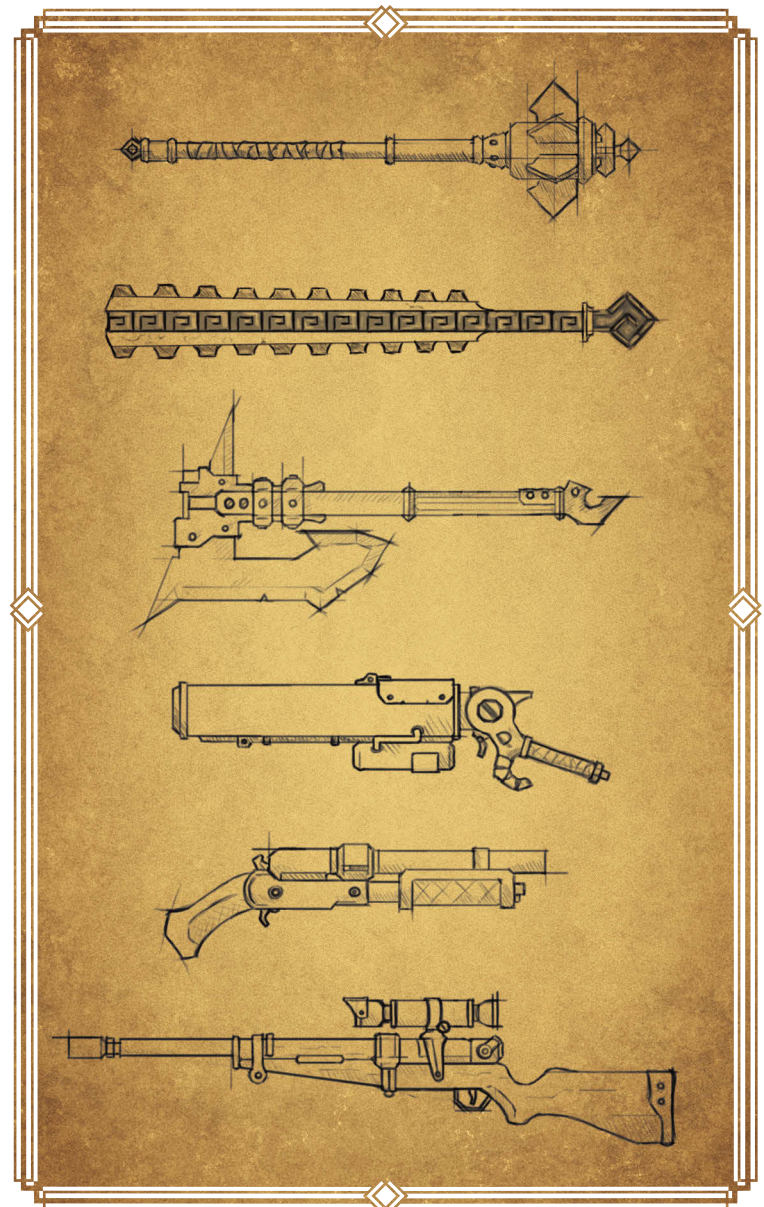
Once part of a set, Hugin is the last of its kind.

Hugin is a mechanical raven, animated by mechanical springs and gears, powered by a mystical magic battery forged in the dawn of time. He is intelligent and careful and offers whatever support he can to whomever is his master at the moment. He is loyal to the CCI. He cannot speak but understands, reads and writes most common languages. He can carry items weighing four pounds or less, and he can record and playback 30 seconds worth of verbal messages.

AEROSOL CEMENT CL 3

This is what you get when you mix Norwegian ingenuity with Enneadan alchemy. Instant aqueducts!

The Aerosol Cement comes in a large spray can, covered in mystic runes. When activated, it sprays a thick layer of cement that hardens in the air, two feet from the nozzle. It can be used to make walls, bridges, traps, and a lot of other things. If sprayed on a surface closer than two feet, it will cover the surface with a layer of cement. It takes a second for it to harden properly, so you can't spray someone in the face and make them instantly suffocate. You can't run out from a cliff, spraying a bridge beneath you. You could do it while walking slowly though.



RITUAL KIT CL 3

There's a lot of crazy stuff in this kit! This bottle says "unicorn powder." Is this powder you put on unicorns, or is it made from unicorns?

The Ritual Kit is a large trunk, similar to the Lab Kit. It contains arcane books, skulls, alchemical ingredients, candles, and all sorts of other equipment you need to perform or undo rituals. There are no specific arcane recipes or rituals in the kit, but it will surely include all you need to perform any ritual you know or find.

MASK OF LOPTR CL 4

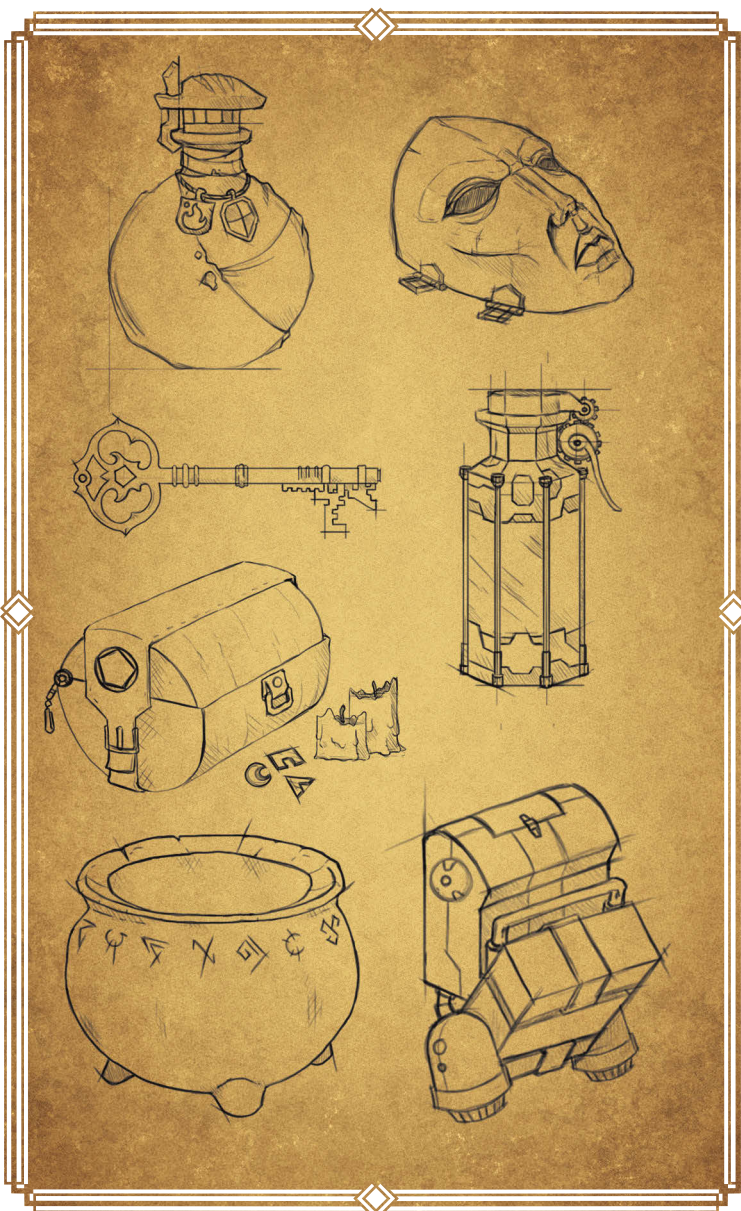
No, don't check that thing out again. You always put in on, get drunk, and become impossible to find. We are on a mission, you know?

The Mask of Loptr is a simple wooden mask, that looks reasonably mundane. The mask is made from petrified Trickwood, and when you put in on, smear a drop of blood on it, and the right words are spoken, you will turn in to a replica of the person that the blood belongs to. You stay the same size, but when people look at you, they perceive you as the person you are imitating, with the same look, smell, and voice. This usually fools all but the closest family, who might detect that your mimicry doesn't include common mannerisms of their loved one. The effect lasts for one week or until you take the mask off.

PHOENIX MATCHES CL 4

They're a bit tricky to use, but once you get the hang of it, you'll burn the same log all through the night.

Phoenix Matches come in either a matchbox or a matchbook, and are enchanted with a rejuvenating mystical power. If a match is used to ignite ash, it will burn backward and turn into the thing that was burnt in the first place. It can only be used on a single item roughly the size of a campfire, so if a house burned to the ground and you threw in a Phoenix Match,



you would get some bricks and planks, or at best a piece of furniture. If used on the ash of a thing that was once living, it will produce an unburnt corpse or carcass. If used on a magical item, the item will return but the magic will not. There are ten matches per pack.

JETPACK CL 5

Just be careful, ok?

The jetpack is a backpack with an Aether-fueled jet engine. They come in many different shapes, depending on origin, but their function is always the same: to propel an individual



through the sky at high speed. The jetpack is not easy to steer, and losing control can often be catastrophic. When maneuvering past obstacles, a **DEX + PILOT VEHICLE** is often required, as well as when taking off and landing (*safely*.) Failure to land or take off usually causes minor scrapes and bruises, while failing to dodge a building may well result in death.

