From a dark and foreboding office in a building that does not exist, dozens of wall screens cover the wall. Each dedicated to a different nation, text and statistics rolling past at blinding speed. People, places, times and probabilities.

A solitary figure watches each, with hands clasped and eyes hidden beneath a reflective glare. He gives barely any hint of action, but- there!

A screen expands at his command, feed from satellites expanding past the cloud layer, skyscrapers, and peeling back floor after floor.

A solitary figure, arms supplicant. Mouth open in a penitent wail.

He makes the call.

The chair swivels. He takes a breath. His arm a blur of motion as it points and he shouts

Agents-

Are-

GO!



By Clover

Are You Ready!

+1000 CP

=Location=

Agents are dispatched to missions worldwide. All agents start at Elite Beat Agent Central, an undisclosed location.

=Training and Branch=

For ten years, you must dance for those in need. But how will you take the stage?
Roll 18+1d8 for age and retain gender. Pay 50CP to choose both.

Drop-In - Free
Picked up off the sidewalk one day and thrown into a funky black van, you've been volunteered to the cause. No prior training, connections or premixed soundtracks. Perhaps you must find your own sense of rhythm. How hard can this be? Just need some dance lessons first…

Elite Beat Agent – 100CP
Recruited from the finest dance academies and secret agent facilities in the world, only those with a certain flair for the dramatic and an ear for timing can make the cut as an Elite Beat Agent. Regular beat agents go to other less adventurer cases, like backup dancing for Premiers or jazz handing for heiresses. Not like that will happen to you, right?

Cheerleader – 100CP
It's said that cheerleaders do everything the other agents do, but backwards and in high heels. Men can join of course, even if they lack the dress sense that most would expect. The branch has been met with welcome in urban areas, even if they are seen as unprofessional. Experts at working a crowd.

Patapon – 100CP
A tribe of enthusiastic warriors from a distant land who resemble giant eyes with arms and legs. Attempting another way of finding IT, these signed up the first time they could. It is not necessary to actually be a Patapon to have them accept you, honorary tribe members are also welcome. Free Patapon form available. They work best in large groups.

=Perks=

Remember your training, agent. What are the basics of EBA?

Elite Beat – Free

Elite Beat Energy, also known as Rhythm Power, is the cornerstone of the Elite Beat Agency. Created through rhythmic movements in time to specific harmonies, it can be channeled to create extraordinary abilities. Only a small window makes this possible, about three to ten minutes in length. It can revitalize and enhance athletes, train civilians into master ninja, cause good fortune, affect the environment, alter physics and even resurrect the dead. At the least, it can rejuvenate and motivate those who need it most. At the most, anything could be possible. But you'd need a planet's worth of EBE for that. However, areas high in EBE tend to be… weird.

Agents are Go! – Free

Training that allows agents to detect when, where and how to begin dancing. Without this, it would be nearly impossible to channel EBE, and dancing would just be flailing your bodies. It also gives you a good ear for music.

Dressed for the Occasion – 200CP

Usually agents wear their uniforms, designed by top funkologists to maximize energy and ease of movement. But with this knowledge, you know exactly which clothes can improve EBE performance for certain songs.

Carrington Charisma – 200CP

You now possess charm and attraction like the infamous heiress siblings. Tame wild animals with a smile; win over enemy combatants with a dance. Maybe you're born with it.

Step It Up – 100CP, Discount Drop-In

A now outdated method of EBE channeling, this style is all about minimizing the needed amount of movements to conserve energy of the performer, and emphasizes footwork. Expect to have increased levels of endurance and legpower.

The Next Step Is – 300CP, Discount Drop-In

The constant step after step, motion and motion, has opened up insight through exposure to EBE. History is a pattern, a rhythm, and with mastery you can predict how events will unfold. Most useful when freestyling for maximum EBE extraction.

Step to the Left – 600CP, Discount Drop-In

Time is a window, Death is but a doorway, the Door is ajar. With this knowledge embedded into your steps, it becomes possible to alter the perception of space and time. Seconds stretch into minutes, minutes into hours. Time warps and the window for EBE enhancement can stretch into a full day of relative time.

Walking and Talking – 100CP, Free Agent
Arts are inspired by nature. Therefore, dance is not the only EBE medium. Physical actions such as running, combat and operating heavy machinery can still be funky and provide EBE. You'd be surprised how often this gets used.

Dance Dance Revitalisation – 300CP, Discount Agent
Dancing is hard work, but luckily there's a way to regain yourself. Should you ever feel tired or sleepy? Just dance a certain way and your energy will be back up. You cannot sustain yourself on dance alone, however.

Music Lives! – 600CP, Discount Agent
Should you die or be rendered unable to continue the dance, the Rhythm Energy of those you've helped will revive and restore you, and grant you a temporary boost to power magnified by them. This risky maneuver can only be attempted once per jump.

