



ARCHER

CY0a

WELCOME TO THE WORLD OF ARCHER

THIS WORLD IS SIMILAR TO OUR OWN BUT VERY ANACHRONISTIC. THE SOVIET UNION STANDS STRONG, THE STYLE OF THE 1960'S IS PREVALENT BUT TECHNOLOGY FLITS BETWEEN THE ANTIQUATED AND THE EXTREMELY ADVANCED.

YOU HAVE RECENTLY ENTERED THE EMPLOY OF THE INTERNATIONAL SECRET INTELLIGENCE SERVICE (ISIS) ALTHOUGH CHANCES TO DEFECT TO EITHER THE KGB OR ODIN WILL BE PRESENT AND NUMEROUS IF YOU MAKE A NAME FOR YOURSELF.

YOU BEGIN AT THE START OF THE FIRST EPISODE.

YOU HAVE 1000 CP

IDENTITY

CHOOSE AN IDENTITY TO DETERMINE YOUR HISTORY AND PERHAPS ROLE IN THIS WORLD.
ROLL 2D8+20 TO DETERMINE YOUR AGE.

DROP-IN

- +NO MEMORY SET INFLUENCING YOUR ACTIONS.
- POTENTIALLY DEMEANING WORK TO START WITH, YOU HAVE A LOT TO PROVE.

You begin in 4-5-6 Laundry. An old woman walks briskly past you, remarks that she's in need for an intern (after 'something' happened to the last one) and practically drags you into the lift.

Guess you've got a new entry level job.

DRONE

- +THEORETICALLY STEADY AND SAFE WORK.
- FIELD-AGENTS ACT SUPERIOR.

You Are a somewhat skilled employee at ISIS, providing mostly administrative work. You have a knowledge of accountancy and have likely picked up various skills in the day to day running of an intelligence agency.

SCIENTIST

- +HIGHLY TRAINED IN VARIOUS SCIENTIFIC PURSUITS.
- ERRATIC AND POTENTIALLY DANGEROUS WORK ENVIRONMENT.

You were one of the few interns to make it through the science program at ISIS alive and have established yourself as an asset. You're 'supervised' by Doctor Krieger and your duties include weapon alteration and maintenance.

FIELD AGENT

- +HIGH STATUS AND COMBAT TRAINING.
- DANGEROUS WORK AND CONSIDERABLE RESPONSIBILITIES.

You have graduated from agent training at ISIS and will likely be sent on dangerous and diverse missions both alone and with the other field agents. You have various basic spy skills and likely some more advanced ones too.

SKILLS

PURCHASABLE SKILLS AND ABILITIES.
DISCOUNTS COST 50% OF THE FULL PRICE.