The jetpack has only one speed: insane, and comes fitted to most body types. The jetpack is strong enough to lift its pilot and one more individual. Its fuel source lasts indefinitely if not compromised, but the jetpack is delicate and can't take much more than being dropped from waist height.

STEWBREW CALDARIA CL 5

The Stewbrew Caldaria is a mystical cauldron that can do amazing things when heated. If you heat the Caldaria, the runes on its sides start to glow. Anything you put in the cauldron after that is instantly turned to delicious stew. You can even recharge batteries by holding them in the steam above the pot. The opening is about one foot wide, and the Caldaria can't break down living or magic material. The stew is nourishing and delicious, but you have to pour it out since all non-magical spoons will turn to mush in the pot.

THE BASHOSEN CL 6

The Bashosen is a massive foldable hand-held fan, known from ancient Earth lore. It is infused with magical runes, and when the user hums a particular melody and swings the fan at the same time, it creates a stream of wind strong enough to boost the sails of a ship. If continuously waved towards a person, they will fall and will not be able to move towards the user of the Bashosen. If the wielder is steady and focused, the wind can reach almost hurricane levels at 65 mph.

When used for fighting, the Bashosen does no damage, but with a successful **CON + MELEE WEAPONS** the user can knock back several opponents.

If the user gains more Success Levels against any target, that target is knocked back further. At GM's discretion, a creature of enough size may withstand the force.

KEMURIDAMA CL 6

For millennia, the Kemuridama has been used by mystics and thieves for infiltration. This ancient tool consists of an enchanted smoke bomb and a linked chalk crayon. When the chalk is used to draw a closed circle, the smoke bomb is activated and can be thrown at any time. When the bomb is thrown, all living beings who are in the direct burst of smoke are instantly teleported to the previously drawn circle. The smoke burst is usually enough to teleport four to eight people, and it has a worldwide range. If the circle is disturbed, the bomb will go off, but no one will be teleported.

THE POWDER OF BWITI CL 7

The Powder of Bwiti contains the lingering spirit of a jungle wisp, trapped in a bottle, and when the dust is sprinkled over a corpse or carcass, the spirit temporarily possesses the body and can access the mind of the body's former owner. It will linger for about a minute, ready to answer questions by accessing the memories and feelings from the dead body. The spirit is friendly and will leave the body after a minute and never return. There's enough dust in the container for one use. If used on anything else it does not affect it.



DOWSING DEVICE

CL 7

The Dowsing Device is an enchanted Y-shaped handle of some sort, with a pointer in the front end. It is decorated with various occult pebbles and trinkets but can be anything from a bike handle to an ornamented wooden artifact. With the use of either a mechanical interface or mystical attunement, the user can adjust the device to point towards a specific material or object. The user rolls **WIS + RITUALS**, and the difficulty depends on the target:

TN 5 for materials (*wood, water, clay*)

TN +2 for single specifics (*oakwood, fresh water, molded clay*)

TN +2 for mixed materials (*house, car, watch*)

TN +2 for a specific item (*my fathers' car, my brother, the Oritcze vase*)

A person can only roll for each item once; if you fail, you are not attuned to the object or material enough.

JARNGREIPR

CL 7

These powerfully enchanted gauntlets are one of a kind. Forged in the fallen frozen empire of Ennead, the gauntlets change size to fit their handler, and they are completely indestructible. The insides of the gauntlets are cool and dry, and the outside of the glove is protected from all sorts of energy, from kinetic and electric to mystical and Vagrant. The gloves make a difference between outgoing and incoming force, so a human can't use the glove to punch through a wall, but can make an incoming semi-truck crush itself against an upheld glove. Any sharp debris could still hurt the person, but all forward kinetic force hitting the hand would be absorbed.

ASP THE SERPENT

CL 8

Asp the Serpent is the legendary self-swinging sword of King Nebuchadnezzar of Babylon. The sword is shaped like a snake and feels alive when you hold it. The sword is intuitive, and it almost swings on its own. You can see the sword twitch in its sheath when its holder is angry.

The sword is a sharp melee weapon, with damage 4. It adds one automatic Success Level to each **MELEE WEAPON** roll the wielder makes.

C.R.O.P. (CLOSE RANGE OPENING PROJECTOR)

CL 8

The CROP is a special projector that creates temporary close-range portals. There can only be two portals active at a time, and they must be within proximity of each other (*100 yards.*) The portals are about the size of a large Ogri, some nine feet across. When there are two portals active, they create a gateway between them. The gateway is fully open, and you can both see across them and walk or throw stuff through. The gates last an hour unless the CROP wielder closes them manually. After the one-hour cooldown, the gun can be used again. If the gates close with something in it, that something is cut clean off. No known magic or material can prevent it.

PNEUMA PHILTER

CL 8

The Pneuma Philter is an expensive and scarce alchemical concoction, that needs to be drunk in one go to be effective. It immediately turns the consumer to incorporeal form, a shadowy ghost made of untouchable mist. The consumer cannot touch or be touched, but she can turn visible or invisible at will, fly at running speed, and speak in soft, airy whispers. She can see and hear, but not touch or taste. Her possessions on her person are turned as well, and return to their original form when the effect wears off. They are unusable in incorporeal form. The effect lasts an hour, and the user gets a sense of when it starts to wear off.

LEOWOLD ARV55

CL 9

The Leowold ARV55 is the best aviating recreational vehicle built in the Multiverse. It combines the sleek Donum design made popular in many ground vehicles on Earth, with the advanced propulsion system from Clan Yaimoloth of Kald. The ARV55, or “flying car” as the agents say, can hold up to six passengers, reaches 0-100 mph in four seconds, tops out at 220mph, and turns on a dime. It is bulletproof, soaking up damages of 8 or less like they are nothing. Drive safe!

PICAYUNE WIDGET

CL 9

The Picayune Widget (*the PW*) is used to shrink non-living objects. You attach it to the building or thing you want to shrink, and turn the knob until it reaches the size you prefer. The weight changes accordingly. No living things are affected, so if you shrink a house with people in it, either the house or the people in it will be crushed, depending on the house’s structural integrity. The shrunk item stays attached to the PW, and regains its full size when de-attached. It is recommended to re-size all objects carefully with the knob to avoid accidents. The PW can only hold one item at a time and can shrink anything the size of a skyscraper or smaller.

THE GREEN ARMOR

CL 10

The Green Armor was once fashioned for a knight on medieval Earth and was inscribed with various runes of binding and protection. The armor is now found as four protective vests, three of which are in use in the CCI. When someone wears the vest, it puts a spell on the wearer that makes him or her unable to die, and immune to pain. The wearer can lose limbs, and the limbs continue to work at their master’s command and will merge completely with the body once reattached. The body will heal entirely on its own, but at a regular pace. It is not uncommon for agents to be hospitalized for weeks after a mission, before they can safely remove the armor. Once the straps are loosened, the magic wears off.



The wearer does not roll for death or unconsciousness and has a damage reduction of 4 while wearing the armor.

HELM OF HADES

CL 10

This helm was generously given to the CCI by the god of house Hades, as a token of good will towards the bureau. The wearer of the helm becomes utterly invisible to all forms of sight, including magical. It’s a sentient spell, so all kinds of visual exposures are negated (*throwing flour on the wearer turns the flour invisible as well.*)

The wearer still leaves tracks, but not where she is standing, only when the tracks aren't covered by the spell, as the wearer walks away.

The wearer can still be heard, smelled and felt.

THE HENLEIN INSIGHT

CL II

The watch called "*Insight*" was created on Earth, by Peter Henlein in 1512. This seemingly ordinary pocket watch has machinations that mimic the movement of time itself, and by winding it up and turning the clock backward, it shows the user visions of the past, like ghostly shadows twirling around her. She cannot touch or affect the past, only view it, from the point where she stands. The clock must be turned back by hand, and every twist of the screw turns it back one hour. The clock cannot be shifted forward.

MARMOSETI SUITCASE

CL II

There are a number of Marmoseti suitcases out there, of different calibers. The CCI suitcases typically look like trunks or regular suitcases, but the space inside is folded many times, creating a large room inside the case. The interiors are roughly the size of a three-room apartment, and each suitcase is full of furniture and equipment. If you're lucky, the last users left the place in decent shape. The weight of the suitcase is constant and quite heavy. The suitcase is actually an advanced portal to a pocket in space, so shaking the case does nothing to the room.

NECRONOMICON

CL II

One of the most infamous books in the history of the Concord, the Necronomicon is not that scary by its own design, but rather by its potential. It is a hefty tome, covered in the skin of some twisted Vagrant. Inside it, you find the blueprint to magic. It lets you understand almost any kind of magic or ritual, and can be used to create all sorts of rituals like dispellings, exorcisms, summonings, and opening rifts.



The only limitations are the user's imagination and the amount of sacrifice. Depending on what the ritual will do, there needs to be Aether sacrifice of the same potency. An animal fuels a minor effect, like a seance or a blessing. A person is enough for a moderate effect, like dispelling a ward or putting one up. If you want to open a rift to another world, you need perhaps a dozen people or a rare artifact. Humans as sacrifice won't do since there is virtually no magic in them. A ritual takes between one to ten hours.



THE DEVASTATOR

CL 12

The Devastator is rolled out on two occasions: when you need to destroy something big or when you need to create a big crater. It comes with a hover-truck and must be managed by four people. It has 30 shells stored, and it can take down almost anything. Most of the rounds are standard explosives, but the science team at CCI HQ can create specialized shells should the need arise.

