



Bureau 13: Savage Worlds

Playtest Player Rules

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8791 Troy Street

Oak Park, MI 48237

www.TriTacGames.com

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Cover by Peter Blix Bryant

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For more information contact:

www.TriTacGames.com

Tucholka@hotmail.com.

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INTRODUCTION

Bureau 13 Agents are recruited from all walks of life: soldiers, police officers, schoolteachers, science fiction writers, and even street mimes. But all of these people have two things in common: They have each survived a paranormal encounter (of some sort), and they have made it through Bureau training with their sanity intact.

The Agents of Bureau 13 investigate rumors of supernatural activities and determine if any threat exists. If a creature is harmless, it is left in peace. If it is hostile, then the agents handle the situation appropriately. Whether a situation calls for a stern lecture, or a tactical air strike, is decided solely by the agents involved.

Once your character is found to be an acceptable candidate for Bureau training (i.e. surviving that supernatural encounter intact and relatively sane), you are transported to a place where you stay for a year, and return at the end of the day of which you left!

You will train at the Bangor, Maine base, a pocket dimension with a time dilation problem. For every day on Earth, a year passes there. Agents are trained in the best methods, technology, and weapons that America (and its' supernatural, alien, and extradimensional allies) has to offer. Agent trainees get six months' worth of physical training, interspersed with six months' worth of training in weapons, Bureau equipment, and protocols in supernatural containment, law pertaining to the world of magic, and Bureau procedure. If you are predisposed to being a wizard, psionic, or healer, the Bureau trains you in those disciplines. Agents return to their lives, a year older and wiser, often more fit, and aware that the world they left behind in the morning has been forever changed.

The new Bureau Agents return to their lives, now just covers for their real job- as a Federal Agent of the United States' Thirteenth Bureau of the Justice Department. As time goes on, the agents might be designated as regional teams or even "On The Road" teams-teams traveling the continent in an RV unlike any other. The U.S. government has treaties with our neighbors to the north and the south in matters of the supernatural.

Examples of missions the Bureau might undertake: stop a vampire from attacking homeless people, rescue an alien pet from a scientist who wants to show it to the world, or even travel to another dimension to find a rare chemical to stop a epidemic.

Several regional teams are prominent in the current Bureau roster, including Team Fremont-the Seattle team led by Agent Seth Green, and Team Candlestick, the Detroit team co-led by Gerald Gentry and Daniel Stewart.

BUREAU 13's HISTORY

Many events and developments have changed the face of Bureau 13 since its creation in 1862. This is a small time line of the work of the people who Stalk the Night Fantastic.

1862 President Lincoln creates Bureau 13 in utmost secrecy as a secret branch of Lafayette's C Baker's US Secret Service. This highly secret 13th Bureau of the US Justice Department begins its covert function to track down and destroy supernatural evil.

- 1869** Destruction of the Windwillow Witch House ends four very bloody decades of murder and hell in a small Vermont town. This cult would continue to plague the Bureau until the present day.
- 1875** European immigration brings a host of the “wee folk” to New York City. Many of the old world’s paranormal creatures and Mages begin to immigrate to America.
- 1878** The Western United States become a hotbed of paranormal activity.
- 1880** Bureau 13 establishes a far Western branch in Carson City, Nevada.
- 1884** Nest of Goblins makes a war zone out of a small town in Idaho before its removal.
- 1886** Bureau negotiates first treaty with hostile Indian spirits in Michigan. Lawyers are recruited.
- 1889** An outlaw named Morrow shot in Kansas. Material found in his hideout begins a technical revolution for the world.
- 1895** Unusual murders in London and New York City are investigated by Bureau teams.
- 1910** First motorized ‘On the Road’ agents begin to travel across the US and Canada.
- 1929** A High Minister of Hell banished from Wall Street with disastrous results.
- 1941** A Golem is released from a German submarine causes havoc in Norfolk until captured.
- 1942** Japanese water demons (Kappa) attack a merchant ship in San Francisco and the Bureau is there. The fight begins to stop the supernatural sabotage of America’s full entry into the Second World War.
- 1943** With French Resistance help the Bureau destroys German OVERMAN’ experiments to create a genetically superior human race. On the West Coast, first use of friendly Magic to stop Japanese Terror Balloons.
- 1945** Bureau 13 battles Nazi Germany’s last attempts to unleash powerful paranormal horrors in America and England.
- 1948** Elves return to the Appalachian Mountains and raise havoc until the Bureau intervenes and establishes a balance.
- 1950** The new followers and spawn of Great Goshnar are liquidated by Bureau 13.
- 1951** Unicorn captured in Cleveland, Ohio and shipped west to Yellowstone National Park.
- 1954** Nest of giant ants exterminated in New Mexico.
- 1957** Hitler’s young clone captured in Skokie, Ill.
- 1958** Scientist named Morrow, claiming the world will end in 31 years, escapes Bureau 13 investigation team.
- 1959** Mutant dog monster from crashed Soviet satellite terrorizes the Louisiana backwoods.
- 1961** A quiet and uneventful year other than the Cuban missile crisis is shattered by the discovery of flying reindeer.

