

Th



90

232.04

The Thorium Incident

TOP SECRET

Credits

Author Glenn Davisson
Editing/Layout Glenn Davisson
Cover Art Glenn Davisson

<https://sites.google.com/site/covertopsvancouvercia/home>

This was written for my own game of Covert Ops, from DWD Studios, and is shared under the same Creative Commons License as that game. Nothing in this document is not intended to challenge their ownership of any of their copyrights or trademarks.

Covert Ops role-playing game™ is copyright 2013 and is a trademark of Dwd Studios, used under the Creative Commons License (specifically, the Attribution Noncommercial ShareAlike 3.0 Unported License, CC BY-NC-SA 3.0); Some Rights Reserved. To view this license, visit:

<http://creativecommons.org/licenses/by-nc-sa/3.0>

Or send a letter to:

Creative Commons,
444 Castro Street, Suite 900,
Mountain View, CA 9404.

For specific details, appropriate credits, and updates to this license, please see:
<http://dwdstudios.com/covertops/licensing>

For more information about the Vancouver campaign, go to

<https://sites.google.com/site/covertopsvancouvercia/>



Setting Background

The setting for this scenario is Vancouver, British Columbia, Canada. Vancouver has a large, busy international port and popular tourist destination, with millions of international visitors per year. It is also less than 25 miles from the US border. This makes it a hub of intelligence gathering activity, as well as a neutral meeting ground for major political powers, but there is very little in the way of “black ops” to be found in peaceful, law-abiding Canada.

The characters are CIA field officers – spies, in the traditional sense (see sidebar) – who are recent graduates from the CIA training facility (“The Farm”) in Langley. They all graduated with good marks, but for various reasons beyond their control, all have something of a cloud over their heads within the Agency. They have been assigned to Vancouver, despite all being rated for field work, to keep them out of trouble. They do not know if this was arranged by their enemies, to crush their careers before they even start, or by their friends, to keep them out of sight, out of mind, until the political climate in Langley changes.

A note on terminology:

A CIA *agent* is a local asset, usually a foreign national, who has been bribed, blackmailed or seduced into working for the CIA. They are, essentially, a contractor. A CIA *officer* is a full time employee, a US citizen, fully vetted with background checks and polygraphs and such, almost always college educated, and well trained at The Farm in Virginia (and the CIA is big on continuing education throughout one’s career). This is the iconic professional spy of fiction. Robert DeNiro’s character in the movie *Ronin* is a classic example.

The agent has a lot more discretion, being expendable and deniable. The officer has access to far more resources and backing, but at a cost in freedom of action. If an officer is caught by the enemy, a considerable effort will be made to get them back, up to and including a prisoner exchange. If they are caught by friendly local authorities, diplomatic means will be applied to smooth over the international incident, almost an unofficial form of diplomatic immunity. If an agent is caught, the extent to which the Agency will care is based on how much damage can be done by the compromise. At least some consideration will often be given to whether or not the best way to contain the damage is to assassinate the agent themselves.



Mission Briefing

Scott Robinson (Assistant Deputy Station Chief) (8:00 AM, Day 17)

17 days ago, a Chinese national named Sheng Ma entered Canada through Vancouver International Airport. Mr. Sheng listed his occupation as an administrative assistant with the Ministry of Machine Building, a mid-level career bureaucrat, and entered with a two week tourist visa. Mr. Sheng listed his employer on his visa application as the Eight Ministry of Machine Building, which hasn't existed since before he was born. When it did, it was responsible for overseeing the defense industry. The merging and renaming of various government agencies is typical of the obfuscation the Chinese government uses to hide things it wishes to keep secret. Whether this was an honest mistake on Mr. Sheng's part, or a subtle message, we do not know.

He listed Doctor Christopher Atkinson, a professor of nuclear physics at the Simon Fraser University in Vancouver, as a local contact, and indicated that he would be staying with Dr. Atkinson, a personal friend, for the duration of his trip. None of this is noteworthy, and was not, in fact, noted.

His visa expired three days ago, and he did not depart on his scheduled flight. This was noted automatically by the computers at the Canada Border Services Agency, and an inquiry was opened. Neither they, CSIS (Canadian Security Intelligence Service, Canada's closest analogy to the CIA.), nor Vancouver PD show anything to indicate whether this disappearance was voluntary, or the result of foul play or misadventure. There are no crime reports, no accident reports, and no one matching his description is in the morgue or any hospital. When called by VPD, Dr. Atkinson indicated that Mr. Sheng had left by taxi on schedule for his return trip, after a relaxing two weeks seeing the sights in Vancouver.

A routine electronic inquiry was sent to the CIA by way of the US State Department, which has a small file on Mr. Sheng. According to our file, Mr. Sheng is, indeed, a mid-level career bureaucrat, whose assignment for the last five years has been as a liaison to a university in Beijing, specifically, a liaison to a Dr. Liao Yong. There is no evidence that he has any training or experience as a field agent. He might best be described as a political officer, but not a very important one.

A note on the timeline

No specific dates will be given. Everything will be relative to the beginning event, which is Sheng Ma's arrival in Vancouver – Day 1. Sheng's disappearance is noted on Day 14. The mission begins at 8:00 AM on Day 17.

Eight Ministry

A successful Academic roll will reveal the following:

The Eight Ministry of Machine Building merged with the First Ministry of Machine Building in 1970, then was reformed in 1979, and absorbed by the Sixth Ministry of Machine Building in 1981, which was primarily responsible for ship building. In 1982, the Sixth Ministry merged with the Seventh Ministry, responsible for overseeing the space industry. In 1988, the Seventh Ministry merged with the Ministry of Aviation Industry, and renamed itself the Ministry of Aviation and Space Industry.



The Vancouver PD has opened a missing persons file on Mr. Sheng, but with no evidence of foul play, they feel he has simply decided to stay in Canada rather than return to China, and will not be pursuing it with any vigor. They consider it a matter for CBSA. CBSA has more interest, but they have limited resources, and authority, and we have encouraged them to not pursue it with excessive zeal, because our analysts have a different opinion.

Hadad Bazzi (Senior Analyst)

We do not have in depth information on Mr. Sheng, as he has never been noteworthy in any way before. But his profile, and the position he holds, both suggest he should be a loyal party member, tasked with keeping the academics at North China Electric Power in line, specifically, the Party line. He is comfortably middle class, with job security in the civil service, and there is nothing to indicate any kind of misbehavior on his part, or any interest in defecting. There is also little to suggest how he came to know Dr. Atkinson, or why they would be friendly enough for one to host the other on vacation.

We do, on the other hand, have a file on Dr. Liao. Dr. Liao Yong teaches nuclear engineering at the North China Electric Power University campus in Beijing, one of the top universities in China. He is one of the world's leading authorities on thorium reactor design. China has been interested in using thorium for power generation for some time, and has invested hundreds of millions of dollars in the last five years through their Academy of Sciences. Dr. Liao is the lead engineer on the design team.

Dr. Liao almost certainly met Dr. Atkinson, who has a reputation of considerable expertise in transuranic mutation, two years ago at a conference in Beijing, on the North China Electric campus, but they are not known to have made more than a casual acquaintance. It is possible that Dr. Atkinson met Mr. Sheng at that time, but we have no reports of such a meeting, though we did have observers there.

None of this information is particularly secret or sensitive. In fact, the Chinese are building on molten salt reactor designs original developed at Oak Ridge National Laboratory in the 1960s, and the US Department of Energy is actively involved in helping them do so. We already have full access to all designs and technology being developed. So how this becomes an international incident is a bit of a mystery.

Dr. Liao's profile suggests that he is an academic at heart, driven by scientific curiosity. This trait is strong enough that, were he of any military or political value, it would probably be a means by which to induce him to defect. Except that the US is doing exactly zero research on thorium power generation at this time. Only India and China are investing in such research, and Dr. Liao is already at the heart of it.

Thorium power generation is of little military interest. It is badly misunderstood by the general public, and much of the scientific and business communities, as being incapable of producing weapons grade nuclear materials. This is not true, but it is only capable of producing Uranium-233, which is a poor substitute for ^{235}U in making bombs. It is fissile, and in 1998 India detonated a ^{233}U bomb. But it is lower yield than ^{235}U , and not readily available to anyone who does not have a breeder reactor to make it in. Only governments, or those with government backing, are capable of building such a reactor, and any government wanting nuclear bomb materials would either already have easier access to ^{235}U or plutonium, or would likely find it easier to develop their own enrichment program using yellowcake uranium and proven enrichment technology, such as the Iranian or North Korean programs.



My first theory is the Mr. Sheng had, perhaps, become involved in some kind of corruption, which is common enough in the Chinese government, and had stolen some vital secret information from the research Dr. Liao is involved in, to use as a negotiating chip to defect. But that makes no sense. The Chinese government was notified that Mr. Sheng had not made his departing flight, and they have expressed significant concern, to the point of lodging an official protest over his disappearance. Their concern seems genuine, if politically motivated. But there is no subtext that would indicate anything else that they are aware of, so it is unlikely that he is now a spy on the loose in Canada. If he has stolen any information, they are unaware of it. And even if he had the entirety of Dr. Liao's research, there's likely nothing there that we don't already have, and no detectable direction it could go that would be worth the international incident for the US or Canada. It is possible that Mr. Sheng is shopping the research to someone other than Canada or the US, and is just using Vancouver as a meeting point. And it's possible that something has gone very wrong in that meeting.

My second theory is that he was representing Dr. Liao's interests, in attempting to negotiate a defection for the Doctor. There is, in theory, some potential there, in that Dr. Liao's expertise in thorium reactor design would be of significant commercial value to anyone in the west interested in pursuing such research, but *we already have that entire body of work*, and Sheng has to know it. And nobody in the US or Canada is interested in investing billions of dollars to duplicate it. Those who are interested in thorium power generation are content to let the Chinese and Indians do the research, then license the designs from them.

That leaves us with some kind of foul play. Perhaps Mr. Sheng was mugged on his way to the airport, or kidnapped for some nefarious purpose. Or simply stopped at a bar, and went on a bender that isn't over yet. Any of that is possible, certainly.