<div>PHRASING</div> <div>You gain the ability to easily bait people into making sexual innuendos.</div> <div>Free</div>	<div>MONSTER HANDS</div> <div>You have large and immensely strong hands capable of a grip significantly more powerful than you should be capable of.</div> <div>50 CP</div>	<div>CULTURAL REFERENCES</div> <div>You have a vast knowledge of trivia and are always able to find an appropriate reference. You also understand those of others.</div> <div>100 CP, Free DROP-IN</div>
<div>KICK-ASS ACCOUNTANT</div> <div>You are excellent (and unnaturally efficient) at paperwork and are an extremely talented accountant. A credit to any business.</div> <div>100 CP, Free DRONE</div>	<div>WEAPON MODIFICATIONS</div> <div>You design and modify weapons with flair, creativity and skill.</div> <div>100 CP, Free SCIENTIST</div>	<div>BASIC TRAINING</div> <div>You have limited experience but are expertly trained in all the basics of espionage, from combat to stealth.</div> <div>100 CP, Free FIELD AGENT</div>
<div>LINGUIST</div> <div>You have mastered several languages and find it easy to learn others. As well as this you can copy accents very convincingly.</div> <div>200 CP, DISCOUNT DROP-IN</div>	<div>GYPSY WOMAN</div> <div>You find an unusually reliable and specific fortune teller regardless of where you go.</div> <div>200 CP, DISCOUNT DRONE</div>	<div>ENGINEERING</div> <div>You are a capable engineer, even able to improvise a serviceable space-ship with enough scrap and time.</div> <div>200 CP, DISCOUNT SCIENTIST</div>
<div>IMPROVISED WEAPONRY</div> <div>You have a surprising knack for using improvised weapons (Molotov cocktails, chairs etc.) ingeniously to devastating effect. As such you are very rarely at a disadvantage for a lack of a real weapon.</div> <div>200 CP, DISCOUNT FIELD AGENT</div>	<div>CYBORG</div> <div>You are a combination of man and machine. You have vastly enhanced strength, speed and durability. Capable of laughing off bullets and tossing cars with abandon. Vibrating parts.</div> <div>400 CP, DISCOUNT DROP-IN</div>	<div>TACTICS</div> <div>Through actual training or war-games, you have genius tactical insight in both large battles and while planning special operations.</div> <div>400 CP, DISCOUNT DRONE</div>
<div>MAD BIOLOGIST</div> <div>You gain great knowledge of biology, cloning and the general creation of godless hybrids of man and beast.</div> <div>400 CP, DISCOUNT SCIENTIST</div>	<div>MASTER OF DISGUISE</div> <div>You are truly brilliant at convincing others of your false identities and people will generally just assume you belong somewhere as long as you do not do anything overtly out of character and dress the part.</div> <div>400 CP, DISCOUNT FIELD AGENT</div>	<div>SPLOOSH</div> <div>People will generally find you extremely sexually attractive and your sexual prowess is unmatched by man or machine. You also find that you quickly (and widely) gain a legendary reputation as a lover.</div> <div>600 CP, DISCOUNT DROP-IN</div>
<div>HEIR(ESS)</div> <div>You are the heir to a truly astounding fortune (in the billions) and mostly joined ISIS out of boredom. Fortunately your wealth provides great influence but does not make you a kidnap target and you throw the most elegant dinner parties in all of New York.</div> <div>600 CP, DISCOUNT DRONE</div>	<div>ROBOTICS</div> <div>Brilliant at making robots, AIs with real personalities, pants shitting rays and a surprising amount of fetish related mechanical equipment. Capable of making (occasionally erratic) mind control chips. Combining with Mad Biologist allows you to make Cyborgs.</div> <div>600 CP, DISCOUNT SCIENTIST</div>	<div>PERFECT SITUATIONAL AWARENESS</div> <div>Exemplary sensory awareness of what goes on around you including positions and trajectories of allies and enemies, weapons, structural weaknesses, defensive strong points, etc. You are a peerless marksman and generally a Bronson style badass.</div> <div>600 CP, DISCOUNT FIELD AGENT</div>

gear

PURCHASABLE GEAR AND COMPANIONS.
GUNS PURCHASED DO NOT RUN OUT OF AMMO.
DISCOUNTS COST 50% OF THE FULL PRICE.

M1911 PISTOL

A .45 calibre handgun with a nickel finish. Reliable and lethal.

50 CP, FREE FIELD AGENT

TACTLENECKS

A wardrobe of tactical turtlenecks that fit your body perfectly and are hugely comfortable at most temperatures. Come in both black and slightly darker black.

50 CP, FREE FIELD AGENT

TAILORED SUIT

A wardrobe with a replenishing supply of immensely sharp suits tailored to fit you perfectly. Comes with silk socks.

50 CP

BUTLER

An old (or not) man (or not) who acts as your butler. Seems to get paid but you're not sure how. Handy with a frying pan and will serve loyally and well regardless of how obnoxious, cruel and generally unpleasant you are to him. Companion.

50 CP

OCELOT

A pet ocelot. Happily does your bidding. Crepuscular.

100 CP, DISCOUNT DRONE

HOLOGRAPHIC WAIFU

An entirely self-aware, loving and loyal but incorporeal girlfriend made of light. Requires projector but may be upgraded.