Song and Dance – 100CP, Free Cheerleader
Lets you gain twice additional energy by singing while dancing, or dancing while singing. Difficult to pull off well, but results speak for themselves.

Clap Your Hands – 300CP, Discount Cheerleader
You can now direct untrained audiences into providing EBE. While their techniques may be unrefined, large audiences make up for it with sheer volume and enthusiasm.

Love and Peace! – 600CP, Discount Cheerleader
Elite Beat Energy is, at its core, unfocused life force. Its true that certain movements and music can alter the form the energy takes, allowing a conductor to direct the energy into new forms. In short, music and dance powered lasers, yo! The energy is especially useful for inciting specific emotions and reactions.

Semaphore – 100CP, Free Patapon
Certain movements can be interpreted as command, via means of exaggerated body movement. No matter how far or silent, the meaning will not be interrupted or misinterpreted. Everyone dances along to it for some reason…

Frenzy – 300CP, Discount Patapon
By moving to the rhythm in perfect time, you may enter a state of heightened awareness and performance, or Fever. By sustaining Fever Mode, you may even summon great and powerful Djinn spirits to aid you.

Infusion – 600CP, Discount Patapon
Much like the champions of old, a hero steps forth when called. Infused with the spirit of ~~Almighty~~ Rhythmic Energy manifest, an Uberhero takes to the field from the dance floor. Heralded by a change in the soundtrack, the Uberhero is nigh unstoppable when supported against obstacle and foe. Only one Uberhero per dance troupe.

=Items=

Elite Threads – Free
Your clothes will be stylish, snazzy and easy to move around in. Perfect for secret agent dance offs and jumping in front of presidents.

Music to Dance to – Free
Music infused with beat energy. The moment picks it not you. For 50 cp you can modify any one genre of music to give beat energy.

Backup Dancers – First free, 100CP per purchase
Your team has two experienced backup dancers of your background to help you groove and keep in time. Doubles with each purchase up to eight backups. Free imports.

Directional Pad – 100CP, Discount Drop-in
Between four to eight panels exist on this indestructible dance mat. Used as a training tool for fast reflexes, each step on it creates a miniscule amount of beat energy. It comes with a holographic display for which steps to take.

Purple Frog Drink – 200CP, Discount Drop-in
An unlimited personal supply of high performance hydrating energy drink. Made from the slime of a now protected frog, those who overdose on it claim to be able to see time. Well they certainly become more jittery.

Thousand Kicks Boots – 400CP, Discount Drop-in
The soles on these shoes will never wear out. A perfect fit for any performer, they can reroute blood flow to ensure maximum foot performance, climb any surface, and prevent all manner of foot related illnesses. It's said they drain EBE wherever they walk.

Elite Beat Badge – 100CP, Free Agent
A unique badge awarded to agents on recognition of their training. Apart from proving your authority, it can also store a small amount of beat energy, maybe enough for two minutes.

Elite Beat Engine – 200CP, Discount Agent
It's said that this is the technological secret behind the Agency's impossible response times. Any vehicle that has this installed can always get there in the nick of time, and also includes an amazing sound system.

Elite Beat Pen – 400CP, Discount Agent
Wait, seriously? This one of a kind "pen" is handed only to the best agent of the generation. It can concentrate the ambient and collected EBE to a laser like point, increasing efficiency and directing the energy to exactly where it is needed.

Microphone Hat – 100CP, Free Cheerleader, Free Import
Part microphone, part hat, truly a modern marvel of engineering. Useful for relaying complex instructions to your audience (and dropping subliminal commands), the range on these things is ridiculous.

Spirit Baton – 200CP, Discount Cheerleader
This doesn't really look all that special normally, but when charged with EBE it turns into a magnet for people's attention. A self reinforcing loop of rhythmic energy is then created as the agent can then draw even more EBE from the captive audience.

Camera Drones – 400CP, Discount Cheerleader
An entire fleet of autonomous professional grade camera drones. Live streaming and self positioning, these always know the best angle to catch your good side and increase EBE hotspots. Some say that this takes the focus away from the target and to the performer, but the increased results speak for themselves.

Sacred Wardrums – 100CP, Free Patapon
These four talking drums, Pata, Pon, Chaka, and Don, are used to communicate orders and benefits to your ~~tribe~~ team and audience. It is said that each drum can bestow bravery, strength, wisdom and miracles.

Mater Seed – 200CP, Discount Patapon
When a mommy Pon and a daddy Pon love each other very much, they bury seeds under the Mater Tree to create a new Pon! With some love, time and Ka-ching, you can grow your own tree to grow scores of fearless and loyal Patapons! Different Pon Caps produce different varieties of Patapon. Pon Caps not included.