But my instincts tell me there's something more to this than anything so mundane, and I don't like mysteries.

Assignment by Scott Robinson

Your assignment is to locate Sheng Ma, and determine the cause of his disappearance.

If it is foul play, he should be rescued or his body recovered. The preferred method would be to call the appropriate civilian police, or RCMP, and let them handle it. In the event that is not practical, I leave it to your discretion, but you are to avoid the Canadian or Chinese governments becoming aware of CIA involvement. Particularly the Chinese government. We do not wish to drag the United States into what is already an international incident between Canada and China, and nobody benefits from this being news on the internet.

If you determine the cause of Mr. Sheng's disappearance is something other than ordinary foul play, then a certain amount of common sense must apply. If he has simply decided to not return to China, he should be turned over to the CBSA to handle as they choose, probably deportation. If he has something to offer in exchange for asylum, you are to contact myself for further instructions. If that is not possible, avoid drawing the attention of local authorities until it is. Under no circumstances are you to get caught in any kind of physical altercation with *anyone*.

Your contact at the Vancouver PD is Detective Monika Lehmann. Her cell phone number is in your briefing folder. Ms. Lehmann will already be aware that you are with the US government, but not the CIA. Your briefing kits include real credentials for the Department of Energy. If you need to contact the CBSA, call their law enforcement hotline, also in your briefing folder, unless it is an emergency, in which case call me. If, for any reason, you need



The Thorium Incident

to contact the RCMP, contact Sergeant Major Jeremy Robinson (no relation). He will be aware that you are with the CIA, and can be read in fully at your discretion.



Outfitting

The characters are each given credentials identifying them as investigators for the US Department of Energy (Simple Cover ID). They are easily mistaken for badges, even though the position actually has no police powers (even in the US).

At the characters' discretion, either one character can be issued a fake ID as a Vancouver Police Department detective (a Complex Cover ID), or, two characters can be issued fake VPD IDs (Simple Cover IDs).

The team is also allowed 10 mission points for additional equipment.

The investigation so far

The Vancouver Police Department has an open missing person's file. They have not put much effort into it, other than calling Dr. Atkinson on the phone and determining that Mr. Sheng left by taxi in good time to make his flight home, and confirming with China Eastern (who confirmed with the lead flight attendant on the flight) that his seat was empty and he was not actually on the flight. They have also checked with every likely hospital, and the morgue, for anyone matching Sheng's description.

CBSA has opened a file, and are treating it as someone overstaying their visa for unknown personal reasons. They have sent out an electronic BOLO, which will flag any activity involving his credit card or passport. (This would include any interactions with the police.) They have also sent out a notice to banks and currency exchanges to notify CBSA of any exchanges of Chinese yuan into Canadian currency. (Sheng declared several thousand dollars worth of traveler's cheques from American Express when he entered the country. Most large banks have fingerprint scanners at every teller station, and all will check ID on currency exchanges. All banks and currency exchanges have extensive, high quality video surveillance systems. Any hits will get to the characters within one or two hours. CBSA has not committed any meatspace resources to the investigation at this time.

A Simple Cover ID will pass any visual inspection, and includes a phone number to call with questions. This phone number will be answered by a CIA employee. If someone thinks to look up the real phone number and call that, the ID will not verify (and will probably provoke an investigation into impersonating a police officer.

A Complex Cover ID will pass all but the most comprehensive checks with the Vancouver PD confirming that he's "some hotshot Columbo type who just transferred in from Ontario."

If the characters notice that the VPD's investigation has been very superficial, Detective Lehmann will explain that there is nothing to suggest this is anything other than a tourist who didn't want to go home, making it a Border Services case, not VPD. The case was assigned to her so that the Chief could tell the Ambassador, and the Ambassador could tell Beijing, that one of his top detectives has been assigned to the case.

Defectors are an embarrassment, and Sheng is not important enough to suffer a second helping by actually finding him.



In character Note

The characters are aware they have acquired a reputation of being hard to control cowboys, but Robinson has seen the full files on each of them and knows the real score. He also has a lot of field experience, and is a firm believer in the credo that "nothing succeeds like success." He will give the characters a lot of latitude so long as they can justify their actions after the fact. The admonition to avoid (getting caught in) physical altercations is, in all likelihood, more for the record than for the characters.

Out of character note

If the characters follow these instructions faithfully, this will be a very boring game. They are trained in initiative from the day they joined the CIA, and are taught that the methods they use are not as important as the results they get. Robinson subscribes to this view fully.



Gamemaster's Note

Scott and his senior analyst both actually believe this will turn out to be foul play or misadventure, rather than some grand conspiracy. But Scott has a lot of field experience, and knows full well that idle field officers are prone to boredom, and boredom leads to misadventures of its own. He views this is a make-work assignment to keep them out of trouble, but is smart and will adapt quickly when it turns out there is something more going on.

The timeline of events is as follows:

- Day 1 8:15 AM Call from Atkinson's land line to Yellow Cab (3 minutes)
- 8:17 AM Call from Atkinson's cell phone to Gorbunova's burner phone (1 minute)
- 8:32 AM Call from Atkinson's land line to Yellow Cab (1 minute)
- 8:45 AM Cab picks up Sheng
- 9:12 AM Cab disappears in southwest Vancouver neighborhood
- 9:37 AM Cab reappears
- 9:45 AM Cab arrives at airport

- Day 17? Gorbunova's henchmen start following PCs at Atkinson's house

- Day 18?12:00 PM Call from Atkinson's cell phone to Gorbunova's burner phone (1 minute)



The characters are being watched

When the characters first visit Dr. Atkinson, they will be observed by minions of Janina Gorbunova, one of Michael Shea's henchmen (and the woman with the burner phone, below). Said henchmen will begin following the characters at that time. There is a team of 15, hired from a local Punjabi street gang (known for their love of pointless violence), who operate in pairs, each with a nondescript midsize car registered to a commercial warehouse in southwest Vancouver. Each is armed with a semiautomatic pistol, and is wearing ballistic cloth armor. All have untraceable burner phones.

To the extent possible, they will use at least three cars to tail the characters, to keep from being noticeable. (They are trained, if not very experienced, in the Floating Box method.) If the team splits up, reinforcements will be called to tail each group. Make a primary skill check to pick up the new target. If this fails, they will wait wherever they think they can pick them up. Once (if) they become aware of the Weathervane office, they will post several teams there full time to follow whoever leaves.

To spot their tails, the team's driver should roll LOG or Detective skill check for perception (at -30), but with a cumulative +10 for each day after the first. Passengers can roll as well, but with an additional -10.

To lose (or confront) their tail, use the chase scene rules. There will be one car following each vehicle the characters are using, with two minions in each car, and two cars close by (one circle away). A contested THIEF vs LOG check will allow the characters to sneak out without being seen, to tail the tail.

If confronted, the tail will try to escape. If cornered, they will come out guns blazing. The other two cars tailing will show up 1/2D turns later. Dead bodies will have a semiautomatic pistol, ballistic cloth armor, a very fake driver's license, a few hundred dollars of Canadian currency, and a burner cell phone with no call history other than a few calls to and from the a different burner phone number than the one that shows up under Dr. Atkinson's cell phone records. And not much else. (Records from that burner phone will show only calls to a half dozen or so other burner phones, including the ones the dead bodies have.)

If any of the minions are captured, they will refuse to cooperate. If they are broken in interrogation, they will reveal they are local talent, hired by an obese Russian woman they know only as "Boss." They have been operating out of a warehouse in the southwest corner of Vancouver, in the neighborhood where the Blue Top taxi disappears off the traffic cams. On a critical success, if the characters go there *immediately*, they will catch Gorbunova and her remaining minions clearing out, and Sheng will still be there. If they do anything else first, the warehouse will be empty (and professionally sanitized). On any other success, the interrogation will take long enough for Gorbunova to have cleared out. See **Gorbunova's Lair** for more details.

Once the tails know they have been spotted, they will switch to different vehicles, and exercise extreme caution. Reset the chance of spotting the new tails to -40 (-50 for anyone other than the driver), with +10 per day cumulative.

If team gets pictures of the tail, and shows them to Detective Lehmann, she will provisionally identify them as likely gang members, and forward them to the VPD gang unit. The next day, she will call with the following information:

The gang unit has positively identified them as inner circle members of a Punjabi street gang who call themselves Bura Gadhe (Hindi for "bad asses"). Punjabi gangs draw their membership from the Indian immigrant community, which is unusual in several ways. First,



said community has very few refugees, economic, political or otherwise, unlike the Chinese community (where many are first generation refugees from Hong Kong, who left before the Chinese takeover) or the Vietnamese community (where many are second or third generation), so the Indian community is, on average, much wealthier. The gangs are much newer, mostly first generation, while most other street gangs have been around for decades. Because of this, the Punjabi gangs have to work harder to maintain their street cred with the rest of the criminal underworld, and most have adopted an attitude of “We haven’t killed you yet, because we haven’t noticed you yet, and it’d be best for you if you worked to keep it that way.” They are known for being very violent for little or no reason.

Bura Gadhe is believed to have about 30 members, of whom a dozen or so are hardcore inner circle. They normally hang out at a tea room in the Indian quarter, but have not been seen there much in the last week or so. They last time they were, they were in the company of a short, obese, Caucasian woman with an eastern European accent, who arrived in a blue and yellow taxi, which she was driving, not riding in. The grainy traffic cam photo looks somewhat like a street corner mailbox with an afro. The taxi sounds like one from Blue Top Taxi, a small local company. Monika texts the info on the tea room (which she does not believe has much more info to offer, as the gang unit has confidential informants watching the place all the time anyway) and the taxi company, which very well might if it really was a car of theirs.

“The gang unit is of the opinion that your new friends spotted one or more of you as rich tourists, and were casing him with the thought of a kidnapping. They’re smarter than most gang members; smart enough to think they could hold him for ransom, but still dumb enough to think they could get away with it. At this point, I still don’t have anything that would justify committing more police resources. You folks seem to be interested enough to do the leg work on your own, but please, as a personal favor, don’t do anything that will get me in trouble.”