- 1962** Vampire surrenders in New York City after raiding 5 blood banks. Bureau is faced with problem of what to do with paranormal prisoners. Establishes the Lockup at Bangor Base and special storage facilities in several locations.
- 1963** Psionic mind shifter neutralized in Texas.
- 1965** North Vietnam unleashes supernatural horrors in Saigon that accidentally find their way to Baltimore, Chicago, and Atlanta.
- 1967** Gateway to Hell sealed by Bureau in Alexandria, Indiana.
- 1968** Demon of Hatred banished back to hell.
- 1974** Agents sink the yacht of the religious leader Sun Yen Yen off the coast of Florida.
- 1975** Spawn of Goshnar infest zoo in Iowa. The Bureau, having other problems, disposes of them quickly.
- 1977** All out attack on Bureau 13, by unknown forces, leaves the Washington Office in flames and 61 of the 86 operating agents missing or dead. This dark event became known as the "Massacre of '77".
- 1981** A new and reorganized Bureau 13 is born and begins operations in the US, Canada, and Europe.
- 1985** Alien abductions are hitting an all time high.
- 1989** Fall of Communism and a flood of paranormal problems heading to the West.
- 1996** Millennium fever begins as cults and paranormal happenings are on the rise.
- 2000** The Millennium comes with an insane year of prophecy and paranormal happenings. Business as usual on Monday.
- 2001** Brutal attacks on America trigger a war on Terror that changes the nation forever. Bureau shifts operations to help other agencies involved in counter terrorism.
- 2003** With America's primary enemies crushed the war against the US and Britain takes a sinister direction. Nations who despise what America stands for and former European friends look for paranormal solutions to put America in its place.
- 2006** With the collapse of Iraq and Afghan governments, the loss of local supernatural groups results in terror as suppressed supernatural horrors roam the countryside. Special Bureau units are sent to both countries to assist them to rebuild their own local supernatural protection agencies.
- 2012** Now

MAKING AN AGENT

SUPERNATURAL ENCOUNTER

Normally, Bureau agents are survivors of a supernatural encounter, and they didn't turn into gibbering hulks from the weirdness that they just had experienced. For the most part, your character's initial encounter with the supernatural can be as benign as making friends with some pixies, right up to being on latest dish on the Japanese vampire's conveyor belt sushi restaurant.

Decide whether your character was able to deal with the supernatural threat or if they had to be rescued by a Bureau 13 team. Write up a short description as to how your character encountered the supernatural and what was the result of that encounter.

TRAITS

Once you've decided on your agent's initial supernatural encounter, you now choose your character's attributes and skills.

Attributes

Your character starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You have 5 points to spread across these attributes as you see fit. It costs 1 point to raise an attribute one-die type, and you cannot raise an attribute above d12.

Skills

After you've decided on your attribute levels, you have 17 skills points to spend on skills. It costs 1 point to buy a skill at d4, and 1 point to raise a skill by a die type, up to the same die type as the skill's linked attribute. It costs 2 points per die type to raise a skill over its linked attribute.

The Guts skill is replaced by the Resilience secondary statistic, and is not used in *Bureau 13: Stalking the Night Fantastic*.

Hindrances & Edges

Select 1 major hindrance and two minor hindrances. You can choose any Hindrance from these rules and the Savage Worlds rulebook. Next, per the normal character creation rules, select any Edges that you want, boost an Attribute die, or boost skills. If you take an Arcane Background, use the ones in the Savage Worlds rulebook.

Finishing your character: Bureau Basic Training

Once you finish creating your character, he now goes to the Bangor, Maine training base. He will receive a piece of chalk and the following note:

Welcome! You are scheduled for Bureau Agent Training on [insert date here]. In the package you will find a piece of chalk. Do not break this chalk, do not use it to draw odd shapes or creatures, and do not use it to write with. And for heaven's sake, DO NOT EAT the chalk. This is Magic Chalk. Don't think about using it, take that thought out of your head. We can make the chalk go away if we need to. Unfortunately, that would make you go away as well, as well as a large portion of the building you are standing in.

At 8 AM, your local time, in a secluded room, use the chalk to draw a picture of a door on the wall. Make sure that you draw a doorknob so that you can open the door. Don't worry about making the door look fancy, a simple rectangle will do.

Gather up the chalk and this note, and then open the door. Failure to bring the chalk and this note with you will result in your immediate return to your place of residence and you will have to wait for the next available training date.

If this occurs, put the chalk and this note in a prepaid mailing envelope and mail it the same day.

After following those instructions, you'll step out through a door at the Bangor base. The training facility is inside a time bubble, and sits behind tall walls to prevent anyone from walking through the bubble. When activated the bubble runs at a 8 hours equals 365 days interface. The bubble won't be turned on until all the trainees are present.

This will be your home for the next day/year. You'll be trained in Bureau procedure and skills. This training lets you make Common Knowledge rolls for common Bureau procedures and methods.

In game terms, your character receives 4 advances:

Advance 1: The character can boost either their Strength or the Vigor one die level if either attribute is at d4. Otherwise, the character can boost their Agility by one die level.

Advance 2: The character adds the new skill Knowledge (Supernatural Knowledge).

Advance 3: The character gains a die level in both their Fighting and Shooting skills if they are lower than his Agility attribute. If the character does not have Fighting or Shooting, they gain one of these two skills at d4. If both skills are at Agility, then increase one of the two skills by one die level.

Advance 4: Spend this advance as you see fit.

At the end of your character's training, he will have 20 experience points and a total of 4 advances. He will have the rank of Seasoned.

Basic Agent Loadouts:

Every agent has access to or carries the following gear:

- **Concealed Armour vest** (4 lbs.) +4/+8 Armor
- **Pistol** (2.5 lbs): Glock 27 9mm with three clips.

