

CHARACTER CREATION

highly trained cells of guerrilla fighters well versed in terrorism and insurgency. As adept in an urban setting as they are in the backwoods, most of the current members hail from the backwaters of the Chaos March, or those seedier sides of its cities as gangs or criminals. Members are recruited from all walks of life, but should come from the Capellan or Chaos March affiliations. (Federated Suns and Lyran Alliance affiliations are also possible, if the characters are created during the period between 3030 and 3057.)

Primary Language: Hanyu

Secondary Language: Mandarin (Chinese), English, Hindi, Russian, Vietnamese.

Bonus Traits: Natural Aptitude/Perception, Quirk/Paranoid, Quirk/Loyalty to Sun Tzu Liao

Bonus Skills: Deception +2, Bureaucracy +1, Perception +1, Choose two: Leadership +1, Interrogation +2, Intimidation +2, Disguise +1, Blade +2, Poison & Antidotes +1, Rifle +2, Pistol +2, Stealth +2, Surveillance +2

Path Restrictions: Must choose the Guerilla/Insurgent Operative Life Path at least twice before choosing any other Stage 4 Life Path.

DOUBLE AGENTS

Several events in the following Life Paths indicate a covert operations character may become a double agent, effectively changing affiliation from one faction to another one, usually a hostile neighbor. The results of this event depend primarily on the nature of the change in allegiance and can have profound impact on the character's future.

In most cases, the effects of becoming a double agent are shown in the associated event, but for the most part, changing affiliation in any manner boils down to two potential outcomes, in game terms: outright defection to the opposing side, or remaining in position as a "mole" within the character's native organization.

Defection

Defection allows a character to escape certain imprisonment or death before his former comrades discover his treachery, but it automatically reveals his duplicity and very quickly adds him to the most-wanted list in his home state. Knowing that they will become a favored target for former countrymen, who likely taught them everything they know, is often enough to keep most operatives from turning traitor, but for some, the right price (or the right blackmail) may prompt them to cross that line.

A defecting character thus gains an automatic three-point Enemy upon changing sides, as well as a two-point Bloodmark Trait, reflecting the bounty on his head for defecting. In addition to this, the character also immediately "earns" a three-point Bad Reputation Trait that applies to *both* sides of the line, as his betrayal proves him corrupt both to those betrayed and those who found him so easy to buy off. As if all that wasn't bad enough, the character also suffers a one-point loss

in SOC for the same reasons, loses all Rank and Title Traits earned to that point, and gains another In For Life Trait with the agency he has defected to (even if he will not become an active member of said agency)

In exchange for all this, the character may immediately gain up to four points' worth of Wealth, Well-Equipped, Property, Rank, or even Title Traits, as his "prize" for defecting. If none of the above is given as part of the event that precipitates the defection, the gamemaster need not offer up the difference, however. In addition, the defecting character automatically gains all the "free" skills of his new affiliation, but may claim no more than one of the affiliation's "free" Traits – and then only at the game master's discretion.

If a player, at any time during character generation process, wishes to voluntarily defect, all the above rules apply, but the character must also burn two Edge threshold points to do so.

In any event, a character who defects must spend at least one Life Path in his new affiliation as appropriate to his new station (determined at the game master's discretion) before entering gameplay.

Turning "Mole"

Oftentimes, the defection of a character is preceded by a short period where the double-agent acts as a spy for his new masters. In this case, the character has become a "mole" within his own organization, and continues to serve – however briefly – while relaying state secrets to the enemy. Even more dangerous than defection, turning "mole" subjects the turncoat to potentially lethal repercussions from both his former countrymen and his future ones.

A character may elect to turn "mole" (or be forced into the role) in the same manner as outlined in the rules for defection, but does not immediately suffer or gain any of the negative or positive Traits that go along with it. Instead, turning "Mole" automatically forces the character to repeat his current path and roll all events with an *additional* –3 event roll penalty. If this roll results in an event below 2, all of the following occur:

The character automatically adds 3D6 years to the length of time spent in this path, and must choose three of the following Traits: Addiction (2), Amnesia, Combat Paralysis, Disabled (3), Glass Jaw, Madness/Any (4), Poor Hearing (4), Poor Vision (2), Slow Learner, Unhealthy, or Unlucky (3). In addition, the character automatically receives all the negative effects of defection whether or not he defects in the next Life Path, and loses all Rank, Wealth, Well-Equipped, Title, Property, and Land Grant Traits earned before this point. These factors all reflect a long, grueling time of torture, interrogation, public humiliation, and conviction for the ultimate betrayal of one's country. Making matters even worse, the character suffers a two-point loss of SOC *and* EDG thresholds, and must immediately roll 1d6 to determine if the rival state's offer for asylum still stands. On a 6, the offer remains in place, and the character may defect by the normal rules above. Any other result means the

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character's only Life Path option left is Ne'er Do Well, or immediately entering gameplay penniless, broken, and dishonored.