Section 01

Tracking Sheng

Interviewing Dr. Atkinson

The most obvious place to start is to interview Dr. Atkinson. He is most accessible at his office on campus at Simon Fraser University. If he is approached there, he will make them wait (but not very long, if they identify themselves as police) to demonstrate his importance, but will be cooperative, depending on how the character(s) present themselves.

A Cover ID as a local official (Vancouver PD, RCMP, etc) will get the most cooperation. An "interested third party" cover (friend of the family, for instance) will get some cooperation, but he will be distinctly cool and reserved. If the characters identify themselves as representatives of the US government (including their DoE credentials), or of the Chinese government, he will become fairly hostile and order them to leave, threatening to call security on them if they don't. (He will also file a complaint with the appropriate Consulate, but not pursue the matter any further if there is no more contact.)

If the characters contact Dr. Atkinson at home, he will be cold and reserved, at best, but will be somewhat cooperative if at least one character has a Cover ID as a (Canadian) government representative of some sort.

Either way, a successful perception check (using LOG) at -20 will notice that he is somewhat nervous, but there will be no indication of why. If asked, he will simply say that he doesn't like being interrogated by the police, even as a witness.

If Dr. Atkinson becomes suspicious of his visitors, he will call to verify their credentials. If he makes a LOG check, he will look up the correct number on the agency's web site, rather than call the number on the ID. If he makes a LOG check -20, he will do so after the characters leave.

If they are using a Simple Cover ID as a law enforcement officer of any kind, their ID will not verify, and a report will be filed about someone impersonating a police officer. Any further contact with Dr. Atkinson by those characters will result in an immediate 911 if he is able.

What Dr. Atkinson knows

Dr. Atkinson will confirm that Sheng left his home by taxi early in the morning on Day 14, to catch a flight home from Vancouver International at noon. He does not know the taxi company. If he is feeling cooperative, he will remember that Sheng called for the taxi using Atkinson's home phone. (Sheng's customs declarations did not include a cell phone, nor would his Chinese phone likely have worked in Canada without some effort.) If he is feeling especially cooperative, he will give permission to check his phone

If Atkinson does not give permission to check his phone records, a local police (or phone company) contact can do so easily, as can Detective Lehmann.

Alternately, the characters can hack into the phone company computer. This has a Rank 2 alarm system (+10 notice/+0 avoid/-10 disarm. A separate Technician check at -20 is needed to obtain access to the records.

Atkinson uses his house phone very little. It is mostly an alternative answering machine to leave messages on. The call to the taxi company is the only outgoing call within the last month.



records to find out which taxi company. He has not heard from Sheng since.

Atkinson met Sheng at the thorium power conference in Beijing two years ago, through Dr. Liao. He knows Sheng as a loyal party apparatchik, whose job was to keep the academics out of trouble. He was responsible for babysitting Dr. Liao at the conference, which seemed to be an easy job, as Dr. Liao is not a troublemaker. The three of them shared dinner on the second night of the conference, and got along well enough. Atkinson remembers making a casual offer of lodging if Sheng or Liao "should ever make it to Vancouver," but does not recall that Sheng showed any particular interest at the time.

He was surprised when Sheng contacted him by email two months ago, asking if the offer was still open. Since Atkinson lives alone in a four bedroom house, he felt inclined to be polite and generous (he is Canadian, after all). Sheng spent two weeks seeing the sights in Vancouver, He seemed especially interested in the Vancouver Opera House, and visited several museums. The only one he recalls by name is the Science World museum on False Creek (an inlet that separates downtown from the rest of the city). Atkinson also gave him a tour of the Simon Fraser campus, and they had several discussions on the differences in academic life between China and the west. He believes that he convinced Sheng there was some value to increased academic freedom for professors.

Investigating Dr. Atkinson

If the characters interview the neighbors, roll a Detective check to determine the following from various neighbors:

Make roll by Learn

Any	Dr. Atkinson had a guest of Asian appearance for two weeks.
10	They mostly came and went independently.
10	The guest used taxis, rather than driving himself. He apparently always used Yellow Taxi.
20	The guest left early on day 14 in a taxi.
30	The taxi was blue and yellow. (This will identify the taxi company as a small company called Blue Top Taxi.) It was driven by a woman.
Critical	Dr. Atkinson was seen on day 16 through the kitchen window arguing hotly with someone on his cell phone.

Dr. Atkinson's Cell Phone

Call records

Atkinson will not give permission to access his cell phone records, in the interest of protecting his students' privacy. To access them anyway, use the procedure in the sidebar above. He uses the cell phone a lot, with dozens of calls a day to and from many different numbers. There are at least ten incoming calls within the time window of the argument on Day 16, and half of them are (untraceable) pay-as-you-go phones common to students.

To access Atkinson's cell phone records, use the same procedure as above:

- A local police contact (but not Detective Lehmann, as there is no probably cause for the cell phone).
- Hacking against a Rank 2 alarm, followed by a Technician check -20 to access the correct records.



A Detective -30 check will find an outgoing call on Day 14 at 8:17 AM to the same number as one of the calls to the burner phone on Day 16 around the time of the argument.

Tapping the cell phone

The tap will record numerous calls, mostly from students, some from colleagues, a few from friends. None will contain anything interesting until the day after the characters interview Dr. Atkinson. Around noon, they will intercept a call to a woman who speaks with an eastern European accent, clearly Russian if any of the characters know Russian, has Linguist, or makes a Academic skill check. The transcript is as follows:

To tap Atkinson's cell phone:

- Determine the number with a Technician check (requires a Technician Pack).
- Alternately, a character could pick his pocket long enough to get it from the phone.
- A police contact can put a tap in place, but will point out that without probable cause, nothing collected would be admissible. Detective Lehmann will not perform this illegal service.
- Alternately, for 3 equipment points, the CIA can have the NSA put a tap in place.
- As a last resort, the characters can hack the phone company and do it themselves, after defeating a Rank 2 alarm, followed by a Technician check -20.

Atkinson: "Damn you, there were people here yesterday, looking for him. What the hell is going on? This can't continue."

Woman: "Calm yourself, doctor. Everything is under control. There is nothing to worry yourself about."

Atkinson: "They said they were with the police. But it wasn't the detective who called earlier. You said there'd be no real investigation. What have you gotten me into?"

Woman: "Doctor, you must remain calm. Panic will be the end of you, and you know what happens then. There is nothing to tie you to any wrongdoing. You know that. The only string they may pull is your constant calls to me, and that is far more dangerous to you than to myself. Ignore them, Doctor, they have no power, and are no threat to you. Do not call me again. I will not answer. I will contact you when I need you again. You have been well paid for your services, and you have no complaint."

As soon as the call ends, the burner phone is turned off, and stays off.

As a red herring to confuse the characters, the burner phone can end up in a trash can, and found by a homeless bum. Hilarity should ensue.



The Thorium Incident

Surveilling Dr. Atkinson

Surveillance of Dr. Atkinson's house (Roll Detective) will reveal the following:

Watch for Make roll by Learn

1 day	Any	No one else comes or goes from the house.
2 days	30	Dr. Atkinson has an argument with someone on his cell phone. (See above.)
7 days	40	Dr. Atkinson is spending less time at the university than would be expected for the classes that he teaches, and has been missing office hours. This can be confirmed at the university with little effort. He spends this time at home.
1 day	Critical	There are people watching Dr. Atkinson's house.
3 days	Critical	The team watching the house is at least ten people, using multiple vehicles.

Background check

A background check of Dr. Atkinson (Roll Detective) will reveal the following:

Make Roll by Learn

Any	Dr. Atkinson graduated from Simon Fraser University 1977 with a B.S. in Nuclear Physics. He got his Master's degree three years later, and his PhD two years after that, with a thesis on transuranic mutation in a nuclear reactor. He has been teaching at Simon Fraser since.
	Atkinson has never married and has no siblings. His parents are dead.
10	He lives above the means of a tenured professor at Simon Fraser (with a four bedroom house, custom tailored clothes, and an expensive Ferrari), but is not secretive about it. He has done so for many years.
20	He began investing modestly in MoonsEdge Energy (a Canadian oil company) in the 90s, and made significant profits, which were reinvested. With the boom of oil sand production in the early 21 st century, he made a killing, and is still invested heavily in MoonsEdge Energy. He is not secretive about this, either.
30	Since 2008, Atkinson's investments have been growing very slowly, but have held their value. He is worth over \$10 million.
30	Dr. Atkinson spent a year on sabbatical after getting his Bachelor's degree, living on the Cree reservation with a childhood friend.
Critical	While living with the Cree, Atkinson consulted with tribal elders on the lasting effects of Project Oilsand (to use nuclear bombs to boil the bitumen deposits in the Athabasca oil sands), if it were revived.
Critical	Atkinson has maintained close ties to his childhood Cree friend, and seems to have inside information on upcoming events within the petroleum industry. (This is a red herring. The friend has no involvement.)

The details of Dr. Atkinson's investments can also be gotten by breaking into his house and opening the safe in his office.



The Taxi

If the characters get access to Dr. Atkinson's home phone records, they will find a phone call to Yellow Cab at 8:15 AM on Day 14, lasting three minutes. They will also see another call at 8:32 AM to the same number, lasting one minute. Dr. Atkinson will profess ignorance about the second call, suggesting that perhaps Mr. Sheng was being impatient.

If they have interviewed the neighbors and been told the taxi was blue and yellow, a LOG roll will reveal that Yellow Cabs are only yellow, not yellow and blue. Yellow and blue is a small, local cab company called Blue Top Taxi.

If Yellow Cab is contacted, the dispatcher working on Day 14 will cooperate if he believes at least one of the characters is working for the Canadian government, especially the police. He is also amendable to being bribed (+20), but resistant to being intimidated (-20). He will remember the call, but only because someone else called back shortly after the first call and cancelled the pickup. The first call was a man with a pronounced Chinese accent, the second was from a man with no accent, and a fairly nondescript voice. He accepted the cancellation because both calls came from the same number.

If the characters have interviewed the neighbors, and gotten access to Dr. Atkinson's cell phone records, on a Detective roll -30, they will see a one minute call to the same number as the burner phone at exactly 8:17 AM. If they have tapped Dr. Atkinson's phone and heard the conversation on Day 18, they will recognize the number immediately.

