Splinter Cell

Welcome to next-decade 20-something. It is the technothriller future where you are either a grizzled veteran spy, a fearsome security expert, a distant handler or some kind of terrorist. It's a rough wild world out there, and it's tough.

To help you with your future missions…

Starting Budget: +1000cp!

Choose your Age and Starting Agency!

Roll 1d8 + 28 to determine your starting age. Your gender is the same as it was last jump. You may pay 50cp to set both.

Then, roll 1d8 to determine your starting location.

1. CIA, United States,
2. Mossad, Israel
3. SVR, Russia
4. Ministry of State Security, China
5. Direction Générale de la Sécurité Extérieure, France
6. Secret Intelligence Services, England
7. Corps of Gendarmerie of Vatican City
8. Lucky- Pick your agency!

Choose your Origin!

Your Origin reflects your current employment, not now you got your skills and vice versa.

Drop-In - Free!

You have no idea what's going on or what you're doing. You're suddenly a low-ranking analyst in whatever organization you fall into. You have a steady job that's lots of mind-numbing tedium, and the skills to do it. The only problem is, *lives* depend on you being vigilant at all times for the slightest detail.

+ You aren't usually in danger!
+ You gain an additional language based on where you enter the jump.
- You're definitely not a sexy spy, and won't get much action in any sense of the word.
- If you do get involved with something, you might not have the training to handle it.

Third-Echelon - 100cp

You are part of an elite sub-section of whatever organization you start in- a disposable agent with an equally disposable team that can be easily disavowed. Everything about your existence is highly compartmentalized, and you can count the number of people you can trust on one hand.

+ You have at least one decade of military experience.
+ You're hard to shake or disturb, considering the things you sometimes have to do.
- You'll be asked to do some really awful things to people- you only can trust your handlers and commanders that they deserve it.
- You're alone more often than not, and that's not much comfort in the face of guns and knives.

Argus Security - 100cp

One of the dozens of private military contractors, you and your fellow workweek-warriors get paid to stand around and carry guns. It's boring, but you get to go all over the world and are paid no to ask questions.

+ You have lots of experience at security work, so you don't get bored easily.
+ You have a lot of cool toys and gear that the military can't afford.
- You lack most kinds of legal protection.
- You die like anyone else.

Insurgent - 100cp

More a catch-all term, you find yourself seamlessly injected into a rebel militia, a military dictatorship or similar regime. Whatever you are, you and your group have a burning desire to rock the boat to get a regime change going.

+ You have connections with an intensely political group, not necessarily terrorists, but definitely on the hardcore side of activism.
+ You're often fighting for a noble cause.
- Wherever you are, there are people who don't like the current ruling/controlling parties, and tensions are always high.
- Those aforementioned noble causes? Unfortunately you might have to take some not-so-noble actions to achieve them.

Perks!

As usual, Perks are 50% for a matching origin. All Origins save Drop-In get the first perk free.

Drop-In

100cp - Spec Ops Training

You have extensive experience in the special operations world- maybe you were a SEAL, or Spetsnaz. Either way, you have top-tier military training and can navigate all kinds of environments and combat situations. Your knowledge is applicable in a broad range of military or combat situations.

300cp - Organizational Experience

You understand the science of the splinter-cell, the distributed network and compartmentalized organization. Be it hostile or allied, you can with sufficient time track procurement orders, punch through black-ops secrecy, and so on. One way this perk can be used is to find and designate enemy cells for capture, preventing threats.

Alternatively, you can use this perk to personally intercept and add yourself to an isolated or distant team, even one that beings to another organization.

600cp - Mark and Execute

You have a preternatural sense of timing and target designation. You may mentally tag up to five targets, be they people or objects. In marking them, you ignore any mental overhead to tracking them relative to you in space or time, and when taking aim while performing other actions- essentially you gain a highly focused multitask ability, applied whatever you have marked.

The range of this ability is limited to the building or outdoor space you occupy, with a maximum range of 500 meters.

Third-Echelon

100cp - The Fifth Freedom

Killing is not something to be done lightly, and everyone knows it, especially you. This perk allows you to limit how much death in general affects you, allowing you to complete your mission without compromising the objective. It does not prevent guilt or remorse, but it ensures you will be in the right state of mind to deal with your demons in a healthy manner.

300cp - Quick and Easy Answer

Maybe you have an intimidating voice, or you're just so stealthy that people are scared into revealing things once you grab hold of them. This perk enhances your ability to grapple people, both in keeping them secure and questioning them. Civilians along with rank-and-file soldiers will quickly blurt out everything they know, while harder targets will resist.