Pistol Types	Range	Damage	ROF	Cost	Wght	Shots	Notes
Glock 27 (9mm)	12/24/48	2d6	1	\$200	3	17	AP 1, Semi-auto

- **Command Card**
- **Cigarette Lighter**
- **Field Agent Bag**
- **Kirilian Detector**
- **Smart Phone**
- **Tablet Computer**

See the Gear section for more information on these items. You can requisition more equipment as needed from Bureau Support Services.

LANGUAGES

Your character starts with a d6 in their native language, but other languages must be learned as skills. A d4 in a language indicates a pidgin grasp of the tongue; a d6 is fluent in the language, while a d8 and above indicates a higher grasp of the language and improved communication skills. Characters from multi-lingual backgrounds have a second language at d4 or d6 depending on the circumstances.

For example, Father Murphy has Language (English) d6, Language (Latin) d6, and Language (Ethiopian) d4.

NEW SKILLS

Knowledge (Arcane Lore) (Smarts)

The hero has learned about the mystic forces that inhabit the Earth. He can make a knowledge roll to identify various supernatural beings and items.

Confidential

GEAR

As a Bureau agent, you have access to a wide variety of gear. Not all of it is readily available, and some is frankly out of date, but you never go wanting when you submit your request for new equipment.

Ordering Equipment From Bureau 13

Bureau 13 agents can order equipment from Bureau 13 by phone or computer without giving an explanation. The response will either be a computer response message that the material is unavailable, or a confirmation coded data dump of location/time where it will be delivered.

General Hours To Order Type Delivery, Service or Pickup

Easy to get Item 1d10 +1	Rare Magical Item 4d10 +2
Hard to get Item 2d10 +2	Expert Individual 2d10 +2
Special Electronic Package 3d10 +3	Phone/Electrical/Water Engineers 1d10 +1
Special Mechanical Package 2d10 +3	Medical Experts 2d10 +2
Special Vehicle 4d10 +4	Heavy Construction Equipment 2d10 +2
Special Biochemical or Bane 2d10 +2	Building Supplies 1d10 +1
Heavy Weapon 1d10 +3	Large Chemical Shipments 3d10 +3
Special Data/Research 1d10 +2	Special Cages 2d10 +2
Chemical Analysis 3d10 +3	Special Aircraft 1d10 +4
DNA Analysis 2d10 +2	

Delivery

Equipment arrives by any of a number of methods depending on size, and the critical need of the item by the team. These general guidelines for method of delivery are varied. United States Post Office overnight is often used for low priority small items.

d100	Type	Personnel
01-50	ARRANGED DROP POINT	No personnel involved
51-75	COURIER RENDEZVOUS	Bureau 13 personnel
76-98	FAST TRUCKING	A Bureau driver brings this cargo to the Agents.
99	ARRANGED AIR DROP	Delivery at airport or other airborne means.

100	GATE	For critical material the Bureau occasionally uses a Transmat Gate or a magical means to move cargo.
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The following is just a taste of what you can get from Bureau Stores:

Weapons

Weapons carried are the player's choice. An Agent can purchase their own, or make a requisition from the General Supply, or Bureau 13 Services for more unusual armaments.

Remember:

- A civilian found in possession of a firearm without a permit will face serious charges and/or jail time.
- Automatic weapons and explosives are illegal to possess in most areas of the United States.
- The use of Military weapons is a Federal offense.
- Foreign laws are often far more severe in dealing with weapons and explosive possession, especially when Americans are caught.
- In post 911 America police will often search a suspicious person, or a strange vehicle, with the simple justification of crime or terrorism prevention.
- Impounded cars are always searched.
- Have a believable excuse when pulled over and be nice to the Officer.
- Homeland Security has absolutely no known sense of humor.
- The Transportation Security Administration guards the airports of our nation with fanatical but sloppy devotion. No Federal Agent can bring a weapon on board a commercial flight.
- Booking a chartered flights or a little magic can help.

Command Card

This device is a simple plastic library card with an encoded strip that allows an agent to open Supply Dumps, Bolt Holes, and to operate Bureau 13 vehicles. If the card is stolen, there is a seven alpha-numeric character PIN (of their choosing) that an agent can shout out to activate a mystic rune which will obliterate the command card in a small 1d6 blast, along with the hand of the thief who is holding it, or any other portion of anatomy is the thief has it hidden: in their shoe, rear or (ouch!) front pocket. Crime does not pay!

Pocket Pens

These are fountain pen-sized spray cans that can be loaded with a wide range of chemicals and liquids. Range is 2 inches and can be used continuously for 2 rounds, or thirty single round quick sprays.

Standard loads include: holy water, garlic juice, and tear gas. Other combinations of spray are possible. Equipment in the Colorado RV allows filling of spray pens, taking about 5 minutes per refill. Please note that, in every jurisdiction of the United States, these are illegal to own or use, even for Federal agents.

Pocket Pen Gun

Originally an invention of the CIA, (hey, give credit where credit is due.) this is a fountain pen that contains a single .22 round. Once the safety cap is removed, the pen fires upon a hard impact on the nib, delivering a .22 soft-lead dum-dum round. CIA agents recommend stabbing the pen into the ear of your assailant, making it impossible to the other spy to dodge, and yielding 2d6+2 points of damage. But the pen gun works equally well stabbed into any other body part giving 2d6 points of damage. The original Pen Gun can only be fired by stabbing it into something, and thus was no range at all. This new improved model has a range of about 6 feet. This last ditch weapon does limited damage to vampires, werewolves, and gargoyles, aside from really honking them off big time.