Blue Top Taxi

If the characters contact Blue Top Taxi, they will find the dispatcher is also the owner, David Chatman. BTT only has six cars, and struggles to make ends meet (medallions, like houses, are extremely expensive in Vancouver, and require financing for roughly the same amount). Chatman is very amendable to any sort of bribe, will minimally cooperate with (what he believes are) police, and too busy to talk to anyone else unless coerced or threatened.

He has no record of any pickups at Atkinson's house, which he would remember as it is in a posh neighborhood his cabs rarely visit. He finds no record of the address in his log book, either. On the morning of Day 14, he had one car in for servicing, and the other five out. He only shows two pickups between 8:00 AM and 9:00 AM, neither anywhere near Atkinson's house, both regulars. (This will verify if the characters bother.)

The other three cars were idle at the time. Only one was driven by a woman, one Anne Miles, whom he describes as a very heavysset, short, auburn haired woman with a fiery temper and an eastern European accent, but a good driver for the week that she worked for him. She did not show up for her shift on Day 15. He has her driver's license (a color Xerox of decent quality) and contact info, including phone number, all (except the phone number) for the real Anne Miles.

Chatman has a digital photograph of the fake Anne Miles, from the driver's ID required in the cab. This is a high quality photo, well suited to facial recognition. Vancouver PD will find no hits on it (Detective Lehmann will take several hours to report back. A contact in the PD will do so within an hour.) The CIA database will produce about a dozen possibilities, of which two are dead, one is in prison in Russia, one is in prison in South Africa, five are positively known to be in various places around the world that are not Vancouver, one is too old, and



one too young. The one remaining possibility is identified as Janina Gorbunova, a disgraced SVR interrogator.

A LOG check by anyone who has seen the phone number of the person that Dr. Atkinson has been arguing with will reveal that this is the same number as the burner phone. A check of the driver's license info will find that the real Anne Miles is a hundred pounds lighter, and the pictures make it very clear that she is not the Anne Miles that Chatman employed. She will also explain that her purse was stolen a week ago.

Unfortunately, Blue Top Taxi cannot afford GPS units for their cars.



Traffic cams

Like most modern cities, Vancouver has traffic cameras to monitor driving conditions and watch for accidents throughout the city.

The blue and yellow cab can be spotted leaving the neighborhood of Dr. Atkinson's house around 8:45 AM on Day 14, heading south, towards the airport. It can be followed down Southwest Mariner Drive, until shortly before the turnoff for the Hudson bridge to Sea Island, where the airport is, but does not make it as far as that intersection (where there is a camera).

If someone checks for the cab coming out the neighborhood, a Detective check (or a Technician roll, using license plate recognition) will spot the cab 25 minutes later, continuing on its way down Southwest Mariner Drive, across the Hudson St. Bridge, and into the airport. The area where the cab disappears for 25 minutes is a mix of retail, office space, and light industrial.

Airport security video (which is controlled by airport security, not VPD, so another contact and/or Technician roll needs to be made) will show it arriving at the correct departure gate for China Eastern at 9:45, and a man matching Sheng's description getting out and entering the terminal (with luggage). The video is not of high enough quality to give a certain identification, however. Indoor security video shows the same man entering the terminal, and getting lost in the crowd, heading in the general direction of the nearest men's room. A successful Detective roll will suggest that this is how one of the (CIA trained) characters would move to avoid being easily tracked on surveillance video. Once he is lost in the video, it is hopeless to try to find him again, due to his fairly nondescript appearance and the thousands and thousands of travelers who go through Vancouver International every day.

A successful Detective check will locate Sheng's bags in the airport lost & found, having been forcibly opened and inspected (because they were abandoned). In them are everything one would expect for a two week vacation far from home, plus an eclectic collection of souvenir t-shirts, and over a thousand dollars worth of traveler's cheques in Chinese yuan.

After dropping off its fare, the cab picks up a new fare (documented in Chatman's log) heading to a hotel in the tourist district. (Chatman is a bit nervous about admitting to this. If pressed, he will admit he does not have the appropriate permits to work the airport. This is a minor infraction on the part of his company, and he will be grateful if it is overlooked. He could be worked into a contact, if a character sees value in access to a taxi company that can be easily convinced to keep less than perfect records.)

Traffic cam footage can be accessed in the following ways:

- Detective Lehmann can get the characters access to the archived footage at the station. This will take all day.
- A local police contact can get the characters access, plus an experienced tech to help. This will take an hour or two.
- The video archive can be hacked. It has a Rank 3 alarm (+0/-10/-20), followed by a Technician check to find the correct files.

Airport security video is a similar system, but is operated independently, and would require a contact with airport security, or a separate hack (but against a Rank 2 alarm).



Metadata on the burner phone

Once the team has the number for the burner phone Gorbunova has been using, they may think to check the metadata for that phone – the record of where it's been, based on what cell towers it was connected to, and what calls to and from it have been made. This is available through Detective Lehmann, but will require a warrant (which requires probable cause, which the team may or may not have yet). Otherwise, they can hack the phone company computers (as noted above), or call in a favor from the NSA (for 3 mission points), and obtain the data within an hour or two.

The phone was purchased on Day 9 at a convenience store in Vancouver. The police can obtain security video from the store, but this will take 24 hours. The video will show a nondescript man of indeterminate age, wearing a hat (which hides his face), purchasing the phone for cash. No ID check was done.

The phone was only turned on for a brief time around 6:00 AM, noon and 6:00 PM every day. There is an incoming call from Atkinson on Day 14 (which the team may already know about by now), another the day after the team initially contacted Atkinson, and nothing else.

When on, the phone connected to one of two cell towers in southwestern Vancouver (the neighborhood where the Blue Top Taxi disappeared for 25 minutes). The GPS coordinates of the two calls is a warehouse in that neighborhood.

In theory, the team could data mine the complete metadata database to find other cell phones that are in the same place at the same time, and identify other phones used by Gorbunova and her team to communicate. This would work, but it involves a *massive* amount of data, and would take several weeks, at best. If there is legitimate probable cause, Detective Lehmann can get VPD personnel assigned to this task, which will be very helpful to the prosecution when it's all over, but will still take some time. Gorbunova will act before then (see Interlude 2).

If the team has not tracked down Gorbunova's base of operations in either warehouse within a reasonable amount of time, and does not think of cell phone metadata, Hadad Bazzi will obtain this on his own and provide it to them. (In other words, this is an out if the players get stuck.)



And more than watched

When the characters approach Dr. Atkinson for the second time, they will be attacked by Gorbunova and her minions, unless they have already been taken out. They will try to herd the characters into a blind alley, or some other abandoned area, but if need be, will attack in the street in front of Atkinson's house. Their goal will be to capture at least one character for interrogation, or kill everyone if capture is impossible.

Gorbunova will be present for this attack, in her own vehicle, and will hightail it if things aren't going well. (Possibly leading to another chase scene.)

The minions, if successfully interrogated, will direct the characters to Gorbunova's lair in southwest Vancouver. They will need to act very, very quickly, to beat her there.

See **Gorbunova's Lair** for more details.



Dr. Atkinson, revisited.

If confronted with the inconsistencies in his story, he will deny any wrongdoing, or knowing anything about a woman with a burner phone. If the phone calls are brought up, it will be clear he has something to hide, and knows that the characters know it. He is subject to intimidation, but has a WIL of 75 for that purpose (because college professors are very arrogant and sure of themselves). If interrogated, his WIL is 40, with the following (cumulative) modifiers:

Believes the interrogator is with the police	+0
Any implied threat to his investments	-20
Threats of violence (or actual torture)	+20
Promises of significant reward for cooperation (especially financial)	-10
Threat of jail time	+10
Is led to believe Gorbunova's attack was aimed at himself	-20



If he is broken, he will tell the following tale:

"Sheng contacted me out of the blue by email, two months ago, asking if the offer of a place to stay was still open. I was reluctant to be bothered, but he was persistent, and mentioned that Dr. Liao sent his regards. There was something about the way he said it that piqued my interest. He was obviously being careful for the censors, but it sounded to me like there was more to it than a vacation. So I said yes.

"He arrived on time, checked in with his Consulate, and took a cab to my house. The first night was dinner and friendly chatter, what you'd expect from a casual friend on vacation. The second night, though, he recited a message from Dr. Liao that was rather surprising.

"Dr. Liao's work has been followed with considerable interest as an environmentally superior alternative to fossil fuel power generation, and one that is safer both environmentally and politically than traditional nuclear power. And Dr. Liao is years ahead of the Indians, the fools, and their LWR (Light Water Reactor) designs.

"The common view that thorium reactors can't be used to build bombs is nonsense, of course, but the potential is a lot lower, and any bombs produced would be a lot less energetic. And that is well supported. The potential is there, in theory, because the thorium/²³³U breeder cycle is a high energy neutron source, and can be used to bombard *anything* with neutrons. In theory, it could be used to turn ²³⁸U into plutonium. But there are practical limits, starting with the difficulty of obtaining ²³⁸U without the US finding out about it. The real obstacle, though, with a molten salt reactor, is that it requires some chemical magic at both ends to get the ²³⁸U into a fluoride salt form that can be dissolved in the molten bismuth coolant, and keeping the resulting neptunium hexafluoride from boiling off, and that chemical magic has eluded us so far. And plutonium is more difficult to handle than ²³⁵U without having a dirty bomb event in your lab. This has made it the holy grail for civilian nuclear power for 50 years, the "safe alternative," for places that insist they are only interested in power generation, like Iran and North Korea.

"So goes the theory, based mostly on LWR technology, which is what we have the most experience with. But LWR is not well suited to the thorium fuel cycle, since the fuel is in the form of solid rods, which means extended exposure of the protactinium before reprocessing, and that produces some nasty byproducts. The molten salt reactor is far better suited, because the protactinium can be processed out continuously, which keeps it from extended neutron exposure, and the same would be true with ²³⁸U. It also eliminates the ²⁴⁰Pu problem. But we have very little experience with molten salt. Dr. Liao is the leading expert in the world right now, and he is a genius. Or perhaps 'magician' would be a better word.