100 CP, DISCOUNT SCIENTIST

TRANQUILISER GUN

A gun that shoots darts that safely incapacitate the target by knocking them unconscious. Works well on safely from any animal from the weight of a mouse to the weight of an elephant.

100 CP, DISCOUNT SCIENTIST

NIGHT VISION GOGGLES

Goggles that allow you to see in any level of darkness and fortunately these ones do not blind you when a light source appears suddenly.

100 CP, DISCOUNT SCIENTIST

TWIN TEC-9S

A pair of light submachine guns with a very high rate of fire. Inaccurate but lots of firepower.

100 CP, DISCOUNT FIELD AGENT

BULLET PROOF VEST

A bullet proof vest which, as long as struck directly, prevents any damage from conventional bullets.

100 CP, DISCOUNT FIELD AGENT

BUG-OUT BAG

A bag full of important documents and resources (fake passports, disguises, extra money etc.) The passports are good enough fakes to be accepted at any customs or as ID. Currency and nature of passports varies depending on your current world.

100 CP, DISCOUNT FIELD AGENT

SPY CAR

A sports car of your choice with an on-board talking computer, various anti-pursuit devices, an ejector seat, an endless supply of caltrops and a replenishing mini bar in the glove compartment.

200 CP, DISCOUNT FIELD AGENT

a Tonne OF COCAINE

An entire tonne of cocaine.

300 CP, DISCOUNT DROP-IN

COMPANIONS

You may create or import companions to join you in the spy business. This costs 50 CP for one, 100 CP for up to four and 200 CP for up to eight. Each companion gains 500 CP to spend as they like as well as an Identity of your choice and a history in this world. You may choose the details of them and their relationship with you as you like although they will not willingly defect or betray you and nor can they be forced to do so by others. We wouldn't want ODIN getting them, after all. Alternatively you may take canon characters for the same prices although they receive no perks or CP.

50, 100, 200 CP

Drawbacks

YOU MAY TAKE UP TO 600 CP
WORTH OF DRAWBACKS FOR EXTRA
POINTS.

THAT’S HOW YOU GET ANTS
Your belongings always seem to end up being covered in ants.

+100 CP

BLOWN COVER
You find that any attempt at deceit or stealth is ruined in some way, often by incompetent co-workers.

+100 CP

TINNITUS
You are plagued with an incredibly irritating bout of tinnitus. It is sometimes difficult for you to hear at all over the ringing.

+100 CP

SEX ADDICT
You are a sex addict and will frequently be caught in such trysts or just jacking it. Your standards are very low.

+200 CP

BULLET MAGNET
You get shot a lot both in and out of combat. It tends not to be fatal but is always very unpleasant and often debilitating.

+200 CP

BIONIC NEMESIS
A psychotic cyborg wants you unhappy or dead and is a real jerk. Incredibly dangerous. Will inevitably be rebuilt if destroyed.

+200 CP

LEGS
Your legs don’t work and can’t be fixed by yourself or others.

+300 CP

HEROIN ADDICT
You’re an incurable heroin addict and enjoy nothing more than shooting up and listening to some Mingus. Withdrawal will be deadly.

+300 CP

LETTUCE BRAIN
You have a brain chip implanted and are concerned only with lettuce and rabbits. Comes with massive loss of intelligence.

+300 CP

FUTURE

AFTER 10 YEARS YOU WILL BE GIVEN A CHOICE.
REGARDLESS OF YOUR CHOICE YOU WILL LOSE ALL YOUR
DRAWBACKS AND KEEP ALL YOUR ACQUIRED SKILLS AND
GEAR.

GO HOME
YOU WAKE UP IN YOUR OWN BED AS IF NOTHING HAD HAPPENED.

STAY
YOU CHOOSE TO STAY IN THE ARCHER
UNIVERSE FOR THE REST OF YOUR LIFE.

MOVE ON
YOU MOVE ON TO THE NEXT UNIVERSE
AND ADVENTURE.