The Devastator is handled by four people who roll either **FIREARMS, DEMOLITION, PILOT VEHICLE,** and **MECHANICS**. If all rolls are successful in the same turn, the Devastator hits and does 10 dmg times the total number of Success Levels.

HEAD OF THE SERPENT

CL 12

The Head of the Serpent was retrieved from the high priestess of a massive cult, who used the magic artifact to amass followers and wealth before she was ultimately stopped in the nick of time. All who view the wearer of the helm feel compelled to her, and feel an intuitive bond or connection. They still need to be convinced to obey orders, but sooner or later they become totally entranced.

The wearer gains an automatic Success Level on all social rolls and can push the limits a bit on what she could ask as a favor. The recipient would feel like their best friend is asking, a friend they have faith in.

DIVINATION KIT

CL 12

The divination kit consists of reading bits and a flowstone. When the divination ritual begins, the flowstone is placed among the reading bits, and the ceremony starts. At the end of the ritual, when the user is attuned to the Flowstone, she asks a question about the future. The flowstone disappears, hurled into the future by the magic, to the spot most vital to the question. The reading bits are hit in the present by the wave, and the reader may interpret the answer. The Flowstone can only tell of a future that would have been, had the user not looked.

Once the Flowstone is gone, the reading bits become scrap, useless trinkets that might be tradable with gullible natives, if you are of the crueler kind.

The user may ask a single question, and the answer may be somewhat vague, interpreted from runes, cards or bones.

THE COILING DEATH EATERS

CL 13

The Coiling Death Eaters are magical wormlike parasites that feed on death. If you let one slither down the throat of a recently deceased individual, the worm will fester and eat the death in the body, shockingly and abruptly bringing the person or animal back to life. This will not work if the subject has been dead for more than a day since the trauma to the body becomes too severe for the worm to consume. After the subject is revived, the worm crawls out from a random body opening and shrivels up and dies.

EXPERIMENTAL MOBILE PORTAL

CL 13

The Mobile Portal is all new tech from the Bazaar, and it consists of a portal frame, batteries and a control device. Once the Portal is assembled from the crate, it can be lit and directed towards any portal in the regular network. It is completely stealth, so there is no way of connecting to it from somewhere else. It takes about an hour to get it assembled, and five minutes to open and direct the portal.

PROGRESSION

When the agents succeed or fail in missions, they gradually get better at their job. They will get more dots in Veterancies, Clearance Levels, and Skills, as well as higher Basic Attributes.

At the end of each adventure, the characters will gain free experience points to distribute as they like, as well as Veterancies and CL, which are more specific.

VETERANCY

Veterancy represents the ability to stay calm in different situations. The agents spend Veterancy Points during missions to get special effects and to succeed in rolls that would otherwise fail. Any spent point is regained at the end of each mission; they are only spent temporarily. If you look at a Character Sheet, you will see that each Veterancy has one line for permanent dots (*circles*) and one line for tenths. When an agent gains points in Veterancy from different situations, she gains tenths. A tenth has no value of its own, but when a full row is complete, and the character has ten tenths, she removes them all and gains a permanent dot. The dot can be temporarily spent during missions, and return in full when the mission is over, or the character takes a long rest. There are three ways to gain tenths: by receiving the negative Red Die (*handed out as a penalty by the GM*), by fumbling a roll (*getting a negative result*) or fulfilling a criterion at the end of the mission (*or adventure, if the agents go rogue*), from the following list:

CONFRONTATION

The agent...

- ...was in a physical conflict.
- ...ended a physical conflict without anyone getting hurt.
- ...used inventiveness to gain the upper hand in a fight.
- ...had the chance to watch a superior foe fight.

INFILTRATION

The agent...

- ...told a lie to an antagonist.
- ...avoided getting seen by an antagonist.
- ...used inventiveness to avoid or trick a foe.
- ...got deceived by someone unfamiliar.

OBSERVATION

The agent...

- ...found something hidden or secret.
- ...deduced something useful or true.
- ...used inventiveness to gather information from a person or place.
- ...accidentally spilled a secret or other sensitive information.

EXPLORATION

The agent...

- ...got exhausted from non-combat physical tasks.
- ...found something hidden or obscured that she wasn't looking for.
- ...used inventiveness to manage in the wilds or a hostile environment.
- ...got utterly lost, contracted an illness or got poisoned by being careless.

SCHOLARSHIP

The agent...

- ...used general knowledge to solve a situation.
- ...gained actionable knowledge by analyzing or studying.
- ...used inventiveness to create or use an item to her advantage.
- ...Made a wrongful assumption or failed at a task that would have significantly benefited from proper preparation.

You can go through the list together, and the players can justify how they think they've filled the criterion. Each criterion is worth 1 Tenth. Red Die and fumbles give one tenth in the Veterancy corresponding to the Scene.



CLEARANCE LEVEL (CL)

When solving missions, or, to be more specific, Mission Objectives, the agents rise in the ranks of the CCI. Each agent has a Clearing Level that gives them a better pension and access to more classified information and equipment. Many agents see their Clearance Level as an essential measure of their prowess in the Agency. When going out on a mission, the agents pool together their CL and get to check out equipment from the armory for that pool total.

When gaining CL, the character gains Tenths. If you look at a Character Sheet, you will see that Clearance Level has one line for permanent dots (*circles*) and one line for tenths. When an agent gains points in CL from finishing objectives, she gains tenths. A tenth has no value of its own, but when a full row is complete, and the character has ten tenths, she removes them all and gains a permanent dot.

Each Objective is worth a different CL.

A Main Objective is usually worth two to four tenths, a Secondary Objective is worth one to three, and a Minor Objective is worth one. The specifics of each Objective is generally known by the agents when a mission begins, but not the reward. If you, as a GM, want to, you can have the agents roll to write the report at the end of a mission. Only one agent may make the roll, and no Veterancy may be spent. The agent rolls **CHA + CONVINCE** (TN 7). If she succeeds, all agents gain one extra CL-tenth per Success Level. If she fails, the group loses one CL-tenth.

Each time an agent gains a permanent dot of Clearance Level, she may choose a reward from the list below, for time well served.

- Permanently acquire an item of a CL equal to the agent's new Level: -2.
- A one-room apartment on Concordia Prime.
- An apartment on Concordia Prime with one more room than before.

The agents start by living in the CCI living quarters, resembling military or prison barracks, with ten bunk beds in each room.

EXPERIENCE POINTS (XP)

After each mission (*or adventure, if the agents go rogue*) the agents gain XP. XP are free points that can be used to buy different improvements for their characters. The ratings differ, as some things are more expensive than others.

At the end of a mission, each character gains 1 XP per achievement if they;

- Learned something new about the world.
- Overcame a hardship or conflict.
- Did something that fit her persona, rather than acting mechanically.
- Had a player who respected the other player's time and effort.
- Had a player who entertained someone else in the room while remaining focused on the game.

A character can only benefit from each achievement once each mission, for a maximum of 4XP.

As a GM, you should discuss each bullet point with the players, and make them justify the decision. When they have gained their XP, they may spend it (*and any saved XP from previous missions*) on the things on this list:

IMPROVMENT	COST
+1 TO A BASIC ABILITY	5
+1 VETERANCY TENTH	2
+1 SKILL DOT	6
NEW SOCIAL PERK	7
NEW KNOWLEDGE PERK	9
NEW PHYSICAL PERK	10

It's up to you as GM to restrict players from buying Perks that you find unrealistic that the character would develop. Veterancies and Skills can't exceed their maximum level.





ADVENTURE



The fourth thing an agent learns is to trust in the mission. The mission is the single most fragile string of trust between the agent and the Agency and can never be broken by either party. The agent must know in her heart that the mission is relevant and good, and the Agency must know that the mission will be carried out at any cost.

OPERATION: GENESIS



This is the introductory scenario for Agents of Concordia. If you are a player and will not be Game Master for this Adventure, do not read any further. If you are planning to be GM, I advise you to read the adventure in full before you start playing.

LAYOUT

The adventure is a semi-sandbox. The players are dropped in the middle of nowhere and have an assignment that needs to be done within a set timeframe. The objective is clear, and there are plenty of things that need attention. The drama will seek the players out if they don't seek it out first, and if they do nothing, they will fail their first assignment. There is no given order to solve the different situations; it's in the hands of the players.

The adventure is cut into three large parts: the Hook, the Line, and the Sinker.

Some part of the story is written in such a way that it can be read out loud for the players. You may do this if you wish, but it is perfectly fine to read it yourself and retell it to the players in your own words.

HOOK

The characters get a mission to procure a safe place for a protected individual going into hiding. The bureau has selected a small village in the jungles of Omeyocan, far from the protected individual's natural enemies. The characters have three days to secure the place before she arrives. Can they clear the site of drama before the time is up?

LINE

The place is riddled with drama, and the characters need to be quick in making decisions if they are going to subjugate or befriend the unsavory local elements. Can they turn potential threats into protectors, or do they handle things by the book?

SINKER

The girl arrives, but she is not alone. Questions arise, and trouble is brewing; some characters in the village are not whom they seem, and some are outright dangerous. Can they root it all out, or will they leave the girl in an unsafe environment?