"It seems Dr. Liao has figured out how to manage the chemical magic, and turn his thorium reactor design into a breeder reactor for plutonium. And when he reported that to Sheng, his political officer, being a good party apparatchik, passed that information along to his supervisor. Dr. Liao was ordered to include this potential in his reactor design, to make the conversion easier. In other words, this reactor design, being developed specifically to market to third world maniacs like Kim Jong Un, can be converted into a source of chemically pure supergrade ²³⁹Pu, using parts from a high school chemistry lab.

"The best, the only way to stop this madness is to go public with it, and let world opinion force the Chinese to come to their senses. But that's not an easy or safe hobby in China. Dr. Liao and Mr. Sheng both agree it has to be done, but Sheng's boss won't hear of it, and he controls the secret police in Beijing. Dr. Liao is being watched closely; there's no way in hell he could get out of China alive, or get access to a free press. Sheng managed it because he is too unimportant, and even if he went to the press, nobody capable of understanding the



threat would take him seriously. So Sheng was sent to me, in hopes that I could go public with this, and keep Liao out of it.

“Unfortunately, with both of them rightly afraid to put anything in writing, on paper or digitally, the amount of information was limited by Sheng’s memory. I *think* I understand the basic chemistry involved, but there’s some engineering tricks, too, and I’m not an industrial chemist. I had to reach out to someone who was. Ordinarily, I’d go to the head of the Chemistry Department at Simon Fraser, but William Harris is an odious little toad, who couldn’t tell the difference between salt and sugar by licking them off his finger. So I contacted an old friend who works for MoonsEdge Energy. His specialty is petrochemicals, obviously, but he knows his stuff, and he understands industrial chemical engineering better than anyone else I know. It was a mistake.

“The man I contacted was professor Davi Rocha, a Brazilian chemical engineer, working for MoonsEdge in Calgary. I was as evasive as I could be on the phone, but we’ve known each other for 20 years, and it wasn’t hard to convince him to come visit. He got here on Day 8, and had a long talk with Sheng. We both emphasized the importance of keeping this secret, until the time was right to make it public. But also the importance of being certain of Dr. Liao’s work. Davi took a lot of notes, and said he’d get back to us.

“He came back on Day 13, the day before Sheng was to leave, and said that he needed more details from Dr. Liao to be 100% certain, but based on what he had so far, it all looked correct. He suggested some ways that he and Dr. Liao could communicate that would be secret, some kind of computer encryption magic I didn’t understand, but Sheng did. And that, I thought, would be that, until the next day.

“I woke up the morning of Day 14 at four in the goddamn morning, and Davi was in my bedroom with some fat Russian woman, who had a gun. In my bedroom. At four o’clock in the goddamn morning. With a gun. She told me that the plan had changed. That Davi had decided that he needed to talk to Sheng some more, whether Sheng had time before his flight or not. That this was too important to worry about Sheng getting home on time.

“I told them I wasn’t going to be any part of a kidnapping. Davi looked embarrassed, but the woman was determined. She threatened to accuse me of insider trading, which I’ve never done. She had forged documents, and Davi said he’d back her up. He was terrified of her, and I can’t blame him. That woman is a psychopath. I didn’t have any choice.

“My part was simple enough. They told me to wait until Sheng called for his cab, then call back and cancel it, and call the woman’s cell number. That was it. They promised they wouldn’t hurt him; that they needed him alive, but I don’t believe it. That woman is crazy, and she likes to hurt people. But I did what they told me. The blue and yellow cab picked up Sheng, with the Russian woman driving, and that’s all I know.”



Gorbunova's Lair

There are several ways that the team can be led to Gorbunova's base of operations:

- Interrogation of one of her minions
- Following one of her minions
- Cell phone records
 - The metadata records (and surveillance of the area to determine which warehouse) of the burner phone that Atkinson called
 - The metadata and GPS records of the burner phones on the minions after either interlude

Janina Gorbunova's base of operations is in one of two warehouses in southwest Vancouver. If her minions are compromised, she will immediately vacate the first warehouse, and move to the second. The floor plans provided can be used for whichever warehouse is being used when the team catches up with her. The warehouse will be empty except for Gorbunova and her minions. There are several possible scenarios:

1. If the team is being followed (undetected) by Gorbunova's minions when they arrive, any remaining minions not on surveillance duty will be waiting, fully aware of the pending invasion. The rest will arrive in 1/2D turns. They will deploy intelligently, and defend the first floor. If they are forced to retreat, they will retreat up the stairs to the second floor, and call 911 as they do. The police will arrive within 2D turns (sirens will be heard in 1D turns – if this is longer than the 2D rolled for their arrival, the first the team will be aware of the police is when they pull into the parking lot).

Gorbunova will leave at that point, through window in the north facing northwest corner of the 2nd floor, which opens on to the roof of the warehouse proper. If the team has stationed someone to watch that area, she will be using stealth as much as possible to avoid detection. If detected, and cornered, she will retreat back into the building, and use Sheng as a hostage to secure her own release. (And will escape at the first possible opportunity, especially after the police arrive.)

Sheng will be unconscious, tied up in the large conference room on the second floor. He has been beaten badly, but expertly, with no visible injuries, and is in need of immediate medical attention. He will lapse into a coma and die without it.

The minions will hold Sheng hostage, hoping to negotiate a better deal.

2. If the team is not being followed when they arrive, the minions not on surveillance duty will be in the warehouse, spread out in various leisure activities. There will always be at least two guards in the upstairs conference room with Sheng, who will be as noted in #1. There will be a guard posted at the front door, with a second at one of the desks by the stairway, so that he can see the door to the Receiving area. Both have radios. The rest will be spread out, variously asleep in the upstairs offices or using the break room to cook a meal. Possibly one or more in the bathrooms.



The Thorium Incident

At the first sign of trouble, Gorbunova will bolt out the upstairs windows as noted above, while the minions immediately call the police. The minions will retreat to the conference room, barricade the door, and start negotiating.

3. If the team has managed to get to the warehouse after Interlude 1, before it has been abandoned, Gorbunova and her minions will be in the process of bugging out. They will have Sheng, and several garbage cans full of assorted trash and a handful of paper records, loaded into a truck, and will be in the process of spreading gasoline around the building to burn it to the ground. Any mishap during a firefight (like a critical failure) might ignite the gasoline. If this happens, the entire building will be fully engulfed within 2D turns, and anyone still inside will be in serious trouble. (All NPCs inside will be killed. PCs have to deal with gamemaster ingenuity to escape with their lives.)

Gorbunova will initially be by the northern-most loading dock door, supervising the loading of Sheng and whatnot, but will order an immediate attack on anyone detected sneaking in. She will flee to the upstairs, and out the window noted above. If this is not possible, she will head out the nearest door and flee, preferably in a vehicle, but on foot if necessary (leading to another Chase Scene, no doubt.) If cornered, she will use Sheng as a hostage, call 911, and look for a chance to escape.

4. The team may choose to call Detective Lehmann and let the police handle the warehouse. She will need to be convinced there is probable cause to do so, and will then get a warrant (which will take at least an hour, and probably several) unless there is convincing evidence of a crime in progress. If she is convinced, a SWAT team will arrive, resulting in a tense standoff with the minions, while Gorbunova escapes (though the 2nd story window noted above).

In all cases, once the police arrive, it would be best if the team is long gone. If they are, Gorbunova will be as well, if possible, and so will her minions. Sheng will be left behind, badly beaten, but alive. If not, Gorbunova will blame the intruders for any injuries to Sheng, and lie her best to not be taken into custody. The first moment possible, she will flee. If she is arrested, as soon as the police car she is in is out of sight, she will slip out of her handcuffs, murder the two officers transporting her, and escape. If she cannot do so, she will bribe and murder her way out of the police station later. If the team takes her into custody, note her skills with Martial Arts, and unless a player character is standing guard at all times, she will escape from the detention cell in the basement of Weathervane Imports quickly. A real effort should be made for her to escape, for the team to encounter again later.

If the team is still there when the police arrive, they will have some explaining to do, especially if there has been a firefight. They have no permits to carry guns in Canada, much less authority to use them. Detective Lehmann will be among the first senior police officer to arrive, and will recognize them if she has met them already. Given her lack of effort in the early investigation, she will be embarrassed enough for it to be possible to convince her to



The Thorium Incident

overlook their crimes, if Sheng is still alive. If the team takes a diplomatic approach, they can work Lehmann into a full contact in the Vancouver PD. (She will quickly recognize they are not “investigators with the Department of Energy,” but will eventually decide they are informal employees of the Consulate, working for the Consul. Unless she finds out, or is eventually told, otherwise. She is results driven enough that, if the team is useful to her, she will overlook whatever indiscretions she can, but will not endanger her own career to protect them under any circumstances.)

Barring that, as a last resort, they can call Scott, who will call the Consulate, who will make an effort to sweep the entire incident under the rug in the interest of keeping the international incident from blowing up even more (the Canadians would be *very* embarrassed that the kidnapped Chinese national was rescued by Americans, especially CIA personnel). This will involve the Consul, and perhaps certain key personnel in the Consulate, being aware of the teams’ presence and identities. This is not a good career move. In the worst case scenario, the Consulate will invoke the team’s diplomatic immunity (granted after the fact), but this will result in the team having to leave Canada, and being unable to operate openly in the future.



Aftermath

Sheng will not be fully conscious until he is in the hospital. His official statement will be that he was kidnapped by the taxi driver (Gorbunova) on his way to the airport, held in the warehouse (or two warehouses, depending), and beaten for information he did not have. He believes they mistook him for someone else, possibly someone working for one of the Triads (which he insists are far more common in Chinese communities outside of China than inside it), and wanted information about some kind of drug shipment that was expected in the port soon.

Gorbunova's minions will simply refuse to talk to the police at all, and their expensive lawyers will obfuscate the matter to whatever degree they can. Gorbunova herself will be long gone by now, unless she is dead.