Umbrella Gun

In an attempt to outdo the US over the Pocket Pen Gun, the Russians in 1963 created a six-shot, .22 caliber revolver-styled Umbrella Gun. While appearing a normal umbrella, it could be folded, cocked, and fired as fast as the trigger on the handle release could be pressed. Early models were not weather proofed.

Name	Range	Damage	ROF	Cost	Weight	Shots
Umbrella Gun	10/20/40	d6-1	1	\$500	5 lbs	6

Tasers

The Bureau issues two types of tasers: One that works upon contact, and the other launches a pair of tiny barbs attached to the main unit by hair-thin wires. When the barbs make contact with the target, the operator presses a button and the wires deliver to the barb a massive electrical charge. This usually knocks the target unconscious.

The Bureau 13 Taser can come disguised as a touch-activated wallet, a single-shot flashlight, a cell phone (all of which use springs to fire the barbs), or a compressed-air, pistol or bolt-action rifle with four rounds. On a successful hit, the darts deal 1d4 points of electricity damage and the target must make a Vigor roll or become Shaken. As long as the darts remain in the target, the holder of the taser can deliver another shock at will until they use up the charge on the round, for 3 additional uses. Maximum range is 3 inches for the Flashlight, Cell Phone, and pistol, and 17 inches for the Taser rifle. Reloading a taser takes an action.

The Taser rifle is short, only 2.5 feet long in a bullpup configuration, and has a rotating magazine that holds the four Taser rounds. Only one Taser round can be used at a time. Disengaging a target takes an action.

The wallet Taser can be set to activate upon receiving a moderate impact. Thus, an agent caught by the enemy can pretend to surrender and (before they ask, of course) toss over their wallet. Once the other person makes the catch, they receive the full charge of the Taser. In the resulting commotion the Agent can then try to escape, or charge, (no pun intended), into combat.

Name	Range	Damage	ROF	Cost	Weight	Shots
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Taser Rifle	4/8/17	1d4	1	\$1500	8lbs	4
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Grapnel Gun

This is a nearly silent, shotgun-like device that can fire a grappling hook up to 46 inches, the length of the attached cable. Once anchored, the gun becomes a compact winch that can pull 500 pounds up a solid surface at a relatively slow rate. Using the winch will give you a +2 equipment bonus to your Climbing skill.

To successfully anchor the grappling hook, you must first hit your target area and then the GM makes a Climbing skill roll to see if you set the hook. If he rolls a 1, the hook seems to be set, but will fail whenever your primary skill die rolls under the TN. You can make another Climbing skill roll versus a TN 6 to verify that the hook is set if you're paranoid.

If you miss the target area, you can reel in the line, load a new charge and try again.

The line can also be removed from the winch and then anchored with a small explosive charge. In the same fashion, the line from the gun can be paid out, the grapnel hook anchored, and then the line is reeled out slowly to give agents a safe descent down a sheer surface or as a trip wire across a road. Agents with the Climbing skill can disengage the motor, and use a hand brake to rappel down sheer walls.

They still get the +2 equipment bonus when used this way. It can also be used as a weapon.

Name	Range	Damage	ROF	Cost	Weight	Shots
Grapnel Gun	12/23/46	2d6	1	\$1500	8lbs	1

Paintball Microphone

Disguised as a wireless microphone, the paintball is fired by a spring and only has an effective range of 20 feet. The paintball will travel farther than that, but past 20 feet the ball will not burst on impact. It is a full round action to reload the microphone.

Name	Range	Damage	ROF	Cost	Weight	Shots
Paintball Microphone	1/2/3	1d4-3	1	\$70	0.5lbs	1

Paintball Flashlight

Disguised as a small handheld flashlight, the paintball is fired by a burst of compressed CO2 gas. The CO2 charge is good for 50 shots before the CO2 cartridge must be replaced. Maximum effective range for the Paintball Flashlight is 100 feet.

Name	Range	Damage	ROF	Cost	Weight	Shots

Paintball Flashlight	4/8/17	1d4-3	1	\$140	1lbs	1
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Paintball Pistol

A professionally made Paintball Pistol, this weapon holds 10 paintballs in a cylinder on top of the barrel. Semi-automatic in operation, the pistol is fairly accurate out to 17 inches. Maximum effective range is 34 inches.

Name	Range	Damage	ROF	Cost	Weight	Shots
Paintball Pistol	8/17/34	1d4-3	1	\$260	4lbs	1

Paintball Rifle

A high end weapon, the Paintball Rifle looks like an assault rifle and can hold up to 200 paintballs in a hopper. The rifle is pump-action, and if you hold the trigger while pumping, you can get a burst of three rounds off at once, at a -2 to hit. Maximum effective range is 300 feet.

Name	Range	Damage	ROF	Cost	Weight	Shots
Paintball Rifle	12/25/51	1d4-3	1	\$400	8lbs	1

Bureau Tennis Shoes

While many scoffed at the concept, the Bureau Tennis Shoe was a lifesaver in many cases. These athletic shoes, it can be ordered in many brands and style, can be set to detonate with use of the wrist PDA or by lighting the laces. Resulting blast is 2d6 per shoe in a small burst template. Both shoes together explode for 4d6 combined in a medium burst template. Cannot be detonated by weapons fire, electrical or standard explosive detonator. Detonation Timer: 5 Seconds to 24 hours

Cigarette Lighter

This appears to be a common butane lighter, but as with most Bureau 13 Technical Services' inventions, it is so much more. The lighter can also be used as a miniature welding torch, or a 3d6 point explosive device. It can be used as a grenade if you duct tape some nails, or coins, to the outside. Without shrapnel, it has small blast template radius. With shrapnel, it has a medium blast template radius. (Talk about getting your nickel's worth!)