As an added benefit, you know how to silently break someone's neck, or put them into a sleeper hold.

600cp - All Angles Accounted For

Your senses are so great, you can quite literally generate a second 'camera', anchored to your position hang it somewhere behind in three-dimensional space. You now have a floating viewpoint that can be rotated around, with you serving as the central axis. The new camera can't go through walls or floors. You are explicitly allowed to look around corners or behind you without actually moving your head or eyes.

You can still see through your own eyes as well, and the doubled viewpoints do not cause disorientation- you interpret both visual streams automatically.

Argus Security

100cp - Eye for Detail

You have a rock-solid memory for things like guard patrol routes and schedule changes. You never forget passwords either. More importantly, you have a great sense of when something is just a little bit off- maybe a shadow is darker than the last time you looked, or there's dust floating in the air.

Either way, you're exceptionally good at noticing these things, meaning you can track down someone's movements or location.

300cp - Perfect Parabola

Grenades are your best friend, thrown by hand or launched from a weapon. You're so good at throwing, this applies to all kinds of flung or launched projectiles, as long as they arc.

This perk allows you to throw or aim objects, using their arcs to swing around corners or even bounce off walls. Some things can't bounce very well, but even then your accuracy on the rebound is good enough for most tasks.

600cp - Run and Gun

When you're set on all sides by deadly spies from the shadows, or plunged head-first into a wild scramble for the next bit of cover, it pays to be quick and accurate.

This perk allows you to run and use a weapon at no penalty- the thoughts for figuring out where and how to move are now independent from where you aim or swing. In fact, you're so good at this, that you invert the effects of recoil or awkwardly balanced weapons. Basically, holding the trigger down on full auto makes you *more* accurate.

Insurgent

100cp - Dead Drops

In every large city, there is some dumpster, manhole, utility box or closet that has the basics, like a passport, ID, some local currency, a change of clothes and so on. The dead drops never have weapons, but you're a resourceful type- I'm sure you can figure it out.

300cp - Politically Correct

There's no cause you can't understand, or infiltrate. By joining a group that has a political ideology, you can quickly absorb and understand their ethos and history. This ensures you can effectively discuss Party Politics with the Politburo during the Cold War, or office interaction in a fortune 500 board room.

600cp - Glass Dagger

You are a master of compartmentalization. Any organizational effort you lead can be distributed among dozens of operatives, resource caches, dead drops and the like.

This perk dramatically increases the success rates of a given operation, because you're able to arrange and ensure that *someone*, including yourself, can get what they need when they need it.

Aside from this logistical benefit, you may also tell someone exactly what they need to know to accomplish something, ensuring that if captured or otherwise obstructed, they won't compromise the rest of the mission.

Gear

Drop-In

50cp - Laptop and Satellite Link (Free with Drop-In)

You have a modern laptop that automatically updates its hardware based on the best a local government can afford. (It won't ever downgrade though). It also has a satellite link (if satellites exist) to any intelligence agency. If you lack permission you'll have to hack in yourself, but this gizmo gives you the chance to hunt for all kinds of juicy info.

100cp - Alphabet Soup ID (Discount Drop-in)

This is an ID card that automatically becomes either a random string of letters and an official sounding name, or becomes legal ID for whatever government organization you happen to be working for, including one you lead.

200cp - An Unassuming Briefcase (Discount Drop-in)

This looks like a standard 14"x9"x5" leather briefcase, high quality with good quality combination locks and the like. The interesting fact is that each combination you enter reveals a different internal space.

There are five spaces, and you can set the combinations for each- any other combination is 'Locked'. Each space is the exact same size, ideal for documents, laptops, etc. Only the current space is visible to x-ray and other sensors.

Third-Echelon

50cp - SC Pistol (Free with Third Echelon)

This pistol has a built-in suppressor and was fashioned by a master gunsmith, to the point that it can fire in almost any environment- under water, in sand, and so on. While it won't win you any rate-of-fire contests, it is fiendishly accurate and whisper quiet.

100cp - Infiltration Gear (Discount Third Echelon)

This is a light-weight and rugged headset that has multiple vision modes- augmented reality HUD, night vision, thermal vision and EM-field detection. Each mode can be invoked by flicking your head, and additional information is sent a smartphone or similar device of your choice.

200cp - SC2000 Rifle (Discount Third Echelon)

This advanced weapon system has a myriad of ammunition types, as well as an underslung magnetic acceleration launcher, which can support all kinds of payloads from concussive airfoils to anti personnel grenades. The rifle is suppressed, but the magnetic launcher is silent- only the impact of whatever you fire makes a sound.