SETTING OVERVIEW

The unnamed village is small, made up of about 100 houses, and sits in the middle of the jungle on a tropical island in Omeiyocan. It is set far from regular society, and house a wide mix of different non native species and cultures. There are about 400 residents in the village, and most of them do not have electricity or other modern commodities. The whole town is non-economic, and all work as hard as they can, and get food and items for free from the general storage. Those who slack off are cut from the privilege of the warehouse, though this is not common. When the players arrive, there are no punishments carried out, save for the ration cut for the Amaro family (*more on this is in the "behind the scenes" section.*)

The island is peaceful, and has no predators larger than wolves. There is only one other settlement on the island, a small fishing village that serves as a harbor. Many residents live on Eco-farms, growing fruit and vegetables amongst the jungle trees. At first glance, the place seems like a real paradise.

BEHIND THE SCENES

The village is not safe. There's a doctor, Wayland Cetrix, who is hunting the girl. Several years ago, he used divination to see that she was coming here, but the vision did not show when. Averland came to the village five years ago, and has waited ever since. If he can harvest her precious and exotic organs, he will be set for life.

There are a few other problems here as well; most of them provide moral dilemmas for the characters. Should they let the villagers live their lives, or should they interfere in all their business while trying to make the place safer?

There are six major goings-on in the village apart from the main threat of doctor Cetrix, and they are of different scopes.

- A small family is handling a farm in the outskirts of town. They are afraid that the presence of agents means that they have been discovered. They are on the run from the Concord, due to a smuggling scheme that would have led to their incarceration. They protect the village from intrusive wildlife, but they do not have paperwork or licenses for their weapons. They will not try to harm the players unless they feel that their freedom is being threatened or questioned.
- There is a family feud between the manager for the community center and the Amaro farmer family. The farm's new line of crops has not gone as well as they had hoped, and they have used a secret chemical mix to try to grow their new fruit, but it has made the whole batch poisonous instead. They have to keep it a secret as well, as agricultural chemicals are prohibited on the island. On top of that, the community manager is reluctant to give them food from the community storage, as he believes they are secretly harboring food from the rest of the town (*they have not told him about the unlawful use of chemicals, that have turned the crops bad.*) The Amaro family's mother will try to poison the players and blame it on the community manager, Wya, taking advantage of the new arrivals.



- There is a cave in the jungle, a big sinkhole hidden amid the thick jungle tapestry. Youngsters come here to explore, play around, and challenge each other in different dares. This poses no threat, but there might be more hidden in the underground ruins in the caverns.

- There are a couple of older men who get quite loud about their despise for the Concord, as soon as they get mead into their bodies. They're not a threat, but if the characters take offense, it might blossom into a fight.

- Some local kids are sneaking around at night, trying to steal sweets from the warehouse.

- The town will arrange a feast for the agents after two days, where the Amaro family mother will try to poison the agents, kids will sneak off and get into fights, and some giant sea crabs will wander into the light from the dancing flames and become frightened. Oh, and the village coordinator will accidentally burn the whole village to the ground with unsafe fireworks.

During the mission, these happenings will be included in the setting, but depending on where the agents are, they might miss them or be affected by them in different ways. They will have to use their investigative Skills to find out what's going on, and how they can prevent or deflate dramatic and volatile situations.

HOOK

LOGISTICS

On this mission, the characters get no special equipment. They may check out equipment from the armory after they get the mission briefing. *(They may check out items for a total value of their collective Clearance Level.)*

MISSION BRIEFING: OPERATION GENESIS

Primary objective: Precautionary security detail (4 CL)

You are going to a location that has been selected as a secret hiding place for an individual who needs special protection.

Your primary objective is to secure the area and defuse any possible threat to the protectee. The protectee is sensitive to stress, so there must be no risk of commotions, stressful situations, or dangerous situations. The selected spot is highly classified, so you will be traveling incognito.

The Protectee will arrive with an escort detail after three days, and you will remain until all stressful incidents have been diffused or five days have passed in total.

Your contact in the hiding place is an Omeyocan called "Pacar," and he will meet you upon arrival.

SECONDARY OBJECTIVE:

Confiscate dangerous Items. (2 CL)

Confiscate and secure any unregistered weapon or otherwise hazardous item, and return them to the CCI for evaluation. (2 CL)

MINOR OBJECTIVES:

Protect civilians (1 CL)

Minimize damage to nature (1 CL)

Minimize damage to infrastructure (1 CL)

You will need no special equipment or financial aid. Checkout from the armory as usual.

SERVING THE MISSION

You can start the adventure in any way you like. The two recommended ways are either to begin the adventure at the CCI hub or to put them on a boat to the island. If you begin the adventure at the hub, you'll let their assigned executive director give them their mission briefing, send them to the armory for item checkout and then let them step through the gate. This is a bit of a slow start, so it is only recommended if you have a lot of time, or you are in a more extended campaign where you want to dig deep into the characters and their connection to the CCI. The other way is to place them on the boat heading from Omeyocan mainland to the island. Tell them the mission and what's going on, and give them the opportunity to decide what they checked out from the armory.



ARRIVING AT THE ISLAND

The Omeyocan sea is clear, warm, and washes its bright cyan colors against sunbaked sand beaches. It's reminiscent of tropical Oceania on Earth, and it is absolutely stunning. The large wooden catamaran cuts like a skimming arrow through the tropical water, and in the distance, the jungle-island of your destination starts to take shape. There are a lot of passengers on the boat, most of them Acaan islanders who've been to the mainland to buy and sell supplies and visit friends and family. The ship stops at a lot of different islands, and the full tour takes many hours. The boat stops and drops you off at a small fishing camp. It is hot under Inti, the blazing ball of raw Aether that slowly drifts over the sky. The air is moist and smells like seawater and warm sand. An old Acaan in a tall headdress greets you at the pier:

Hey, glad you could come! Inti bless you! I got the quick briefing from Concordia Prime; we'll be delighted to have you! I'm your contact, Mr. Pacar. I know it's on the down n' low, so I might as well tell you what they told me. You are here to scout the area for different suspicious activity, to make way for a lady who'll be staying with us indefinitely, and she needs a quiet place to settle down. After that, we tell no one about her, and just welcome her to the community. I haven't told anyone else, I thought I'd leave that decision to you. It's a good community, and easily notified or assembled if needed. If you want anything else from me, let me know. I've arranged a large hut for your accommodation, and after that, I thought she could have it.

The Omeyocan elder offers to carry any bags that the agents might have, but he only has two hands, and he looks quite old. He leads them through the jungle, on a small path covered in wooden planks. After about 40 minutes of walking, and after passing a few crossroads along the way, they arrive in the village.

The village sits in the middle of a clearing and is composed of huts made from giant, hollowed out gourds, enforced with straw and clay. In the middle of the village, a large community center is visible, along with a two-story hut with big balconies and a town square in front. The huts are close together, with dirt roads between them. Some have small gardens, and towering palm trees are scattered between the buildings to provide shade and protection from the wind. Electrical poles are thinly spread throughout the village, and one could imagine that only one-tenth of the houses have electricity. The clearing is about one-and-a-half miles wide and covered with huts all the way to the forest line.

Pacar leads the players to a nice-looking hut with a small garden. It has two large rooms downstairs, and a small tower with a bedroom, accessible through a ladder in the living room. It overlooks a small garden enclosed in a fence. The hut is spacious with no doors, except the rickety doors to the garden and to the front. The doors are basic with wooden clasps, and there are no locks, only offering protection from weather and animals.

Old lightbulbs are hanging from a line in the roof, and it seems as if this hut has electricity. *(An observant character could have spotted the path leading to the house on the way in.)* Pacar bids them a good day, and recommends that they present themselves to the Community Manager, Wya, at the center of town.

It's the middle of the day, and the village is stirring with children, workers carrying fruit and vegetables to the community store, and elders playing worn boardgames in the gazing sun. There seem to be a lot of different species represented.

LINE - PLACES

On the first day in this unnamed village, trouble will not come to the characters; they need to seek it out. In general, most of the people in this town will have a happy disposition, and their troubles are quite mundane. The villagers will sooner flee than fight, with a few brave exceptions, should the need arise.

There are many sites to visit in this place:

THE COMMUNITY CENTER

The community center is a large building that resembles an open tavern, facing the town square. Families are eating, some elders are having a drink, and a couple is arguing over chores. The place is not especially crowded, and has a lot of empty seats. If the characters want a drink or something to eat, a bartender named Norma will serve them the soup of the day or a tall glass of fruit punch.

There are a few rowdy elders in a corner, slandering the Concord and spewing disgust over the CCI and their *“crazy controlling ways,”* saying that they’re all a bunch of nobodies and that the worlds don’t need them, and that Vagrants are made up. If the characters confront them, they’re willing to fight until someone presents a weapon. If the agents start a fight here, they will not feel so welcome anymore and will be shunned and looked upon with suspicion.

THE COMMUNITY STORE

The community store is next door to the community center and is essentially a large warehouse where you request something at the door, and a plump Acaan man named Wya will fetch it for you or tell you that they don’t have it. Generally, people can’t come in due to the delicate system of which all goods are stored, but if you ask nicely, Wya will give you a tour.

There’s a lot of locally grown ingredients for food, some imported candies and preserves, some electrical parts and light bulbs, and primitive hunting and building equipment.