The lighter can weld 30 inches of quarter inch metal plate in about 15 minutes or it can cut a 12-inch length gash through a quarter inch steel plate in about 10 minutes. If used as a weapon, it ignores 2 points of armor and inflicts 2d6 burn per round for up to 10 rounds. Welding requires the use of a welding rod and flux. Comes in assorted designer colors.

Field Agent Bag

This is a simple black nylon bag with a comfortable shoulder strap, the kind that is seen everywhere throughout the civilized world. Equipped with silent zippers

(technology, not magic), the Field Agent's Bag has twelve compartments of various sizes, (six exterior, six interior), and one secret 13th compartment. The shoulder strap is reinforced inside with steel bands to make it impossible for a thief to cut through, and on the bottom of the main compartment is a well-concealed flap, accessible only by the authorized agent, which gives internal access to The 13th Pocket.

The 13th Pocket:

This small extra-dimensional space is actually a temperature-controlled pouch hidden beneath the reinforced padded bottom of The Field Agent Bag. It has no outside access, and it does not show any sign of bulging, and is undetectable by mundane scanning equipment (such as airport X-ray scans), even by a hand search, or scent hounds. Only authorized B13 personnel have access to the Pocket, and each Field Agent Bag is coded to their respective operative. This means only the Agent assigned the Bag can open it.

The 13th pocket can only be reached through the inside of the Bag. The pocket can contain up to 5 cubic feet of material, or 50 lbs., and even when filled to maximum capacity, the pouch will weigh no more than 3 lbs. Regardless of the number of items contained within, whatever item the Agent reaches for will always be on top, provided it existed in the bag previously. (This does not generate new items, or maintain an indefinite supply, but only provides instant organizational access to existing equipment). If an enemy manages to access the 13th Pocket without authorization, the entire Bag will automatically disintegrate, along with all its contents causing 6d6 damage.

Kirilian Detector

This is complex and costly scanner that detects the presence of living biofields and magical auras. Roughly the size of a calculator, the scanner also detects atomic radiation, ionization, and in a pinch can double as a light meter. It has a wireless computer connection, for additional data processing and tracking electromagnetic and radio disturbances.

This is not a visual scanner, it simply scans a region six feet square in front of the unit, up to 2 inches away and displays the result of that scan as data on the strengths of the various fields being measured. The device can attach to a portable computer module, or to your Bureau 13 sunglasses, for visible detection, and tracking electromagnetic disturbances. Using a Kirilian detector requires a Notice skill check to garner basic aura information, and can in many cases be enhanced by making a Knowledge (Arcane Lore) check.

Kirilian Sunglasses

In appearance, they appear to be a standard pair of dark sunglasses. But these provide enhanced Night Vision, Infrared, Ultra-violet, 100x power magnification and limited Kirilian aura detection. Unfortunately, the power supply only lasts for a single hour, after which you won't be able to see a damned thing again until they're recharged, 4 hours for a recharge. This is because these "sunglasses" are not sunglasses. On the outside surface of the lens is a thin film photo CCD receptor. The inside of the lens is a thin film LCD screen. In between the two layers is the micro circuitry that makes the Kirilian glasses work.

As an option, you can plug the Kirilian sunglasses into a Bureau PDA or laptop and used them as a camera. In this mode the glasses run off the power supplied by the device they are plugged into.

Agents are advised to use this device sparingly. Availability is dependent upon the whim of the GM.

Smart Phone/Tablet

Over the years the Bureau was always at the cutting edge of computer and communicating technology. However, thanks to several ex-agents and the native brilliance of human researchers, the Bureau buys off the shelf equipment and then “enhances” them. Things like a battery that gives the user a month’s worth of airtime or online connection.

Bureau modded Smart Phones or Tablets can connect anywhere that’s not shielded. They are loaded with the latest in hacking software and best in smart search technology. Using a one gives the user a +2 equipment bonus to *Investigation* checks and hacking attempts on secure systems.

Spells on Disk/SD Cards

In the late 1980’s, the Bureau was able to successfully encode spells onto floppy disks. As memory storage technology has improved, spells can now be encoded onto SD cards. Basically, these are scrolls with a one shot spell. Earlier attempts tried to make a reusable spell, but that proved to be disastrous, as spells mutate with each use.

These are assigned to teams on an as need basis as a number of Ranks that the team can have in spells. Typically this number is 3 to 4, which can translate to 3 to 4 Novice Rank spells, or one Veteran or Heroic Rank spell.

To use, plug the SD card into your Smart Phone or Tablet and then execute the spell program. This will burn out the SD card, as this is a one use item.

Document Designer

This is the pride and joy of Technical Service. The size of a medium sized laser printer, it doubles as a fax machine and normal laser printer when not in use in its primary mode.