The forensic evidence from the warehouse will show that the minions were local talent, hired from a local Punjabi street gang. Smarter than most, but as at home in prison as on the outside, and they have been well paid to keep quiet. Without Gorbunova, they will face weapons charges, and possibly charges for a shootout with the police (if the team somehow arranges one), but their lawyers will confuse things enough they will not face much time.

In addition, the CSIs will find enough cash on the minions that they can trace the serial numbers to an ATM in Athabasca, Alberta, near the university. There will also be a receipt for some batteries and duct tape from a hardware store in the same city. A forensic analysis of cell phone metadata by VPD (which will eventually be obtained by the CIA, whether the team does so or not) will reveal the presence of a burner phone bought in Athabasca on Day 9. Further investigation will reveal it was one of a pair bought together at a convenience store, without ID, by someone who knew how to avoid having his face on the camera, but who was not Gorbunova. That cell phone is on most days, and pings to a tower on the Athabasca University campus.

If the team contrives to interview Sheng themselves, he will have a vague memory of them if they were ever in the same room as him during his rescue. If they apply a little charm, and especially if he figures out they represent the US government, he will be willing to talk to them. If he figures out they have the whole story from Atkinson, and they offer some assurance that Dr. Liao's name will be kept quiet, he will confirm Atkinson's account. Gorbunova interrogated him for (3+) days, in the old school way, about Dr. Liao, about Sheng's supervisor, and, he believes, how to approach one or the other to obtain copies of the plans for the reactor, one way or another. Sheng is convinced that the technical details he was given to pass on to Atkinson were incomplete, and that Gorbunova's employer will be unable to duplicate the complete design with duplicating the research (at the cost of many, many millions). He has no clue who that employer is, but she did talk to him on a cell phone several times in Sheng's presence, reporting information from the interrogation and being given additional questions.

If the team talks to Detective Lehmann after she interviews Sheng, she will have the following to say:

"He claims he was mistaken for someone else, someone working for one of the Triads, and that his kidnapers thought he knew about an incoming drug shipment. It's almost plausible, but even an idiot street gang would have to realize that a stunt like this, even if they were mistaken, would start a war between *all* the Triads, and *all* the Punjabi gangs. It



still could, if Sheng's story gets out. But when I pushed for more details, he became evasive. When I pushed harder, he asked if I could keep the press away from him, because he didn't feel up to recounting his ordeal to them yet. I couldn't figure out how he even knew to make such a subtle threat, but department intelligence tells me he's not just a petty bureaucrat, he's a political officer (*Note: if the team has told her this, it could be a bonding moment with a new contact*), and as such, he would *have* to know how the Triads operate, and that they couldn't let something like this pass unchallenged.

"And to make matters worse, we need Sheng to testify at the trial, or we'll never get a conviction. The gang members are saying they heard cries for help from the warehouse, and went to investigate, good citizens that they are. They were attacked by the "real kidnappers," and disarmed a few of them, and any illegal weapons they were found in possession of came from these supposed kidnappers. Without Sheng's testimony, with the lawyers they have, we may not get them even on the trivial weapons charges. And Sheng is apparently important enough that the Chinese government will let him return to testify if he wants to, but also important enough that they won't force him to if he doesn't. There's as much propaganda value to him being too afraid to return to Canada's murder capital (never mind the murder rate is still lower than Beijing's) as there is to helping us put these clowns away for a few decades. So I'm not willing to push too hard. I want these guys off the street."

If the team provides anything actionable about Doctor Atkinson, she will investigate, but without Gorbunova, it will be very difficult to prosecute him. Atkinson believes, not without reason, that if he keeps his mouth shut, he's safe from Gorbunova. If he talks, he believes, with good reason, that she will hunt him down and kill him.



Followup

There are three major objectives that the team should accomplish:

1. Locate and rescue Sheng. This is their specific assignment.
2. Determine the real reason Sheng was kidnapped. This can be gotten from Dr. Atkinson or from Sheng himself, but without breaking Atkinson and getting his side of it, Sheng will be very uncooperative, sticking to his story of mistaken identity, and eventually calling on the Chinese consulate to shield him from further interrogation.
3. Identify who is responsible: Gorbunova. The only way to definitively do so is through Blue Top Taxi, which as a high quality photo of her face, and fingerprints, either of which will turn up her real identity through the CIA's database.

If the team has rescued Sheng without breaking Dr. Atkinson, Scott Robinson will not buy the mistaken identity story any more than Detective Lehmann does, and will instruct the team to follow up with Dr. Atkinson, who has rather less official protection from interrogation without resorting to criminal assault. This should accomplish the second objective.

If the team has not followed up with Blue Top Taxi, Scott will instruct them to do so, just to be thorough. This should lead to #3.

That concludes this mission. The obvious follow up is to go to Athabasca and try to track down the owner of the burner phone that Gorbunova called while interrogating Sheng, and possibly track down Gorbunova herself. But that's a separate mission.



NPCs



Note: Most of the names and vital statistics were generated using **Fake Name Generator** (<http://www.fakenamegenerator.com/>), an invaluable resource for gamemasters running modern games.

Some of the NPCs listed will have a section in their vital statistics for "Influence." This is generated using Vulpinoid Studios most excellent **Hold Em NPC Generator: Modern Character** (<http://www.rpgnow.com/product/149662/Hold-Em-NPC-Generator-Modern-Character>) book, used rather loosely in this case. This indicates various areas in which the NPC has notable influence, and how much on a relative scale of 1 to maybe 8 or so.

Monika Lehmann

Monika Lehmann is a senior detective with the Vancouver Police Department, currently in charge of to the homicide squad. She has a reputation of being a demanding hard-ass who accepts no excuses from her people, or from her superiors. She is something of an autocrat towards her squad, but left to run it as she sees fit so long as she closes cases in Canada's murder capital, Vancouver. Her squad has the highest closure rate of any homicide squad in Canada, and an exceptional conviction rate due to their attention to detail in preparing their cases.

Height:	5' 7" (169 cm)
Weight:	120 lbs (55 kg)
DOB:	05/06/1972
Hair:	Wavy, Blonde, Shoulder Length
Eyes:	Brown, 20/20
Influence:	Grassroots 1 Legal 1 Police 6 Underworld 1 Wealth 1

Monika is a tough as nails, streetwise cop who walks a thin line between experience and burnout. She drinks more than she should, works very long hours, and has a diet of coffee and junk food, but makes time for her "weekends" with her children, whatever day of the week that happens. Her ex-husband is sympathetic, but unwilling to let their mother's vocation interfere with their lives beyond a certain point.

Monika rose to her current position through years of hard work, punctuated by several incidents of heroism, including being shot three times during a robbery as a patrol officer many years ago.



Sheng Ma

Sheng Ma is a Chinese political officer, but not a very important one. He is a typical, not really young, but not yet middle aged, man, a little overweight, receding hairline, but largely unremarkable in appearance or behavior. He is mild mannered and polite, but those who are observant or meet him in times of stress will see an underlying strength of will.

Even in casual conversation, it is apparent that Sheng is a loyal party member, proud of his country's accomplishments and long history.

Height:	5' 7" (169 cm)
Weight:	182 lbs (93 kg)
DOB:	03/31/1984
Hair:	Wavy, Brown, Medium
Eyes:	Brown, 20/20
Influence:	Politics 4 Wealth 2 Industry 1 Trade 1

Dr. Christopher Atkinson

Doctor Atkinson is a tenured professor at Simon Fraser University in Vancouver. Even in his late 50s, he has a full head of hair, graying though it might be. He gives the impression of being taller than his 5' 9" frame, and has a presence that gives him an air of authority.

He seems the sort who would make a careful distinction between a medical doctor and a "real doctor," and has a haughty and arrogant manner. He dresses in custom tailored clothing, and drives a bright red Ferrari, and makes no secret of his wealth. If asked, he will admit to "a certain success in the stock market," but pretend to be too modest to say more.

Height:	5' 9" (174 cm)
Weight:	188 lbs (85 kg)
DOB:	09/25/1957
Hair:	Wavy, Brown, Short
Eyes:	Blue, 20/20
Influence:	Bureaucracy 1 Education 2 Industry 1 Politics 4 Wealth 2



Janina Gorbunova, Spy (29276)

Janina Gorbunova is a Russian orphan by birth, raised by the SVR RF (Russian Foreign Intelligence Service) and trained to their service all her life. She graduated with honors from their academy at the age of 19, and entered service primarily as an interrogator, a job at which she excelled.

Gorbunova is a squat, overweight fire hydrant, with a short auburn afro. She is surprisingly athletic for someone so obese, and is accomplished in several martial arts forms. Her personality is formidable, to say the least, and she has been trained to make good use of her intimidating demeanor.

She served for about a year with an SVR unit in Chechnya, with significant success, until several prisoners under her control died while being questioned, and reports began to filter back to Moscow about pointless brutality, and desecration of the bodies. Eventually, even her adopted father, Col. Vitaly Gorbunov, could not ignore the reports, and Janina was recalled to Moscow. When she received the order, she killed three MPs and escaped in a stolen UAZ jeep. She is believed to have murdered and stolen her way across Georgia, and disappeared into Turkey in 2014. Her whereabouts since are unknown.

The CIA lists her as armed and dangerous, and rogue. If she is spotted, her location and activities are to be reported directly to Langley in a timely fashion. There is no mandate to detain her, or interfere with her activities, or even report them to local authorities, but there is no indication that anyone will be disappointed if she ends up dead while someone is defending themselves.

Height:	5' 3" (159 cm)
Weight:	203 lbs (92 kg)
DOB:	04/02/1994
Hair:	Curly, Auburn, Short
Eyes:	Brown, 20/20
Influence:	Police 1 Underworld 1 Military 3 Wealth 1

COVERT OPS - OPERATIVE DOSSIER

STR 65

DEX 55

LOG 50

WIL 70

NAME Janina Gorbunova **AGE** 21
CODENAME _____ (Rank 3) **GENDER** Female
TEAM _____ (Rank 2) **HEIGHT** 5' 3"
ORIGIN Russian **WEIGHT** 203 lbs
APPEARANCE Short, overweight, Auburn afro, of Russian descent
LANGUAGES Russian, English
DESCRIPTORS Uses professional terminology specific to Russian espionage
 Likes to hurt people.