If the character manages to survive one Life Path of turning "mole" with no negative effects, he may repeat the Path again or immediately defect. Once again, the standard rules for defection will apply in such an event.

ADDITIONAL PATHS

The following section contains a number of Life Paths designed to expand and flesh out cover operative characters. Players and gamemasters can use these paths in conjunction with those presented on page 33–52 of *CBT: RPG*.

The following paths have some basic prerequisites. In addition to minimum required Attributes, a few also list prerequisite paths a character must complete before entering the particular path.

EVENTS

Like the paths presented in *CBT: RPG*, each of the paths below has a unique list of events. Players and gamemasters should follow all of the standard rules for determining character events (see p. 24, *CBT: RPG*), with one exception. Instead of rolling 2D6, players should roll 2D10 for most Path Event Tables to randomly select an event. After rolling dice for an event, the player can increase or decrease the dice roll results by 1 or 2, or reroll using the single expenditure of Edge (see *Edge and Events*, p. 25, *CBT: RPG*).

STAGE 1: EARLY CHILDHOOD

Unless otherwise stated, this path follows the rules for Stage 1: Early Childhood in the *Character Creation* section of *CBT: RPG* (p. 33).

NEKAKAMI CHILDHOOD

Raised in a secret society you quickly learn to become observant of your surroundings. You learn early from your parents the fundamental skills that will be the bases of your life as a Spirit Cat Warrior.

Attribute Thresholds: BOD+1, RFL +1, INT +1, CHA –1

Traits: Alertness, Patience, Choose: Quirk/Loyalty to Draconis Combine, or Quirk/Loyalty to House Kurita

Skills: Language/Japanese +2, Perception +2, Protocol/Draconis Combine +2, Martial Arts/ Bujinkan (Ninjitsu) +1, choose three: Acrobatics +2, Read Lips +1, Running +2, Stealth +2, Survival +1, or Swimming +1

Next Path: Nekakami Aspirant (2/3).

Nekakami Childhood Events

- 2 Your parent's indiscretions have dishonored the Dragon and the Nekakami. Their flight has only compounded the dishonor, and the Spirit Cats' reach is long indeed. [Dark Secret (4), Shameful Heritage (2), Enemy (2), and cast out of the Nekakami. Next Path must be Back Woods or Street]

- 3 Serious accident at home [Choose two: BOD –2, Slow Learner, Poor Vision, Lost Limb (2)]
- 4 Family attacked by Black Dragons. You escaped, but not without lasting damage and a vow of revenge. [Escape Artist +1, Stealth +1, Enemy (2)/Black Dragon Society, Choose: BOD –2, Glass Jaw, or Madness/Paranoia]
- 5 Nekakami are supposed to stay in the shadows, but you just *had* to win the my-father-can-beat-up-your-father debate, didn't you? [Fast Talk +1, INT –1, SOC –1, Bad Reputation, Stigma/Untrustworthy]
- 6 Caught a rare virus [Unhealthy]
- 7 Your family's dishonor in battle has rubbed off on you. [Brawling +2, Enemy, Shameful Heritage (2)]
- 8 Attacked by a wild animal while honing your tracking skills. [Tracking/Any +1, Survival +1, Choose two: BOD –1, RFL –1, Lost Limb, Unattractive]
- 9 Your family is involved with a bad crowd, but it's not without its advantages. [Streetwise/Draconis Combine +1, Contact, Dark Secret (3)/Yakuza ties]
- 10 Found a hobby you loved despite the grueling training regimen. [Choose: Arts/Any +1 or Interest/Any +1]
- 11 A few scuffles on the playground builds character, and a thick hide. [Pugilism +2]
- 12 There's more to life than the martial arts. [Choose one: Academic/Any +2 or Language/Any +2]
- 13 Already learning the gift of invisibility. [Stealth +1, Natural Aptitude/Stealth]
- 14 Natural athlete. [Interest/Any sport, Choose: BOD +2, or Exceptional Attribute/RFL]
- 15 Your training includes extensive wilderness hunts. [Hunting/Tracking – Humanoids +2, Environmental Combat/Wilderness +1, Navigation/Ground +1, Survival +1]
- 16 Yours was a family of great honor among the Nekakami. We can expect great things from you. [Proud Heritage (2), Contact]
- 17 You take to the study of bujinkan early. Your *sensei* is impressed! [Martial Arts/Bujinkan +2, Blades +1, Tactics/Infantry +1, Natural Aptitude/Martial Arts/ Bujinkan]
- 18 Your skills with the blade at such a young age are almost supernatural. [Blades +3, Meditation +2, Martial Arts/Bujinkan +2, Thrown Weapons +2, Ambidextrous]
- 19 [Choose one event or roll twice and apply both results]
- 20 [Choose two events or roll three times and apply each event]

STAGE 2 AND 3

Unless otherwise stated, these paths follow the rules for Stage 2: Late Childhood and Stage 3: Higher