

PERSONALITY

Proud Superstitious
Jovial Storyteller
Risk Taker Thrill-Seeker
Mischievous

DRIVE

Comradeship Δ

SOURCES OF STABILITY

Symbol: Δ
Solace: Δ
Safety:

GENERAL ABILITIES

Athletics ○○○○○○○○○○ 8
Conceal ○○○○ 4
Cover ○○○○○○○○○○○○ 10
Digital Intrusion
Disguise
Driving ○○○○○○○○○○○○ 10
Explosive Devices Δ ○○○○○○○○○○ 8
Filch
Gambling
Hand-to-Hand
Infiltration ○○ 2
Mechanics ○○○○○○○○○○ 8
Medic
Network $\text{○○○○○○○○○○○○○○○○○○}$ 15
Piloting ○○○○ 4
Preparedness
Sense Trouble ○○○○ 4
Shooting ○○○○○○○○○○ 8
Shrink
Surveillance ○○ 2
Weapons ○○ 2

Oliver "Ashean" Quinn

TRUST

Irish Explosives/Wheelman
Gabriella Castellanos ○○○
Hung-Ke Lee ○
Dr. Felix duBois ○

LANGUAGES

English
Gaelic
Russian



ACADEMIC ABILITIES

Accounting
Archaeology ○
Architecture ○○
Art History
Criminology ○○
Diagnosis
History
Human Terrain ○
Languages ○
Law
Military Science
Occult Studies ○○
Research

INTERPERSONAL ABILITIES

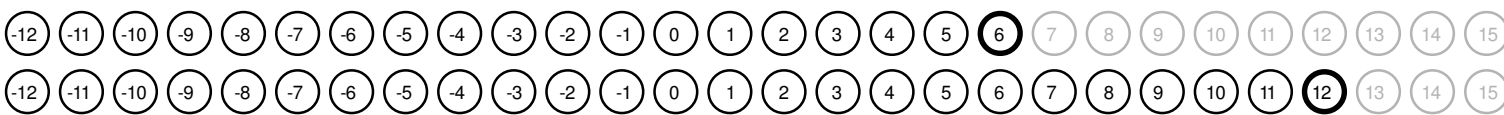
BS Detector
Bureaucracy
Cop Talk ○○
Flattery
Flirting
High Society
Interrogation
Intimidation ○○
Negotiation
Reassurance
Streetwise ○○
Tradecraft ○

TECHNICAL ABILITIES

Astronomy ○
Chemistry ○○
Cryptography
Data Recovery
Electronic Surveillance
Forensic Pathology
Forgery
Notice
Outdoor Survival
Pharmacy
Photography
Traffic Analysis ○
Urban Survival ○○

HIT THRESHOLD

Exposed: -1 **4** Full Cover: +1



PERSONALITY

Proud, jovial, risk taker, mischievous, superstitious, storyteller, thrill-seeker.

APPEARANCE

Innocent looking, balding, neatly trimmed white beard, sparkling eyes, burn-scarred hand.

BACKGROUND

Your daughter and three grandchildren died years ago. You're alone except for your team.

Other people think you've perhaps gone a bit soft just because you interrogate folks by asking them questions nicely, politely, all while smiling at the detonator in your hand and their hastily wired new vest. Or maybe it's because you know there are some horrible things that lurk in the night, out at the corners of what most people see. You've heard them, seen them. No one believes you. So screw 'em. You love to drive like a madman, you love to make things go boom, and you'll damn well be doing both for as long as you can.

It's been a long time since you set bombs and drove cars for the IRA, but you're still better at it than anyone else you've ever met. You do things Old School, and that means professionalism. You're not even sure if your upcoming retirement is a good idea. You have the feeling that you're going to miss the lifestyle. Will you wake up one morning and wire C4 to your neighbor's yorkie because it won't stop barking? Will you be racing your electric scooter down the sidewalk of whatever arse-sucking "retirement community" you get stuck in? Nah, unless it's fun. Doing the UN's dirty work against terrorists has made you a rich man. You can afford a lot of whiskey to drink on the private beach you plan to buy. Maybe it's not a bad idea after all.