Banner Flag – 400CP, Discount Patapon
A unique and mystical treasure from a famous hero long ago, this flag with your insignia inspires all who see it. Protects the bearer from status effects such as fatigue, paralysis, sleep, hunger, anger and oddly enough, turning to stone. But when would you ever need that? It is also said that pacifists who bear this flag are immune to aging and time based phenomena.

=Drawbacks=

A maximum of 600CP only, cool cat.

Flat Feet +100CP

The Agency's best funkologists looked you over. It seems you have two left and flat feet. Your sense of rhythm is naturally off, making it difficult to be in sync with the beat. Uncurable, but there are ways around it.

Carrington Whims +100CP

There are certainly worse positions to be in. Being on 24-hour call to some of the most vapid and petty people in the world isn't so bad. It's not like you needed that sleep. Or that free time. Or clean clothes.

Walk with Rhythm +200CP

You suddenly collapsed a few weeks into your stay. Medicine did nothing, but your gurney passed a stereo and your toe was tapping to your heartbeat. It was conclusive, if you don't dance, you deteriorate.

Dance off (rivals) +200CP

Known only as Team Noble, this separate crew of dancers seems to always run into you at the most important of missions. It turns out that two equal and opposing dancers will cancel each other out. If you manage to outdance them and earn their respect, the group similar in size to your own will join you after your jump.

Perfectionist +300CP

You have a strange reaction to EBE. It seems that should you make three bad moves in your performance, you just give up and fail the mission. This certainly means you need to watch your steps and learn to stop being so critical of yourself.

Agents are No +400CP

A secret global conspiracy have concluded that increased amounts of EBE will threaten the stability of the known world. They call themselves D-COM, and will always show up in the middle of your performance, guns blazing and tactical squads rocking. Not only is this bad enough, they also ignore the damage it does to your audience!

=The Last Dance=

But wait, what's this? At the end of your tenth year you will have to do one final dance. Choose one and only one scenario.

We Will Rock You! Earth Defense Force! (+0CP)

The OTO-2005 asteroid will soon intersect Earth's orbit, with disastrous results! Only a concentrated blast of intense rhythmic energy could hope to destroy this calamity!

If you choose this as your final challenge, you will be dispatched to missions worldwide as normal. Your final reward is a specialized speaker system that can reach into space.

Terror from Outer Space! No More Music? (+100CP)

The dreaded Rhombulan Empire has invaded Earth and petrified entire cities with their unstoppable mute rays! Banning all harmony and creativity with lethal prejudice, what cool and funky heroes can save the day?

If you choose this as your final challenge, you will be dispatched to missions worldwide and more supernatural than usual. Your final reward is a specialized speaker system that can reach into space and hijack broadcast systems.

Solar Winter Catastrophe! Reignite the Sun! (+200CP)

Heavy plasma accumulation is causing the Sun's stability to break down! If not disrupted in time, the buildup could cover the Sun in sunspots, removing its life-bearing heat. Only a specific EBE wavelength can disperse the clot, but not from anything that exists naturally.

If you choose this as your final challenge, you will be dispatched to missions throughout the galaxy. Your final reward is a specialized speaker system that can reach into space, hijack broadcast systems and project the images of the dancers in glorious 3D.

Seventh Seal Showdown! The Riders Run Wild! (+300CP)

Dr Archie Ologist accidentally broke the first seal of the Apocalypse! Stop the four riders from wreaking havoc before they break all seven. According to prophecy, they can be lured away and back into their prison by "with masses shaking and champions spell, victorious with movements of heaven and hell, shall cast riders four beneath stony knell". What could that mean?

If you choose this as your final challenge, you will be dispatched to missions throughout time and space. Your final reward is a specialized speaker system that can reach into space, hijack broadcast systems, project the images of the dancers in glorious 3D and translate itself into any language or culture.

Sultan at the Center of Everything! Fire up the Forevermore! (+400CP)

Azoth, PRAISE BE! has lost all motivation. Mere piping flutes and demonic drums no longer excite him. Give him the FUNK he needs to continue, or EVERYTHING will collapse into ennui!

If you choose this as your final challenge, you may find yourself transported to dream dimensions, sunken cities and shapes not of space to HELP your targets.

Your final reward is a specialized speaker system that can reach into space, hijack broadcast systems, project the images of the dancers in glorious 3D, translate itself into any language or culture and even reaches into the subconscious and unconscious!

=Curtain Call=

There's just one more thing we need from you after your ten year contract.
Where to?

New Game Plus! More Missions to Complete!
You'd want to stay? If so, Commander Khan will offer you his position, and you can control the EB organization, or take to the field yourself.

Return to Sender? The Past is Another Planet!
Haven't you heard the news? Planet Earth is in dire need of some funky Elite Beat Energy! And you are just the agents to do it!

Show on the Road? The Future is Full of Rhythm!
There's more who need our Heeelp? Say no more, Agents are GO!