The Document Designer is the perfect forging tool. It can scan up to a magazine size document; it can mimic every dot matrix, laser, thermal imaging, and dye sub printer currently on the market with a quick module change. With an optional module, it can mimic every typewriter made in the past one hundred years using a special memory metal type head. Other optional modules will allow the Document Designer to mimic printing presses, Intaglio printing, and even mimeograph output. It comes with a plotter unit for forging signatures and pen nibs and ink for the more popular ink pens on the market, eight grades of pencil, and popular marker style pens. It can mimic both left-handed and right-handed writing.

For normal use, you request a document pack for the state you want and you’ll receive a paper pack that contains all the standard forms for that state, including driver licenses, weapon permits, and other legal documents. The Document Designer will do

the rest no skill test is needed. The forms are quite legitimate, as they are taken from the stores of each state in question. Any specialty security items will be included in the pack, such as holographs.

Of course, printing out a fake driver's license is simple. Having the same the license pass inspection at the hands of a suspicious State Trooper, tech savvy enough to run it through the NCIC database to verify that the person exists in the state the license is for, is another thing. However the Bureau has this covered, or more correctly, the FBI, CIA, NSA, Homeland Security, and DEA have it covered. The Bureau has access to all the current false identities created by these agencies, and has a few of its own that you can pick and choose from. Some of the Bureau false identities have a pedigree of over 130 years, and represent false identities the Bureau created in its early years and have been nurtured, grown, family members added on to them, so that they are more real than other false identities. These include several members of the West family, the Dillon family, and the Savage family.

On average, the false identities will pass an average check, and to break the identities would take several days of research and many, many phone calls. Figure that if someone is trying to break your identity, you have at least 2 to 3 days before they determine that you have a fake ID.

You cannot forge cash with the Document Designer; it has special cutouts to prevent you from becoming a mint. It is illegal and the Bureau is not in the business of breaking the law to get its job done.

You can create credit cards, debit cards and cash cards, but they will be legitimate, and any money you spend will come out of your pay or team funds. A special credit/debit card pack is available. It comes with credit and debit cards that are ready to go, all they need is a name and expiration date. You activate the accounts online and supply the necessary information, such as name, address, and phone numbers.

Cash cards are "uncharged" will have to have money added to them. Cash cards are totally anonymous and are quickly becoming the preferred method of payment for certain transactions; all you need to use one is just a PIN number. A special cash card pack is available with 100 cash cards.

As a document forger, the Document Designer, within limits, will let you forge any document that you want. It gives a +2 equipment bonus to a *Craft (Forgery)* or *Investigation* skill check.

The Document Designer, AKA the "Docudesigner" as it's known among agents, comes in three variants: The desktop model with attached computer, the RV model, and the oversized print model. The desktop model can be used anywhere and it is self-contained. The RV model is installed under the stove and it is linked to the RV Computer and comes with the Colorado RV. The oversized print model can handle paper sizes up to 6 foot wide and as long as you want up to the limit of the paper roll.

This device in the wrong hands could be catastrophic. An agent can only use it with a command card.

- Bureau Document Designer, Weight: 5 lbs
- Bureau Document Designer Oversize Print Model, Weight: 50 lbs

- Type Writer Module, Weight: 0.5 lbs
- Printing Press Module, Weight: 2 lbs
- Refill Kit, Weight: 3 lbs
- State Document Pack (pick state), Weight: 1.5 lbs
- Credit/Debit Card Pack/Module, Weight: 3 lbs
- Cash Card Pack/Module, Weight: 3 lbs

BANE DELIVERY SYSTEM

This is a Bureau 13 field kit, and comes in a convenient canvas-carrying bag. It consists of a sawed-off, double-barrel, cut down Browning BPS-SV 12-gauge shotgun, a Info booklet, and a rather heavy vest composed of 60 small pockets, each set of three pockets containing 12 gauge cartridges packed with a particular bane as a load. Also included is a simple reloading kit, so that you can make your own Bane loads.

Name	Weight
Mixed Bane Pack	5 lbs

Note that not all creatures are affected by banes in the same way. You can make generalizations, but many individuals might lack an expected reaction to a bane due to natural immunity, allergy, or special planning. Roll a d10 on the following table to see how the bane can affect the creature:

- 1 No Effect
- 2 Slows a Little d6 Minutes
- 3 Slows Moderately 1d10 +1 Minutes
- 4 Slows a Lot 1d10 +10 Minutes
- 5 Freezes Motion for 1d10 +2 Minutes
- 6 Wards Off or Turns Attack
- 7 Damages Lightly
- 8 Damages Moderately
- 9 Damages Critically
- 10 Kills Outright

The following table is a list of possible banes that can be used on a creature. This is just a sample of possible banes, be inventive and add more.

Acid	Gesture	Radiation
Alcohol	Glass	Reason
Ammonia	Gold	Reflection
Animal	Good Magic	Ritual
Apathy	Greed	Running water
Artifact	Hate	Salt
Artificial Sweetener	Holly	Sand

Base	Holy Book	Silicon
Belief	Holy Item Bit	Silver
Birds	Holy Place	Sound
Blessed Item	Holy Symbol	Special Book
Blessed Weapon	Holy Water	Special Weapon
Blood	Iron	Specific Food
Brass	Laser	Specific Metal
Candles	Lead	Spice
Carbon	Light	Stone
Chemical	Love	Strong Emotion
Chlorine	Lust	Sunlight
Cold Iron	Maser	Task Completion
Copper	Meat	Tears
Darkness	Meteoric Iron	True Name
Death	Microwave	Understanding
Disbelief	Moon Rock	Unholy Book
Disease	Moondust	Unholy Symbol
Earth	Moonlight	Unholy Water
Electricity	Music	Vacuum
Empathy	Perfume	Vegetable
Evil Magic	Piety	Wolfsbane
Fear	Poison	Wood
Flower Specific	PSI	Word of Power
Garlic	Psychology	Words
Gemstone	Pure Water	