MORAL CODE

Aspect (circle one)

	Somewhat	Very	Totally
Cruel	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Focused	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Selfish	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Deceitful	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Brave	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

BP 33

DR 5

INIT 1

MOV 9

BONES 3

DP 0

RANK 3

SKILLS

	ABILITY/2	+LEVELxID	+PS	SCORE	NOTES
ACADEMIC	LOG	0	P S	25	<input checked="" type="checkbox"/> Researcher, <input type="checkbox"/> Scholar, <input type="checkbox"/> Scientist, <input type="checkbox"/> Linguist
DETECTIVE	LOG	1	P S	45	Detect Clues, Interrogation, Shadowing & Trailing, Connections
LEADER	WIL*	0	P S		Strategy, Tactics, Bodyguard, Recruit
MARTIAL ARTIST	STR	3	P S	83	Unarmed Combat, Weapon Combat, Dodging Expertise, Maneuvers
MEDIC	LOG*	0	P S		Diagnose, Treat, Field Medic, Surgery
PILOT	DEX	0	P S	28	<input checked="" type="checkbox"/> Land, <input type="checkbox"/> Air, <input type="checkbox"/> Sea, <input type="checkbox"/> Space
SCOUT	LOG	0	P S	25	Animal Handling, Navigation, Survival, Tracking
SOLDIER	DEX	3	P S	58	Pistols, Rifles, Gunnery, Demolitions
TECHNICIAN	LOG*	0	P S		Engineering, Repairing, Programming, Set Security
THIEF	DEX	1	P S	38	Deception, Bypass Security, Sleight of Hand, Stealth

NOTES

Bullet Proof Vest

Sleep Capsules: Inhalation, Incapacitate (sleep) x 2

+15 for martial dodge

EQUIPMENT ALLOWANCE 2

Operative Pack (commlink, digital watch, encrypted phone, ID & validator)

Martial Maneuvers:

All around sight

Deadly Attack (x2) : +4 damage for unarmed attacks

Power Attack (each -10% to hit is +2 to damage)

Multiple Attacks (extra attack with no multiple attack penalty)

Whirlwind attack

WEAPON	SCORE	DAMAGE	RANGE	AMMO	UPGRADES / NOTES
<input checked="" type="checkbox"/> Semi-Auto Pistol	78	1D+4	M	10	Spare Ammo upgrade Silencer, Heavy Caliber
Knife	78	1D+2	S		
Brass Knuckles	78	1D+2			
Unarmed Combat	83	1/2D+6	--	--	



Bura Gadhe gang members

15 gang members hired by Gorbunova are reasonably competent at violence, and little else. They were hired to watch Dr. Atkinson's home, and tail anyone who contacts him there. Their instructions are to avoid engaging if confronted, but they will respond with violence if they have any excuse.

- Gang Member 60% [Semi-automatic pistol (1D+2), ballistic cloth armor, cell phone]



Sample Characters

Since these characters went through DWD's **Burning Presidents** and **Operation: Olympus Rising** scenarios, they are at Rank 2.

The sample characters are as follows:

Neil Morreston (Operations Officer) – Wilderness guide and survival expert from Montana, with family connections to the CIA in the form of two uncles who were CIA contractors for many years, until they were caught falsifying reports to justify their fat paycheck.

Joe Franken (Specialized Skills Officer) – Former military, recruited by the CIA as a courier (driver and pilot) for classified documents. An unfortunate incident in the Middle East resulted in the loss of some classified documents, but Joe is believed to have been drugged.

Isabella Ryan (Paramilitary Operations Officer) – A former sniper for the Israeli Army, technically on loan to the CIA after an assignment working with the FBI in which bad intel and a bad call on the part of the Agent in Charge led to the shooting of a hostage instead of a terrorist.

Belinda Valdez (Operations Officer) – A former Air Force MP with a background in military intelligence.

Kir Hobalskaya (Operations Officer) – The son of a Russian oligarch and Chinese national. His father was assassinated by Russian agents, his mother is in hiding the US, and Kir joined the CIA because they offered a more exciting life than Witness Protection. While most of the family's billions are gone, he still has a very comfortable allowance, and moves easily among society's elite.

John "My Real Name Is Classified" Smith (Operations Officer) – A man on the run from a mysterious past, but an expert at infiltration and steady in a firefight.

Steve Randall (Specialized Skills Officer) – Computer wizard extraordinaire, recruited by the CIA as a teenager after being caught hacking into their classified network.

COVERT OPS - OPERATIVE DOSSIER

STR 56

DEX 60

LOG 62

WIL 57

NAME Steve Randall **AGE** 23
CODENAME _____ (Rank 3) **GENDER** Male
TEAM _____ (Rank 2) **HEIGHT** 5' 11"
ORIGIN Technician **WEIGHT** 152
APPEARANCE Thin build, long, messy hair
LANGUAGES English
DESCRIPTORS Likes challenges
 Gets bored easily

MORAL CODE

Aspect (circle one)

	Somewhat	Very	Totally
Kind	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Unfocused	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Selfless	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Honorable	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Brave	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

BP 28

DR 0

INIT 1

MOV 8

BONES 4

DP 1

RANK 2

SKILLS

	ABILITY/2	+LEVELxID	+PS	SCORE	NOTES
ACADEMIC	LOG	1	P S	41	<input checked="" type="checkbox"/> Researcher, <input type="checkbox"/> Scholar, <input checked="" type="checkbox"/> Scientist, <input type="checkbox"/> Linguist
DETECTIVE	LOG	0	P S	31	Detect Clues, Interrogation, Shadowing & Trailing, Connections
LEADER	WIL*	0	P S		Strategy, Tactics, Bodyguard, Recruit
MARTIAL ARTIST	STR	0	P S	28	Unarmed Combat, Weapon Combat, Dodging Expertise, Maneuvers
MEDIC	LOG*	0	P S		Diagnose, Treat, Field Medic, Surgery
PILOT	DEX	0	P S	30	<input checked="" type="checkbox"/> Land, <input type="checkbox"/> Air, <input type="checkbox"/> Sea, <input type="checkbox"/> Space
SCOUT	LOG	0	P S	31	Animal Handling, Navigation, Survival, Tracking
SOLDIER	DEX	1	P S	40	Pistols, Rifles, Gunnery, Demolitions
TECHNICIAN	LOG*	2	■ P S	71	Engineering, Repairing, Programming, Set Security
THIEF	DEX	0	P ■ S	40	Deception, Bypass Security, Sleight of Hand, Stealth

NOTES

Specialty: Computer Systems

EQUIPMENT ALLOWANCE 18

Operative Pack (commlink, digital watch, encrypted phone, ID & validator)

Traveler's Lifestyle (3)

Simple Cover ID (3)

Technician Pack (3)

Plausible Gadget (super hacker laptop, +10 to Thief checks to hack through computer-based security systems) (3)

WEAPON SCORE DAMAGE RANGE AMMO UPGRADES / NOTES

Semi-Auto Pistol 30 2D+3 M 10 Spare Ammo upgrade

Unarmed Combat 28 1/2D -- --

COVERT OPS - OPERATIVE DOSSIER

STR 60

DEX 66

LOG 55

WIL 50

NAME John Smith
AGE _____
CODENAME _____ (Rank 3)
GENDER M
TEAM _____ (Rank 2)
HEIGHT 7
ORIGIN Wealthy
WEIGHT 1
APPEARANCE Average - unremarkable
LANGUAGES English
DESCRIPTORS 1/2 White 1/2 Chinese

MORAL CODE

Aspect (circle one)

	Somewhat	Very	Totally
Kind/Cruel	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Focused/Unfocused	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Selfless/Selfish	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Honorable/Deceitful	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Brave/Cowardly	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

BP 30

DR 5

INIT 2

MOV 9

BONES 2

DP 10

RANK 2

SKILLS

	ABILITY/2	+LEVELxID	+PS	SCORE	NOTES
ACADEMIC	LOG	0	P S	28	<input checked="" type="checkbox"/> Researcher, <input type="checkbox"/> Scholar, <input type="checkbox"/> Scientist, <input type="checkbox"/> Linguist
DETECTIVE	LOG	0	P S	28	Detect Clues, Interrogation, Shadowing & Trailing, Connections
LEADER	WIL*	0	P S		Strategy, Tactics, Bodyguard, Recruit
MARTIAL ARTIST	STR	0	P S	30	Unarmed Combat, Weapon Combat, Dodging Expertise, Maneuvers
MEDIC	LOG*	0	P S		Diagnose, Treat, Field Medic, Surgery
PILOT	DEX	1	P S	43	<input checked="" type="checkbox"/> Land, <input type="checkbox"/> Air, <input type="checkbox"/> Sea, <input type="checkbox"/> Space
SCOUT	LOG	0	P S	28	Animal Handling, Navigation, Survival, Tracking
SOLDIER	DEX	1	P S	53	Pistols, Rifles, Gunnery, Demolitions
TECHNICIAN	LOG*	0	P S		Engineering, Repairing, Programming, Set Security
THIEF	DEX	2	P S	73	Deception, Bypass Security, Sleight of Hand, Stealth

NOTES

EQUIPMENT ALLOWANCE 24

1 Bone Spent for Soldier Ability
 1 Bone spent for extra equipment
 6 Extra equipment allowance for wealthy background.
 Contact from wealthy background - Aide to a US Senator

Operative Pack (commlink, digital watch, encrypted phone, ID & validator)

Traveler's Lifestyle - 3

Bullet proof vest - 3

WEAPON	SCORE	DAMAGE	RANGE	AMMO	UPGRADES / NOTES
<input type="checkbox"/> Semi-Auto Pistol	63	2D +4	M	10	Spare Ammo upgrade, Silencer - 1, extend magazine - 1,
Unarmed Combat			--	--	

COVERT OPS - OPERATIVE DOSSIER

STR 50

DEX 55

LOG 65

WIL 61

NAME Kir Hobalskaya **AGE** 28
CODENAME _____ (Rank 3) **GENDER** Male
TEAM _____ (Rank 2) **HEIGHT** _____
ORIGIN _____ **WEIGHT** _____
APPEARANCE _____
LANGUAGES English, Russian, Chinese, Farsi
DESCRIPTORS Vengeful
 Affable