Wya will be helpful to the agents, and he will throw together a feast tomorrow night in honor of their new guests. He can also tell them about the places they can visit around town.



THE ARWIN FARM

The Arwin farm is a large treehouse in the thick jungle. There's a path leading there, and there's often at least one Arwin in town to deliver goods. Twenty people live on the farm, mostly Chunas and Atums from house Sobek, with reptilian features. The farm consists of a big swamp with an apple orchard, and a big treehouse some 40 feet above it, accessible by the wooden pathway winding up through the trees. The farm smells like sweet melon mixed with the putrid swamp.

The Arwins will be reluctant to invite the agents into the house and will be suspicious. This is due to the fact that the Arwins were an old smuggling crew that settled down here to avoid the law. They've been here for 15 years, plenty of time to turn their lives around, and now use their combat prowess to protect the town from dangerous animals. They have several weapons in the house, along with a hidden stash of old smuggler booty, and will try to make the characters leave. If they out themselves as agents, the Arwins will be jumpy and become hostile if threatened. They are good people at the core, so they could become an asset if the characters befriend them.

THE AMARO FARM

The Amaro farm is a small farm a good hour into the jungle, with a small Marmoseti family living in house with an enclosed yard. The house is decorated with lanterns, tapestries and an excess of other decorations.

The Amaro family grow sizeable purple fruit from vines climbing the big jungle trees. They will be friendly to the characters, but a bit depressed as their harvest has gone bad for some mysterious reason (*not so mysterious, read on*). On top of that, Wya, the town manager, thinks that they are liars and won't give them food from the supply. The family says that they are starving.

There's many lies here. The fruit has gone bad due to a chemical fertilizer that Dr. Cetrix has ham-handedly thrown together.

Such dangerous chemicals are not allowed on the island, so they have tried to get rid of the evidence. Akka, the Amaro house mother, hates Wya and vice versa. The feud has been going on for a long while, and Akka will try to frame Wya at the feast.

THE JONES' FARM

Close to the village, about ten minutes out towards the coast, lies the Jones' farm. Joan Jones is a human female from Earth that grows edible flowers off the windy cliff towards the sea. She lives alone in a rickety but homely house at the treeline. The flowers make the whole area smell like freshly washed clothes. She is content with life, but worries about the "*giant crab thingies*" that can sometimes be spotted of the coast.

This area contains no drama, but the crabs will be foreshadowing a later incident.

THE OLD RESEARCH FACILITY

At the old overgrown research facility deep in the jungle, lives Dr. Wayland Cetrix, a Lahmian doctor. The facility is large but mostly abandoned and overgrown by trees and vines. Dr. Cetrix is a quiet and humble man and will invite the agents to look around. He has some research equipment, books about plants and herbs, and a garden with different vegetables and fruit. He also has a chemical isolation storage, where he claims that the village disposes of all discarded electronics and other dangerous things they find or produce. The room is indeed full of these things, but the doctor has good order in there, and he secretly uses the dangerous materials to experiment.

If the doctor finds out that the characters are agents, he will be extra careful, as they are bound to bring him his prize, and he doesn't want to risk exposing himself as the fanatic cultist that he is.

THE SINKHOLE

The sinkhole is a large pit in the middle of the island. It is several hundred yards deep, and about 100 yards across. There's only darkness if you look down there. If the characters arrive during the day, they will see teenagers playing at the edge of the hole, daring each other to climb out on branches over the pit. If a character can fly, she can fly down into the dark. At the bottom, in pitch darkness, is the entrance to a giant temple, and behind that, several large halls and winding pathways. This is the inside of one of the old titanic Prismborns, long dead and forgotten in the ocean. The island is formed around its body. There is nothing of value in here unless you as GM get inspired and want to do a short sub-adventure.

THE HOT SPRINGS

Not far from the village is the hot springs, a number of natural pools with warm water. The villagers are bathing and washing clothes here, and children are playing. There's a lot of gossips here, and if the players want any rumors, they can ask around. You can have them roll, and give them an answer for each success they roll:

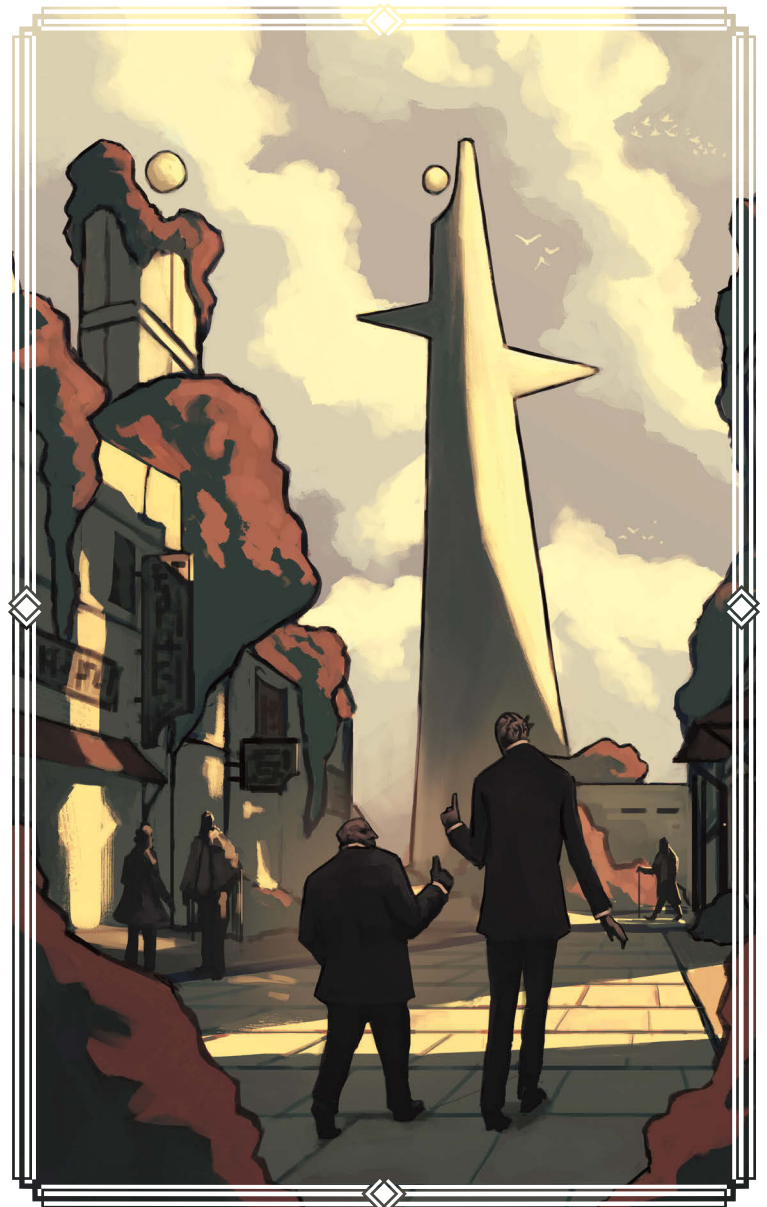
- Akka is a mean old lady.
- The Arwins look mean, but they are nice.
- There's a lot of kids that need better parenting.
- The doctor is a kind man.
- The Arwins have weapons.
- The fishermen are dealing under the table.
- There's a massive sinkhole in the middle of the island.

THE FISHERMEN'S DOCK

The fishermen's dock is where the characters arrived. This is a small community with netters and fishers, and they handle some export and import to the island.

Once a week, a large catamaran arrives to trade, and the villagers from the inland have a shed where they put goods and receive other products in return. Mostly foodstuffs that are hard to grow on the island.

The fishermen are skimming some goods off the top, and are sneaking candy and trading the villagers' things for tobacco. If confronted, they will gruff that it's none of the agents' business, unless they out themselves as agents, in which case they are sorry, and it won't happen again ever.



LINE - FOUR DAYS AND FOUR NIGHTS

If the agents don't stir up drama themselves (*as any good agent would*), things will start to reveal themselves on their own. This is a short list of things that can happen during their stay. If the characters notice any of these occurrences will depend on where they are and what they do. Feel free to move these around if you want, and remember that they might be void if the agents have already acted on them.

DAY 1: ARRIVAL

On the day of the agents' arrival, the rumors quickly start to spread about some newcomers in the village. If the characters out themselves as agents, it will make many people nervous, but most non-criminals will be compliant. Nothing special happens on this day unless the characters evoke it.

NIGHT 1: SWEET THIEVES

On the first night, the characters will see that the village is dimly lit throughout the night by spots of torch fire. There is some movement throughout the night, as kids from the village sneak around, trying to break into the warehouse to steal candy. They will scatter and run if alerted, but if they get caught, they will confess immediately to their crime.

If the characters have told the village that they are agents, one of the Arwin brothers will spy on the characters, trying to find out if they're after the Arwin clan.

DAY 2: ARGUE DAY

On the second day, a fight is going to blossom in town. Akka and two other Amaro Marmoseti will be in town to try and get some supplies from the store, but Wya won't let them have any since he thinks that they are stockpiling fruit that they're not sharing with the town. After a heated discussion in the town square, Wya will shake his head and start walking away. Akka throws a big stone smack in the back of his head, leaving a gushing wound.

Wya will charge Akka, and they will slug it out in the square. Wya will win if the agents don't intervene, and Akka and her two children will swear revenge and limp back to their farm. The doctor will visit the village and look at patients in the community center. He is curious as to what the agents are doing in the town, but he will not ask outright and seem nosy.