VEHICLES

For this playtest, use any of the vehicles out of the Savage Worlds rulebook, with the following modifications:

- Increase the armor value of the vehicle by 10. This represents the next generation graphene panels, reinforced by buckytubes, used to armor Bureau vehicles.
- Increase acceleration and top speed by 20%, rounded down.
- Vehicle now has an all electric drive train running off of fuel cells. Can be charged from a wall plug. At normal driving speeds, vehicle has a 2,000 mile range. At top speed, the range is 500 miles.
- The following vehicle extras are available to modify the vehicle:
 - Auto Window Tint: Windows can automatically darken at the push of a button.
 - Auto Pilot: State of the art AI controlled driving hardware. Has Drive d4 skill.
 - Traffic Signal Controller: Allows you to change traffic lights.
 - Cell/Radar Jammer: A Cellphone/Radar jammer that has a 20" range.
 - Ejection Seat: Any seat can be ejected through a concealed panel in the car's roof.
 - Chameleon Skin: Change the color of the vehicle from an array of 1,000 different patterns, full color range, and LIDAR absorbing skin.
 - Morphing License Plate: Special memory plastic plates with color changing capabilities. Changes to a registered vehicle that matches the style and make of your vehicle.
 - Never-Flat Tires: Tires never go flat, as they are made from metal springs. They have a toughness of 8.
 - Oil Slick Dispenser: Dumps a mess of oil behind the vehicle, forcing any chasing vehicle to make a Driving check at -2.
 - Smoke Screen: Gives the driver of the vehicle a +2 on their next chase roll to escape or evade a pursuer. Lasts 3 rounds.
 - Self Destruct: Vehicle has thermite panels laced through its frame. When ignited, the vehicle will be burned to the ground. Everything within a Medium Burst Template of the vehicle takes 1d6 radiant heat damage and can burst into flame. Self Destruct can only be initiated by use of a Command Card and verbal command from the card's owner.

The agents of Bureau 13 can use their personal vehicles on any mission, but most prefer a fully equipped command center called the Colorado RV. This design was created back in the 1970's and refined for the next 40 years. Built from the ground up, this specialized and expensive high tech center always resembles a common RV that you see driving on the roads of America.

Colorado RV

The Colorado RV is the ultimate command center and assault vehicle of Bureau 13. This Recreational vehicle is 9 ft. wide and 46 ft. long on the outside. Except for the driver's compartment, the interior space is 12 ft by 60ft. Yes, it's bigger on the inside than on the outside. It carries a surprising amount of equipment and firepower.

Standard Equipment

The following equipment is part of the standard Colorado RV package. This may be modified by the team given time.

Electric Powertrain: Runs off the Fuel Cell Array that provides the motive power for the RV. Older units ran off diesel or alcohol. Fuel using models are still available on request. The Colorado RV has a 9,000 mile range.

360° Camera Array: A set of eight cameras, one on the front bumper and a second set at driver level, one on each side, one facing the rear. Two facing blind spot areas to allow the RV Driver to see areas that are normally not in their line of sight. The final camera is on a controllable roof swivel that can look up or pan.

GPS Aided Computer Navigation: Standard computerized map. It also uses standard voice-control to set up destinations and find Bureau facilities or Bolt Holes. Can access the Internet for tourist data and local maps. Can print maps or project on the windshield.

Hands Free Operation: Because the driver often needs to multi-task, the Colorado RV is designed for limited hands free operation. Through voice recognition and eye motion detection, the driver can operate sensors, weapons and even place a phone call without taking their hands off the wheel.

Sensor Systems: Using a series of sensors throughout the vehicle, a composite picture is created that turns night into day (*no night modifiers*). This picture is projected onto the windshield. This can be used with any of the vehicles cameras. The passenger side windshield can display a different view than the driver's side, allowing two different views to be enabled at once. The sensors can also be used to aid in targeting the weapons, adding small bonus to hit if a lock on can be achieved. These displays can be used at night or during the day. When used in daylight, the cockpit of the RV is darkened to allow the sensors to be seen.

Sensor Types Light

Amplification Range 1000 feet.

Amplifies light to daytime levels. **MAD**

Magnetic Anomaly Detector Range 1000 feet

Detects masses of metal, ferrous and non-ferrous in Rural Areas. Detects magnetic fields and electromagnetic hot spots.

Sonar Range 1000 feet.

Uses sound to create a picture. *Range 1000 feet.*

Also useful when the RV is submerged.

Thermal Range 1200 feet.

Detects heat of various items to paint a picture. Everything has slightly different temperatures, allowing a picture to be created. Up to 2 of these can be combined in the sensor system display at one time.

Screens: The Colorado RV comes with multiple fold-down HD Television screens in the front compartment and rear compartment. May be linked to cameras or used independently.

Satellite Dish: Taps into all cable systems across the planet as well as telecommunications systems and provide high-speed computer connectivity.

Kitchen Galley: Has an electric stove, oven and microwave oven. Also has a standard refrigerator and outdoor grill compartment. Stove can be used as a high temperature incinerator.