MORAL CODE

Aspect (circle one)

	Somewhat	Very	Totally
Kind/Cruel	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Focused/Unfocused	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Selfless/Selfish	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Honorable/Deceitful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Brave/Cowardly	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

BP 25

DR 0

INIT 2

MOV 8

BONES 3

DP 10

RANK 2

SKILLS

	ABILITY/2	+LEVELxID	+PS	SCORE	NOTES
ACADEMIC	LOG	0	■ P s	53	<input checked="" type="checkbox"/> Researcher, <input type="checkbox"/> Scholar, <input type="checkbox"/> Scientist, <input checked="" type="checkbox"/> Linguist
DETECTIVE	LOG	2	P ■ s	63	Detect Clues, Interrogation, Shadowing & Trailing, Connections
LEADER	WIL*	0	P s		Strategy, Tactics, Bodyguard, Recruit
MARTIAL ARTIST	STR	0	P s	25	Unarmed Combat, Weapon Combat, Dodging Expertise, Maneuvers
MEDIC	LOG*	0	P s		Diagnose, Treat, Field Medic, Surgery
PILOT	DEX	0	P s	28	<input checked="" type="checkbox"/> Land, <input type="checkbox"/> Air, <input type="checkbox"/> Sea, <input type="checkbox"/> Space
SCOUT	LOG	0	P s	33	Animal Handling, Navigation, Survival, Tracking
SOLDIER	DEX	1	P s	38	Pistols, Rifles, Gunnery, Demolitions
TECHNICIAN	LOG*	0	P s		Engineering, Repairing, Programming, Set Security
THIEF	DEX	0	P s	28	Deception, Bypass Security, Sleight of Hand, Stealth

NOTES

Origin: Wealthy - extravagant lifestyle

Roving contact

EQUIPMENT ALLOWANCE

12

Operative Pack (commlink, digital watch, encrypted phone, ID & validator)

WEAPON SCORE DAMAGE RANGE AMMO UPGRADES / NOTES

Semi-Auto Pistol 38 1D+2 M 10 Spare Ammo upgrade

Unarmed Combat 25 1/2D -- --

COVERT OPS - OPERATIVE DOSSIER

STR 66

DEX 61

LOG 64

WIL 62

NAME Belinda Valdez **AGE** 28
CODENAME _____ (Rank 3) **GENDER** _____
TEAM _____ (Rank 2) **HEIGHT** _____
ORIGIN _____ **WEIGHT** _____
APPEARANCE _____
LANGUAGES English, Turkish, Chinese, Hindi
DESCRIPTORS Calm under Pressure
 Stubborn

MORAL CODE

Aspect (circle one)

	Somewhat	Very	Totally
Kind/Cruel	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Focused/Unfocused	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Selfless/Selfish	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Honorable/Deceitful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Brave/Cowardly	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

BP 33

DR 0

INIT 1

MOV 9

BONES 4

DP 10

RANK 2

SKILLS

	ABILITY/2	+LEVELxID	+PS	SCORE	NOTES
ACADEMIC	LOG	0	P S	32	<input checked="" type="checkbox"/> Researcher, <input type="checkbox"/> Scholar, <input type="checkbox"/> Scientist, <input type="checkbox"/> Linguist
DETECTIVE	LOG	0	■ P S	52	Detect Clues, Interrogation, Shadowing & Trailing, Connections
LEADER	WIL*	1	P S	41	Strategy, Tactics, Bodyguard, Recruit
MARTIAL ARTIST	STR	1	P ■ S	53	Unarmed Combat, Weapon Combat, Dodging Expertise, Maneuvers
MEDIC	LOG*	0	P S		Diagnose, Treat, Field Medic, Surgery
PILOT	DEX	0	P S	31	<input checked="" type="checkbox"/> Land, <input type="checkbox"/> Air, <input type="checkbox"/> Sea, <input type="checkbox"/> Space
SCOUT	LOG	0	P S	32	Animal Handling, Navigation, Survival, Tracking
SOLDIER	DEX	2	P S	51	Pistols, Rifles, Gunnery, Demolitions
TECHNICIAN	LOG*	0	P S		Engineering, Repairing, Programming, Set Security
THIEF	DEX	0	P S	31	Deception, Bypass Security, Sleight of Hand, Stealth

NOTES

EQUIPMENT ALLOWANCE 12

Contacts:

Background: Military Veteran (Air Force Intel)

Indian former AF Intel

Former Turkish AF Security

Father: Hispanic - Texas, Mother: Korean

+5/Martial Arts level for DEX based dodge

Background Skill: Leader

Free skill: Soldier

Maneuver: Disarm

Operative Pack (commlink, digital watch, encrypted phone, ID & validator)

WEAPON SCORE DAMAGE RANGE AMMO UPGRADES / NOTES

Semi-Auto Pistol M 10 Spare Ammo upgrade

Unarmed Combat 43 1/2D+1 -- --

COVERT OPS - OPERATIVE DOSSIER

STR 55

DEX 65

LOG 60

WIL 50

NAME Isabella Ryan **AGE** 27
CODENAME _____ (Rank 3) **GENDER** Female
TEAM _____ (Rank 2) **HEIGHT** 5' 6"
ORIGIN _____ **WEIGHT** 130
APPEARANCE _____
LANGUAGES English, Hebrew
DESCRIPTORS Cold
 Straight Forward

MORAL CODE

Aspect (circle one)

	Somewhat	Very	Totally
Kind/Cruel	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Focused/Unfocused	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Selfless/Selfish	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Honorable/Deceitful	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Brave/Cowardly	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

BP 28

DR 0

INIT 2

MOV 9

BONES 4

DP 11

RANK 2

SKILLS

	ABILITY/2	+LEVELxID	+PS	SCORE	NOTES
ACADEMIC	LOG	0	P S	30	<input checked="" type="checkbox"/> Researcher, <input type="checkbox"/> Scholar, <input type="checkbox"/> Scientist, <input type="checkbox"/> Linguist
DETECTIVE	LOG	0	P S	30	Detect Clues, Interrogation, Shadowing & Trailing, Connections
LEADER	WIL*	0	P S		Strategy, Tactics, Bodyguard, Recruit
MARTIAL ARTIST	STR	0	P S	28	Unarmed Combat, Weapon Combat, Dodging Expertise, Maneuvers
MEDIC	LOG*	1	P S	50	Diagnose, Treat, Field Medic, Surgery
PILOT	DEX	0	P S	33	<input checked="" type="checkbox"/> Land, <input type="checkbox"/> Air, <input type="checkbox"/> Sea, <input type="checkbox"/> Space
SCOUT	LOG	0	P S	30	Animal Handling, Navigation, Survival, Tracking
SOLDIER	DEX	2	P S	73	Pistols, Rifles, Gunnery, Demolitions
TECHNICIAN	LOG*	0	P S		Engineering, Repairing, Programming, Set Security
THIEF	DEX	1	P S	43	Deception, Bypass Security, Sleight of Hand, Stealth

NOTES

Origin: Military vet (soldier skill)

Free Contact: brother

3 unspent

EQUIPMENT ALLOWANCE 12

Operative Pack (commlink, digital watch, encrypted phone, ID & validator)

WEAPON SCORE DAMAGE RANGE AMMO UPGRADES / NOTES

Semi-Auto Pistol M 10 Spare Ammo upgrade

Unarmed Combat

COVERT OPS - OPERATIVE DOSSIER

STR 55

DEX 60

LOG 65

WIL 51

NAME Neil Morreston **AGE** 29
CODENAME _____ (Rank 3) **GENDER** Male
TEAM _____ (Rank 2) **HEIGHT** 5' 10"
ORIGIN See Attachment **WEIGHT** 180
APPEARANCE See Attachment
LANGUAGES English, Mandarin
DESCRIPTORS Easy to talk to
 Overly conscious of family "issues"

MORAL CODE

Aspect (circle one)

	Somewhat	Very	Totally
Kind	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Focused	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Selfless	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Honorable	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Brave	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

BP 28

DR 0

INIT 2

MOV 8

BONES 4

DP 10

RANK 2

SKILLS

	ABILITY/2	+LEVELxID	+PS	SCORE	NOTES
ACADEMIC	LOG	0	P S	33	<input checked="" type="checkbox"/> Researcher, <input type="checkbox"/> Scholar, <input type="checkbox"/> Scientist, <input type="checkbox"/> Linguist
DETECTIVE	LOG	1	P S	53	Detect Clues, Interrogation, Shadowing & Trailing, Connections
LEADER	WIL*	0	P S		Strategy, Tactics, Bodyguard, Recruit
MARTIAL ARTIST	STR	0	P S	28	Unarmed Combat, Weapon Combat, Dodging Expertise, Maneuvers
MEDIC	LOG*	0	P S		Diagnose, Treat, Field Medic, Surgery
PILOT	DEX	0	P S	30	<input checked="" type="checkbox"/> Land, <input type="checkbox"/> Air, <input type="checkbox"/> Sea, <input type="checkbox"/> Space
SCOUT	LOG	2	P S	73	Animal Handling, Navigation, Survival, Tracking
SOLDIER	DEX	1	P S	40	Pistols, Rifles, Gunnery, Demolitions
TECHNICIAN	LOG*	0	P S		Engineering, Repairing, Programming, Set Security
THIEF	DEX	0	P S	30	Deception, Bypass Security, Sleight of Hand, Stealth

NOTES

Free Contact - Colonel Richmond (US Special Forces)
 Met During Green Beret Training, also friend of Neil's father
 Scout specialty - Mountains/Forests (not jungle)
 Detective contact

EQUIPMENT ALLOWANCE 12

Operative Pack (commlink, digital watch, encrypted phone, ID & validator)

WEAPON SCORE DAMAGE RANGE AMMO UPGRADES / NOTES

<input checked="" type="checkbox"/> Semi-Auto Pistol			M	10	Spare Ammo upgrade
Unarmed Combat			--	--	