NIGHT 2: THE SEARCH

Late in the evening, a search party is forming in the town square, with torches and farming tools in hand. It seems that some of the kids in town have gone missing, and the parents and friends are going to search for them.

The search will continue all night, and at the brink of dawn, they will find them at a camp on the beach. It seems that the kids are all right and that they just ran away from home. If you as GM want to add more drama to this, you could add that the kids don't want to come home, and will fight with their parents before running away permanently.

DAY 3 AND NIGHT 3: THE PARTY

Day three is uneventful, other than that Wya will try to find the characters and tell them about tonight's party in their honor. The party starts at sundown, and the agents better be there! Wya is excited; he has a surprise for them. During the day, the characters will see the party taking shape in the center of town, with food, colorful lanterns, and a long table decorating the village square.

In the evening, the party starts at sundown. There's dancehall music coming from an old crank gramophone, and many people laughing and eating. The agents get to sit at the end of the long table, as honored guests. The site is lovely, and Wya has a big surprise to start the party off! It's something new from the Concord, and it's called lightsplotions! As the characters might guess, they are actually called fireworks, and they've been around for millennia. About half of the villagers come from outside Omeyocan, so they can also imagine what he means. Wya proudly presents a big wooden crate filled to the brim with skyrockets, mortars

and different ground effects, packed tightly in the box, pointing in all directions. He shouts “*Let the festivities begin,*” and happily shoves a burning torch into the box. If the characters are fast, they may try to stop him. No other villager is quick enough.

Set the TN to 8, and let them be creative as to how they stop him. If they succeed, the chaos is averted. He will try to convince the characters, who obviously know a lot about lightsplosions, to fire off some rockets in a safer manner. If they’re not quick enough, the box explodes, scorching the closest attendants and sending them flying through the air. Rockets start to fly all around the square and the characters, exploding in a blinding display of colors and deafening cracks and explosions. Fires blossom from the nearby huts, and the villagers run for the hills screaming. If the characters do not find a way to put out the fire, the whole village will burn down. After a while, amid the chaos, three crabs, each the size of a large Van, comes charging from the jungle into the panicked inferno, adding to the confusion. They attack the buildings, the characters and everything moving or on fire. They were resting on the shore when the explosions started, and they got frightened and angered. Their stats are at the end of the adventure, but they use the template for a large beast.

If the characters stop Wya from accidentally setting the village on fire, the crabs will still come charging if the fireworks are used safely.

The characters will be offered fruit punch to drink. Wya pours the punch, and he pours the same punch to many of the close guests. The agents’ cups are laced with poison. Enough to kill an average person if untreated. If the characters drink the poison, they will feel queasy after a few minutes, and start vomiting after half an hour. Akka will immediately begin to accuse Wya of the heinous crime and demand that he be exiled from the island. The others will not hear her out, and try to fetch the doctor to tend to the characters. Dr. Cetrix will arrive after another 30 minutes (*he was not attending the party*) and treat the characters. If left unchecked, they will lose one point of health every 5 minutes until they first fall



unconscious, and then die. Dr. Cetrix will treat them, but if he doesn’t trust them, he will also give them a sedative, rendering them sluggish and feverish the coming days. The treated characters gain a **CRIPPLE** on all rolls that require fast thinking. The doctor says that this is normal, but it is, in fact, a spike he deliberately gave them to make them easier to handle.

In any case, the night will probably end in a tragedy of some sort. If by a miracle, no fireworks are fired off and no one is poisoned, the only thing that is happening that’s out of the ordinary this night is a drunken fight between a few of the youngsters, ending in a broken nose and some curse words.

SINKER - DAY 4: ARRIVAL AND ATTACK

DAY 4: ARRIVAL

On day four, the protectee arrives. She is a mature Faun named Blithe, and she is pregnant, looking like she is in the third trimester. Any character with occult or species knowledge knows that Fauns cannot become pregnant, and this is something utterly unique. She will arrive with a small security detail of one CL 6 Oгри in a black suit. He is an Oгри of few words and will help the Faun to her new home. Pacar will escort her to the hut where the agents live and inform them that she will live there now. The Oгри agent is her caretaker and will stay with her. If approached, she speaks in vague, half completed sentences as her mind seems to float into the distance.

Now, the characters have the option to return to base, if they feel that the island is secure. If Dr. Cetrix is subdued, the Arwins are either recruited or defeated, and the feud between Akka and Wya is handled, they should be good to go. If not, tragedy will strike, and the Faun will be murdered by Dr. Cetrix the next night.

NIGHT 4: THE ATTACK

If they decide to stay for another night, Dr. Cetrix will try to murder Blithe. He will sneak out in the middle of the night, using a concoction of his own design that makes him invisible to the naked eye. He will then proceed to stalk the characters, try to kill them, and finally make his move on Blithe. How the characters intend to stop him is up to them, but there are some ways to detect the invisible stalker:

- He still smells, and quite strongly from the chemicals he works with in his lab.
- He still makes sounds, and a **TN 7 CAUTION** roll will detect his arrival. With one additional Success Level, the listener can determine that the tapping sound of sneaking feet comes from the north, and with a third level, the sounds come from an empty street to the north.
- When he attacks, he will try to assault his victims with nearby objects, throwing lanterns, sticks, rocks, and other items. He doesn't want



to go in with his bare fists, as he doesn't want to be grabbed. All items he is holding are still visible (*he is naked*).

- If he has the chance, he will try to catch Blithe. He knows that she will be visible, but if he thinks he has the opportunity, he will sedate her and carry her to the lab in the woods, and she will never be heard from again. Dr. Cetrix will then be a rich man, rising quickly in the ranks of his occult society.

If the characters knock him down or manage to grab him, the potion will wear off in 4 hours. He will not give up his friends, but he will admit to being interested in "harvesting" the girl.



LINE - CHARACTERS

PACAR, ACCAAN ELDER

Pacar is a grey old Acaan, suntanned with lots of smile lines and crow's-feet on his face. He has a long white beard decorated with beads and rings. He is old and slow moving, though his body suggests that he once was strong and explosive.

Pacar is generally friendly and will help as many as he can, as often as he can. He is one of the elders of the village, and contact person for Concordia officials. He has a radio and electricity in his shack.

WYA

Acaan Community organizer Wya is a hefty Acaan, with dark brown hair and big horns. He is dressed in bright, colorful clothes, and he almost always smiles, wearing his heart on his sleeve.

Wya is exceptionally proud of being the community manager. After all, that's almost as good as being the leader for the whole village! He will often speak for the entire village, which some will point out, he does not have the authority to do.

Proficiency: 3
Target Number: 6

WAYLAND CETRIX

Occult Vivisector Wayland Cetrix is a tall male Lahmia, hairless and with large dark eyes. He always wears a patched-up lab coat, and an old suit underneath. He is well spoken, collected and interested in what others have to say. He often speaks of his past but lies fluently about the dark parts. He presents himself as a doctor of medicine, but he is really a Vivisector, a surgeon who experiments on living creatures.

Wayland is an up-and-coming member of an occult order; the Order of Lymantria, or as it's commonly called; The Order of the Moth. The Order of the Moth is a secret sect, where the members inhale moth dust from a sacred

Vagrant moth to gain visions of the future. They slowly mutate, slowly becoming moth creatures, and start to get detached from the here and now, acting only on future events and premonitions. They are motivated by greed and power, trying to get to the Singularity.

Wayland has hardly taken any dust yet and has no mutations or mental issues. He came to the island many years ago, with the premonition that there would come a girl with innards of pure gold for the taking. He has not forgotten his mission, and even if he has become a part of the island community, he yearns for the day he gets to go home.

Proficiency: 3
Health: 16
Target Number: 6

Attack description: Natural weapons
Attack hit: 8
Attack damage: 4

AKKA AMARO

Marmoseti family mother Akka Amaro is the matriarch of the Amaro family. She is an old Marmoseti with gray fur, a comfortable yellow dress and a ridiculous amount of homemade jewelry. She is loud, blunt, and a bit offensive. She can be quite deceiving, and she often plays the victim.

Akka is also a bit greedy and has for many years tried to get the island to export more substantial amounts of fruit, tearing up the deforestation ban. She tried to achieve this by becoming the community manager but failed in an open vote against Wya. She convinced Wayland to make a special fertilizer, that accidentally turned the Amaro farm's fruit poisonous.

Proficiency: 2
Health: 8
Target Number: 7

Attack description: Sidearms
Attack hit: 6
Attack damage: 3

**AMARO FAMILY MEMBER,
MARMOSETI FARMERS**

The members of the Amaro farm are all Marmoseti. They are rejects from The Bazaar, and they all have farmer's clothes with some accessory to remind them of home, like a turban or some dangling jewelry.

They leave most of the talking to Akka. If they are threatened, they fight with various pliers and shears.

Proficiency: 2
Health: 6
Target Number: 5

Attack description: Sidearms
Attack hit: 6
Attack damage: 3

KNOTBACK ARWIN

Chuna swamp farmer, ex-smuggler king
Knotback is a large man, with broad shoulders and back. His Chuna-gift from his god is an alligator-like back and tail. He still has the face of a scarred Atum brute, but his alligator mantle begins at the top of his head and spreads downward and finishes in a broad tail some two yards long.