But for now, you're nostalgic. Treasure these moments and make the most of your last mission. You'll be remembering these memories for years to come.

KNOWN ASSOCIATES

Gabriella Castellanos, Colombian Sneak Thief. She's the closest thing to a daughter you have, and perhaps she feels the same way. Girl's had a dreadful life. Give her a hand, make her see joy, and she'll probably do just fine once you're off the team.

Hung-Ke Lee, American Hacker. Gabriella has a bit of a crush on him, but he hasn't learned to appreciate her quirks yet. See what you can do to play Cupid. Hung-Ke's good at computering but not so great at keeping friends. With any luck the two of you will work something out.

Dr. Felix duBois, French Assassin. You trust him to be good at his job – he's a consummate professional if you've ever met one – but he's also a high-functioning sociopath. He just hides it well. You wonder some times if he's actually human, or if there's something else hiding under that skin.

Persephone Cardiff, British Analyst. Ah, little Miss "Don't blow up the taxi cab," and little Miss "Auggh 120 mph through Regent Circle is a bad idea." Pfft. The woman has no sense of style.

Mace Hunter, American Con Man. You don't like him and you don't know why. The bastard broke Gabriella's heart, but it's more than that. He reminds you of something that you've never been able to place. Had you met him before? Is he a hollow shell of a man possessed by the ghosts of the dead? Is it his politics? Don't trust him. Keep him off balance. One day he'll break.

COVERS

NETWORK CONTACTS

FAMILIAR CITIES

DRIVING LICENSES

PILOTING LICENCES

CHERRIES & REMINDERS

Jump In: (p75) Spend 4 Athletics or 3 Shooting, Weapons, or Hand-to-Hand points at the end of any other character's action to take the next action. (A combat spend requires an attack.)

Parkour: (p58) Once per foot chase, gain a 3-point Athletics refresh by uttering a brief, evocative narrative description of your athletic endeavours.

Support Move: (p76) Make an Athletics maneuver to grant a comrade a bonus on a combat roll.

Breakfall: (p80) -2 from falling damage.

Grand Theft Auto: (p29) Spend 1 Driving pool point to steal and start any standard civilian or police vehicle that you can drive.

Gear Devil: (p56) Once per chase, gain a 3-point Driving refresh by uttering a brief narrative description of your actions in transportive detail.

Bigger Bang: (p29, p67) Spend 3 Explosive Devices points to add an extra die of damage to an explosive charge that you set, or 6 points to add 2 extra dice of damage.

Swiss Army Prep: (p31) You can spend Mechanics pool points for Preparedness tests with a jaunty explanation. Alternatively, add 1 point to another agent's Preparedness test for each 2 Mechanics points you spend.

Extra Shooting Attacks: (p74) Spend 4 Shooting and 1 Stability after a successful attack to make an additional attack. (Against a different opponent, Hit Threshold increases by 2.)

Two Pistols: (p74) Spend 3 Shooting and 2 Athletics to attack with two pistols. Against two targets, choose one to gain a +2 to Hit Threshold.

Sniping: (p76) Take a round to aim with a rifle to reduce target's Hit Threshold by 1, or by 2 if the target is unaware.

Suppressive Fire: (p77) Make a Shooting test with an automatic weapon to discourage opponents from crossing a line.

Technothriller Monologue: (p77) Once per fight, gain a 3-point Shooting refresh by uttering a brief narrative description of your actions with technical jargon.

Point-Blank Range: (p67) All firearms deal +2 damage at Point Blank Range.

Called Shots: (p72) With a firearm (beyond point-blank range) or weapon, attacking the head or throat (+3 Hit Threshold) or chest (+2 if target is facing) adds +2 damage; attacking the heart (+3 Hit Threshold) adds +3 damage. Unarmed, joint or throat (+3 Hit Threshold) adds +2 damage, eye (+4 Hit Threshold) adds +3 damage.

NOTES

Olive "Ashcan" Quinn