The special ammo includes knockout airfoils, remote stickycams, smoke/gas grenades and anti personnel grenades. You also know how to maintain and construct more of all of these items.

Argus Security

50cp - Tactical Boots (Free with Argus Security)

These boots are the best boots a soldier could ask for- no matter what, your feet never get wet or sweaty, suffer blisters or soreness. You can stand for hours without getting cramps, and break out into a mad dash with no penalty. You also ignore damage to your legs from free-falling three stories or less. If you have rope or a parachute, you can land on your feet from any height with no leg injury.

100cp - Chaff Grenades

These devices are harmless to people, but play merry hell with anything broadcast. When detonated, any wireless device within 100 meters has their connection completely disrupted. Wired devices (or really anything electronic) experience distortions and a 25% reduction in overall effectiveness. Gear hardened against EMP and the like are immune.

You start with 6 such grenades, and know how to make more.

200cp - Contracts

You have the means to draft a contract for your employment as a freelancer or consultant- and you can set it how fine the print is. When you sign this contract, a copy is placed in your Warehouse, and you can then edit your copy, reflecting changes on the one your employer holds.

This item doesn't alter memories, just the documents. You'll have to convince people to honor an altered contract, but they'll find no forensic evidence of tampering.

Insurgent

50cp - Anonymizing Handle (Free with Insurgent)

You have a username and password that follows you on to every communication service, from command-line email to the latest IM client. With this non-descript name of numbers and letters, you can be certain your identity is safe when communicating or using the internet.

Someone has to be looking over your shoulder in order to connect you to this digital identification.

100cp - Technical (Discount Insurgent)

To most this looks like a standard civilian vehicle, possibly twenty years old, maybe not- but the truth is it can become an awesome military assault platform. You begin with a vehicle like a sturdy pick-up truck or van, complete with armor and bolted-on weaponry. If destroyed, it's not replaced, but you are guaranteed to find enough parts and a new vehicle within a week of the first being destroyed.

200cp - Black Book (Discount Insurgent)

This nondescript notebook is full of handwritten notes, passcodes and plans for insurgent movements across the globe, be they run by revolutionaries or intelligence agencies. It updates itself weekly, but the information also expires after a week as the situation changes.

With it, you can find regimes under siege, politically motivated missions or heists, and generally navigate your way through political extremism.

Drawbacks

You can take any number of Drawbacks, but you can't gain more than 600cp from any combination of drawbacks.

+100cp - Squeaky Gear

For whatever reason, you just have bad luck with equipment. Your shoes squeak when trying to be sneaky, it takes forever to clean your guns, and your tactical webbing breaks at the worst times- nothing you can't get by, but it makes your job harder.

+100cp - Snarky Handlers

Your support team (even your companions) never seem to run out of material for color commentary. It might be your age, your sense of style or some geeky videogame reference you have no idea about, but they'll be making them, filling your earpiece or IM log with chatter.

+200cp - No Ammo Run

You only get as much ammo as your weapons can hold in a single clip or magazine- and none of the weapons you find during missions ever have more than a handful of bullets left when you find them.

+200cp - Three Alarms

In any situation where you can get caught doing something you shouldn't, you have three strikes before the full weight of consequence falls on you. Each successive alarm also increases the vigilance of any sentries or observers, as well as making them more determined to find you.

+300cp - Dishonored

You've done something that even your government cannot overlook- or another nation has found out enough about you to put a target on your head. Regardless, your allies are thin on the ground and many hands are tied

+300cp - Disavowed

You've been blacklisted, cut off from any legitimate operational authority or government body. This means that while no one is explicitly hunting for you, nor are they going to trust or help you. You'll probably have to deal with enemies crawling out of the woodwork though.

Ten Years Later…

Go Home

It's been rough these past ten years, and you've been in the thick of it for far too long. Maybe it's time to go home, retire. Spend time with your family...

Stay

The world is a technothriller mess, and you've got just the black-ops tactical mop to clean it up.

Move On

Another day another mission, or jump in your case. It was a fun spygame romp, but now you gotta move on to grander, or at least more well lit pastures.

Notes/Changelog

v0.2 1/7/15

Added Drawbacks- forgot them in the first draft!

v0.1 1/6/15

First Draft!
I am CONSIDERING later on doing a full ‘Clancyverse’ jump that covers y’know, as much as possible- the classics like Hunt for Red October, Rainbow Six, and such, along with the games, Splinter Cell, Ghost Recon, etc. Perks/Gear from this jump would be absorbed into that one.