Knotback is a crude but honest man. He has lived a rough life as a runaway smuggler, and he has the scars to show for it. He runs his crew with respect and dedication, always taking most of the workload himself.

Proficiency: 3
Health: 12
Target Number: 8

Attack description: Sidearms
Attack hit: 8
Attack damage: 4

**ARWIN FAMILY MEMBER,
ATUM SWAMP FARMERS, EX-SMUGGLER**

The Awrin "*family*" consists of 20 members, comprised of mostly Atums and a few low-level Chuna. They have an emerald-colored second skin, and are all covered in extensive emerald colored scarifications.

The gang settled on the island some 15 years ago, and they have turned the village into their protective territory, guarding their new friends from the shadows like watchdogs. They have an arsenal of homemade weapons, but they do not carry them out in the open, as weapons are forbidden.

Proficiency: 2
Health: 8
Target Number: 6

Attack description: Sidearms (homemade weapons)
Attack hit: 6
Attack damage: 3

**GRUMBLERS,
COLORFUL GIANT CRABS WITH BAD TEMPER**

A grumbler is a crab-like creature, native to Omeyocan. They have exotic color patterns, reminiscent of tropical fish, with bright reds, blues, and white. They have long stems with black eyeballs, and one big battle-pincer and one smaller for feeding. They are about three yards high and three yards across. Their pincers can easily cut through the trunk of a car, with pure strength, and they're large enough to grab a human.

The grumblers are mostly friendly, but if they feel threatened, the smaller ones will retreat to the hives and the larger ones will move toward the threat to attack. If there were to be explosions or fireworks, such behavior would be triggered.

Proficiency: 3
Health: 20
Target Number: 6

Attack description: Natural weapons
Attack hit: 8
Attack damage: 4



BLITHE, FAUN VIRGIN MOTHER

Blithe is a sweet girl, a fair-skinned and oaken-barked faun with small antlers and big eyes. She is pregnant in the third trimester, so her belly is clearly showing. She has a ceremonial toga, which makes her look even more regal.

Blithe is soft-spoken and walks softly and slowly. She seems utterly confused in her calmness, almost drugged; a side effect of her pregnancy but this may raise concern. She is compliant to all kind demands.

Proficiency: 3

Health: 10

Target Number: 8

Attack description: Fist

Attack hit: 3

Attack damage: 1

SLAG, OGRI SPOOK CL 6

Slag is a large, by the book Ogri with a black suit, black shoes, and black shades. He doesn't smile or talk much, and almost always works alone. He has no visible equipment other than the gun that can sometimes be seen through his jacket.

Slag is a good guy. He has never-ending patience, but he is exceptionally explosive if he decides to take action. He is dedicated to protecting Blithe, and will not take orders from the other agents, nor will he give them. *"You have your mission, I have mine,"* is his standard answer. He will not give away any details of what his mission encompasses to agents below CL6.

Proficiency: 3

Health: 16

Target Number: 7

Attack description: Fist

Attack hit: 6

Attack damage: 2

ENDING THE MISSION

This mission might end in multiple ways. The characters might expose Dr. Cetrix early, and glide through the mission, or they may miss it altogether. If you want to end with a finale, you may push the characters to either stay and protect Blithe, or have the fireworks explosion expose Dr. Cetrix.

Don't be afraid to cut to the debrief. You might do it as soon as a shot is about to hit the head of Dr. Cetrix, or as soon as the crabs are defeated. It's up to you if you want to wrap things up and end on a high note. As long as the characters don't feel cheated if they had some cool plans left, you can do a cutoff to end a pleasant evening in the game room. Cut to the debrief with their assignment officer saying *"Well, what happened next?"* You could let the characters explain in their own words how they felt it would have ended.

When you have finished the mission and the debrief, award the characters CL equal to the objectives they achieved, and follow the rest of *"Progression"* on page 165.

LAST NOTES

Remember to wing it. Remember to hand out **CRIPPLES, SUPPORTS** and Target Numbers (TN). Remember that it's not a competition. Remember that it's nicer to kill off new characters than experienced ones, and remember to make it memorable if you do.

Last of all, and by far the most important, remember that you are all responsible for each other's entertainment. Have fun, give fun!



PLEDGERS

CLEARANCE LEVEL 1: TRAINEE

Alan the Alpal, Alton C. Capps, Anders Jonsson, Andrew Chirgwin, Chris Eliassen, Clayton Notestine, Cory Aughenbaugh, Doug Grimes, Ed, Eirik Gronlien, Erik Lagnebäck, Haevermaet Anthony, John Bowlin, Juha-Matti Marjamaa, Kristofer Norén, Landon B, Lunchkunn, Matt Evans, Michael Tree, Patrick Chapman, Pavel Gurov, Petter, Renegade Game Studios, Terrieux Hubert, Trip Space-Parasite, Vincent Arebalo,

CLEARANCE LEVEL 3: STATIONARY AGENT

Aaron, Aaron Lim, Adam, Adam, Adam Boisvert, Adam Neisius, Adumbratus, Airsaber, Alcethenecromancer, Alex Katrenick, Amelia Ng, Anders Lindberg, André Markund, Andrew Peregrine Anthony "LibrariaNPC", DeMinico, Mysterious stranger, Bavo, Bee Bolen, Ben Hall, Ben W, Björn, Blangis, Brian C. Kapaun, Bryan Jones, Caraig, Carol Darnell, Catriona Beamish, Céline Badaroux Denizon, Chandler, Chris Stewart, Christopher Avery, Chuck Dee, Cody, Contesse, Craig, Damian Guitian, Daniel Kraemer, Darren Richley, David Ginsburg, David Queen, David Stephenson, David Yellope, Didas_94, Diontae, DivNull Productions, Dmitry Baranov, Drew Wendorf, DrewSouth, E.Powell, Eleanor Hingley, Emily Holder, Eric Troup, Firanaï, Fr. Thomas Bailey, OSB, Frank Mitchell, Frida Irenè Blom, Geefax, Graeme Doherty, Greg Conant, Harry Nelson, Ian Borchardt, Ida Nyman, Iseir, J-P Spore, Jacob & Natasha Germany, Jakob Øelund, James Meredith, Jan Kubis, Jens Alm, Jessica Huang, Ji K Lim, Jisoo Lee, Joel, Joerg Sterner, Johannes Läufer, John, John Daly, John Di Pietro, Jr., Jon Terry, Jonathan Korman, Jonathon Dyer, Joseph Schutte, Joshua Straub, Kaira Murphy, Kenneth, Kevin Serrano, Krister Lundmark, Kristopher Volter, Kwangmin Kim, Kyle Burckhard, Laura, LORANGE, Luc Teunen, Luke Lattimer-Rogers, MacAnus, madkids, MageAkyla, Magnus Fredlundh, Marc PANTEL, Marcelino, Mark H,

Mark Thompson, Marko Sertic, Markus Mergard, Martin Ellermeier, Martin Hoag, Matteo Signorini, Matthew, Mauro Adorna, Michael Gunn, Michael Novy, Mikailos, Michael Schwartz, Mike Maurer, Misuchiel, Natascha McGilvray, Nate Ng, Nbaer, NecroNuke9, Neil, Nicholas Cotterill, Nieka Fields, Noël, Noralie, Obsidian, Oliver Peltier, Orko, Owain Pearce, Paul Rivers, Peter Petrovich, Philippe Bouchard, Pietro, Rabih Ghandour, Remi Bilodeau, Richard Rivera, Rick Lindhorst, Robert Daley, Robert G. Male, Ryan Kent, Ryan Towers, Rylai, Sabrina Enqvist, Samuel Webb, Sarah Williams, Scorpinou, Scott, Scott Fenrir, Scottie Taylor, Seth Hartley, Shiftab, Simon Taylor, Simon Tingell, Siqi Li, Sominex, Spyros Veronikis, Stephane Gelgoot, Stephane Lorek, Steven Lord, Steven Thesken, Svend Andersen, Taco, Taylor Guest, Thierry De Gagné, Thomas Frank, Thomas R., Todd Thomas, Travis Stodter, Tyler Magruder, Warren Nelson, wormstorm, Wyrd Edizioni, Zakharov Sawyer,

CLEARANCE LEVEL 4: REACTION FORCE

Erwan Gas, Ilmenstein, David Csobay, Alex Viksten, Christer Eliasson, Dan Backlund, Daniel Lehto, Daniel Mossberg, Elias Lindqvist, Krister Persson, Oskar, Adrian Czajkowski, Andrew Walker, Brian Hunt, Heath Dobson, Jason Gabel, Anton Sjöstedt,

CLEARANCE LEVEL 5: INVESTIGATOR

Adam Roy, Alan Norris, Alexander Hrebluk, Alexander Thissen, Anna Forslund, Anton, Arawn D. Draven, Black Lotus Kult, Arvid Silvmarker, Aymar, Brenna Parker, Brian Habenicht, Brigid Dunn, Bruce E. Coulson, Carmen Marin, Cato Vandrare, Charles-Alexandre Begin, Chris I-B, Chris Snyder, Christer Johansson, Christoffer Krook, Christoffer Rosén, Christopher Harlan, Clay Gardner, Daniel Fuentes, Daniel Jacobsson, Danny Lapointe, David Dalton, David Harrison, David Rubin, David Starner, Dennis M, Douglas Molineu, Dylan Johansson, Ed Gass-Donnelly, Eric Bonnet,