Toilet & Shower: Standard Design. RV has a 50 gal Water Tank and can hold 50 gallons of sewage that can be automatically dumped. Shower can be set for standard or decontamination.

Standard Comforts: Bed and fold out bed, couch and comfortable Pilot and Co-Pilot seats. Vehicle side can extend out for an additional 4 feet and lower stability jacks. Air conditioning, climate control, fast air cleaner system, a standard Stereo, Satellite Radio, and Passenger fold-down 72 inch LCD TV Screen/Computer Monitor.

Medical Bay: Bed can fold out into an emergency operating theatre with lights, surgical tools and a hidden stock of drugs and plasma.

RV EXTRAS

The RV can and usually does have all of the items listed on page 57 as well as more complex additions that can be designed by the Team..

Hidden Storage Compartments: Storage compartments in the floor and walls contain the team's arsenal and spare equipment. The functional stovetop flips open to reveal the optional Document Designer. The RV's modest refrigerator has many small, hidden compartments for drugs, forensic samples and firearms. The rear deck and bunk areas open into equipment storage bins that may contain power tools, food, clothing, cameras, building supplies, special electronic equipment, special medical hardware, test equipment, and general survival supplies.

All of these compartments make use of the 13th Pocket technology, and don't add any extra space or weight to the vehicle when in use.

Weapons Concealment: Most weapons systems are disguised into the frame of the RV in the Bathroom Weapons Locker.

EMP Hardening: The Colorado RV's electronics have been specially shielded to survive an EMP blast.

Tracking Radar: This can be used to spot objects up to 50 miles away in the air, or 20 miles away on the ground. Can also be used to jam other radar units within range, causing all radar within 25 miles to cease picking up anything. This is NOT a stealth feature. All radar affected will register a massive and obvious amount of jamming, though it cannot be traced.

Note: Commercial radar detectors can detect the radar system.

Police / Fire / Military / NASA Scanner: RV Computer scans radio bands for any data and conversation on non-civilian broadcasts. This scanner can even pick up and decipher the new encrypted digital radios used today.

RV Computer: The RV computer is housed deep in the vehicles frame at the rear. This system has an optional ejection system in case the RV is set to self-destruct. The ejection system shuts down the computer and then ejects in an ark away from the side of the RV to a distance of 300 feet. The RV Computer is encased in a titanium shell and will do Light damage on impact. It will also send a homing signal.

This semi-legendary near AI Computer is a marvel of Engineering that is less than a square foot in diameter and has access to the entire Library of Congress, Patent Office, and Justice Department files.

As with all Bureau computers, the RV Mainframe has full natural language processing, voice recognition and translation. The RV computer can translate spoken and written language including multiple dead languages.

Remember that your Smartphones and Tablets can wirelessly connect to this Mainframe. The Mainframe can interface with any of the display screens onboard the RV, or if the machine is installed in your base of operations. Up to six people can use the RV computer at the same time.

Every Colorado RV comes with a Mainframe. On a coded voice-command to be established by the operating agents, all data will be permanently purged from the memory of the RV computer. If stolen any attempt to access or hack the computer the system will burn itself out with a carefully controlled electrical overload.

Autopilot: The RV Computer can drive the Colorado on freeways for a limited time if necessary.

Watertight Activation: Seals the Colorado RV for surface water travel. It can also allow the RV to be submerged up to a depth of 150 feet of water. The airlock is the RVs Bathroom. There is sufficient air in the RV to supply 12 passengers with air for 12 hours because of CO2 scrubbers. The fewer people there are the longer the air will last, to a maximum of 144 hours for a single person. An optional snorkel can extend this indefinitely. The only problem with this is that the RV, weighing over 15,000 lbs. will sink through the silt or mud at the bottom of any natural body of water. For this an airbag deployment can be activated.

Security System: The only way to unlock the RV is with a Bureau Command Card together with an Encrypted Electronic Key or by using the Biometric Thumbprint Scanner. The vehicle can be set to allow new personnel at the discretion of the team. If a civilian walks up and tries to open the door, an audible alarm is sounded along with an alert being sent to all agents assigned to the RV. If you are forced to leave the RV in a hostile area gas or an electric stunner can be tied into the security system.

RV Defensive Systems

All defensive systems can be controlled by the driver, or by the person in the passenger seat. The defensive systems are connected to the heads-up display for targeting. All of these can be voice activated.

The Colorado RV has an Oil Slick and Smoke Screen dispenser, and a self-destruct system. The self-destruct system for the RV is so hot that anything within a Large Burst Template will take 1d8 heat damage and burst into flames.

In addition, the Colorado RV has the following systems:

Crowd Control: Small panels on the sides of the RV pop open and fires clusters of half-inch rubber balls using the Medium Burst template. Stings and knocks down any targets outside the RV. Targets must make a Spirit roll to maintain morale, or retreat from the RV.

Tear Gas Sprayer: Sprays tear gas from dispensers on the side of the RV forming a Large Burst Template cloud around the RV. Anyone in the cloud not wearing a gas mask or better gear, must make a Vigor -2 roll, or become Shaken. On the next round, they must make a Spirit -2 roll or they will flee from the cloud. Cloud lasts d6 rounds without renewal. The sprayer has 6 shots.

Windshield Blocker: A beanbag launcher at the rear of the RV fires a beanbag round that contains a foaming black sludge that will cover the average car windshield. Driver must make an immediate Driving -2 skill roll. The gunk has to be scrapped off the windshield after it hardens.