Evelina Ekersund, Filippo Franco, Frank Carr, Fredrik Andersson, Fredrik Ernstson, Fredrik Söderberg, Gavin Baumber, Greg Maroda, Guy Edward Larke, Harald Eckmüller, Hardy, Heather Miller, Hiplobbe, Hjalti Nönnuson, Hoarau, Jack Krause, Jamie, Jan Mertens, Jason Corley, Jay Watson, Jeff Workman, Jenevieve “Tasha” DeFer, Jennifer Claywood, Jere Manninen, Jeremy Wasik, Oliver & Jimmy Lindqvist, Joel Mattson, Dogma, Johan Hellgren, Johan Linder, Johann Prieur, Johanna Larnemark, John A W Phillips, John Desmarais, John Henry, Johnny Casady, Jordan, Jordan Huggins, Joshua Grenitz, Karl B. Fischer, Karl Deckard, Kasper Grönkjär, Katrina Johnson, KennyAsche, Key Bjuhr, korrekturatte, Kristine Dietriche, Kyle Webb, LaserKing9, Lawrence Alman, Lee Langston, Leland Rodriguez, Andrew Hewson, Lindsey Bright, Luigi Purgato, Luke Cunningham, Magnus Wiklund, Mango Mary (page 64), Marc Oliver Schneeberger, Mark Barr, Marvin Langenberg, Mateo Aristizabal, Mats Bergkvist, Matt Hudgins, Matthew Redman, Mechanical Egg Games, Michael Baker, Michael Cassells, Michael Feldhusen, Michael Kusternig, Michele Facco, Mikael Hedström, Mikael Lundström Ramirez, Mike Douglas, Mike Williams, Mychal S Capozzi, Måns Broman, Nick Stinchcombe, Nicklas Bystedt, Nicolangela Moon, Ols Jonas Petter Olsson, Yuna Ulc, Paco Garcia Jaen, Paul Tobin, Peter Taylor, philip hindley, Philip Rogers, Phillip McGregor, QuirkyAI, Redfuji6, Richard Greene, Robert Dickerson, Ryan Bruin, Sabrina Klevenow, Sam Benke, Sam Parsons, Samuel Larsén, Sarah Flewelling, Sarah Templeton, Scott Dahlgren, Sebastian, Sebastian Salonen, Simone Maccapani, SoSo T, Stefan Anundi, Stefan Persson, Stephen Smith, Stuart McIlwraith, Taicho, Terence Dunn, Iyar Nitzan, The Freelancing Roleplayer, Thimo Wilke, Tobias Wilz, Todd Stephens, Tom Shen, Tomás Alarnes Piñeiro, Tommi Putkonen, Tommy Salomonsson, Tony johnson, Tony Phoenix, Udo Femi, Valerio Vistarini, Waldviech, WK, Zach Miller, Zachery Bickett, ZahanMara, Zaratan,

CLEARANCE LEVEL 7: RETAILING OFFICER

Andreas Uppling ,Bruyndonx Arjaan, Incrade family, Legend Gamestore,

CLEARANCE LEVEL 9: DEPUTY DIRECTOR

Aedan Wright, Alyxa Lorenn, Andrea (page 130), Andreas Andersson, Big Wolf, Björn Flintberg, Brian, Brian Weisberg, Bryan Considine, Cardinal, Charles Pugsley, Chef Pandakage, Christer Kågström (page 11), Christian Öberg, Christopher Haase, Christopher Stepps, Daniel Dräger (page 56), Daniel Keeling, Daniel Sjögren, Donald A. Turner, Drake Schneider, Elis Lantto, Fiikragg, Filontar, Geoffrey Allen, Guillaume, Gun Pow, Gustaf Wiktorén, jack, Deputy Director Jake Lindauer, Jason Cleveland, JD44, Jerry G Prochazka, Jim Davies, Josefin, Joseph ‘BEAR’ Thompson - TAPM Systems, Justin, Klas Claywood, Leif Ershag, Marc Lindström, Marcus Lindqvist, Mark Edwards, Mark Solino, Mary McMurtrey, Mattias Wiking, Morgan Weeks, Naïck (page 121), Nathan Bingaman, Nimbral, Olle Carlgren, Patrice Mermoud, Pedro(TE), Peter Allen, C.C.I Section 8, Rickibray, Riri, Rolf Böhm, Ronsley, Ross Shaw, RPG Crunch, Runeslinger, Sandra H. Bruel, Sean T Berry, Shawn Polka, Simon, SirFlipsALot, Stefan Lundmark (page 18), Stygian Fox Publishing, Tracey Willis, Tyler Brunette, Viktor Sidén, William Deeley,



AGENT OVERVIEW DOSSIER

PERSONA & CHARACTERISTICS

Species

Description

Background

Personality

Motivations

Habits

Likes

Loathes

EQUIPMENT

Notes

Name

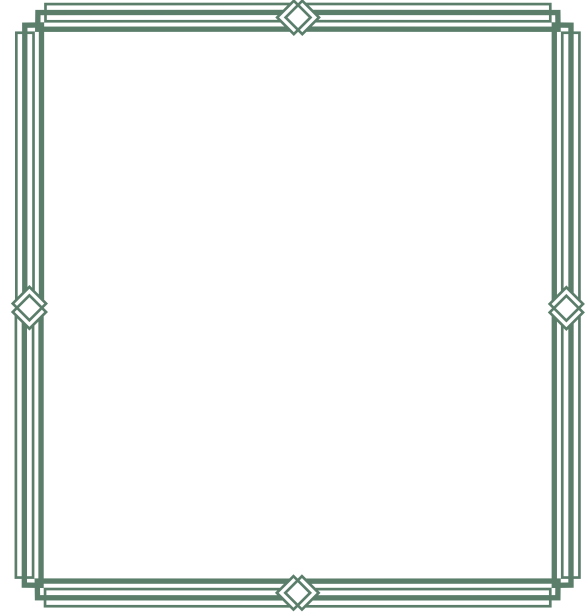
Alias

Career

CLEARANCE LEVEL



Note



PERKS

1st

2nd

3rd

4th





WITS DEXTERITY CHARISMA WISDOM CONSTITUTION FOCUS
□ - □ - □ - □ - □ - □

CONFRONTATION

10 diamond icons, 1 'Used' label, and a minus sign.

Notes

INFILTRATION

10 diamond icons, 1 'Used' label, and a minus sign.

Notes

OBSERVATION

10 diamond icons, 1 'Used' label, and a minus sign.

Notes

EXPLORATION

10 diamond icons, 1 'Used' label, and a minus sign.

Notes

SCHOLARSHIP

10 diamond icons, 1 'Used' label, and a minus sign.

Notes

SKILLS

CHECK CONFLICT	-	-	
DODGE	-	-	
MARTIAL ARTS	-	-	
MELEE COMBAT	-	-	
FIREARMS	-	-	
THROW & MISSILE WEAPONS	-	-	

CHECK MOTIVE	-	-	
STEALTH	-	-	
CONVINCE	-	-	
SKULLDUGGERY	-	-	
DEMOLITION	-	-	
STREETWISE	-	-	

CHECK SETTING	-	-	
CAUTION	-	-	
INTIMIDATION	-	-	
TRANSLATE	-	-	
SURVEILLANCE	-	-	
FIRST AID	-	-	

CHECK RESOURCES	-	-	
ENDURANCE	-	-	
GYMNASTICS	-	-	
BEAST HANDLING	-	-	
MAKESHIFT	-	-	
PILOT VEHICLE	-	-	

CHECK PROPERTIES	-	-	
KEEP CALM	-	-	
MECHANICS	-	-	
CULTURE	-	-	
ALCHEMY	-	-	
RITUALS	-	-	

WOUNDS

Grit Wound THR Health
□ - □ - □

Name

Lvl

WEAPON & ATTACK

	Uses	DMG	Grit
Name	□	□	□
	□	□	□
	□	□	□
	□	□	□



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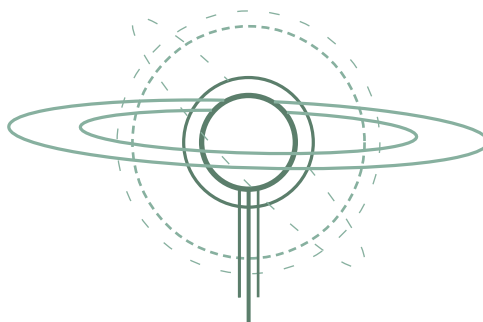


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MULTIVERSE

SINGULARITY

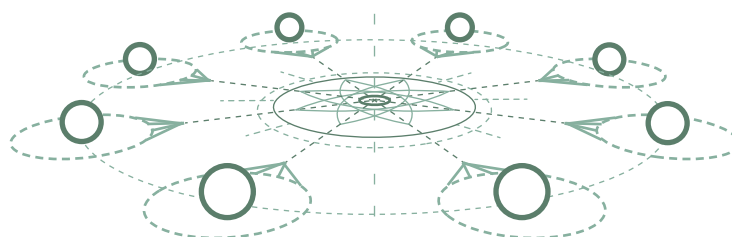


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CONCORDIA PRIME

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ARTIFEX

THE PRIMAL

