

A G E N C Y

Rulebook



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CHANGE LOG

Log 01:

06-06-20

Changes:

- Added difficulty scale
- Edited the rulebook's format
- Included calculation examples
- Adjusted stats of Trial Enemy (Bandit)
 - Lowered HP to 12 from 13
 - Lowered ATT to 3 from 5

Log 02:

10-06-20

Changes:

- Adjusted Combat System
 - 4 Different type of attacks: *Slash, Stab, Heavy & Others*
- Adjusted Trial Characters
 - *Removed Range Class*
 - *Tank renamed into Paladin, Swordsman as Samurai and Gunner as Dancer*
 - *Added unique skills and attacks for each characters*
 - *Added Attack Multiplier to each attack*
 - *Added Resistance*
 - *Added Defence Multiplier*
- Adjusted Rolls
 - *Players will be rolling 4D6 for combats, using only the highest and lowest roll.*
- Added Trial Enemies
 - *Muddy King Bog*
 - *Cave Imps*

Log 03:**14-06-20****Changes:**

- Adjusted Rolls
- Adjusted Combat System
 - *Player can revive ally with “Unconscious” status*
 - *Revived player will have “Weakened” status for a fixed amount of turns*
 - *Adjusted Attack Type*
 - *Added Single Target / Multiple Targets classifications*
 - *Adjusted Perfect Block Roll*
 - *Number of “6” requirement decreased to 2 from 3*
- Adjusted Trial Characters
 - *Removed Attack Multipliers*
 - *Modified Defence Multipliers*
 - *Added Status to Skills*
 - *Paladin’s Provoke cooldown lowered (10 turns to 8 turns)*
 - *Paladin’s Defence Modifier adjusted (Slash & Stab Resistance lowered to 0)*
 - *Dancer’s Spiteful Dance cooldown lowered (6 turns to 4 turns)*
 - *Dancer’s Windmill changed from Single Target type to Multiple Target*
- Adjusted Trial Enemies
 1. *Bandit*
 - *VIT lowered to 9 from 10; HP lowered to 10 from 12*
 - *Added Multiple Target Attack “Smokescreen”*
 2. *Muddy King Bog*
 - *VIT lowered to 13 from 15; HP lowered to 15 from 18*
 3. *Cave Imp*
 - *VIT lowered to 10 from 12; HP lowered to 12 from 14*
 - *Shriek Side Effect adjusted*
 - *Affect Target will be stunned on the next turn only.*
- Created Status Table

Log 04:

17-06-20

Changes:

- New Secondary Stats Added
 - *Accuracy*
 - *Dodge*
- To fit the theme, Trial Characters are replaced with:
 1. *CODENAME "Handyman"*
 2. *CODENAME "Dude"*
 3. *CODENAME "Gunster"*
- To fit the theme, Trial Enemies are replaced with:
 1. *Grunt*
 2. *Spygent*
- Adjusted Combat System
 - *Range Combat added*
 - *Reload mechanic introduced*
 - *Melee, Range and Thrown Weapons added*
- New Modifiers added
 1. *Line of Sight*
 2. *Soft and Hard Cover*
 3. *Movement*
 4. *Aimed and Un-aimed*
 5. *Range Bracket (Also used to measure the max distance of each ranged weapon)*
- Status table updated
- Gameplay Map added
- Updated Rules
 - *Included Range Combat Mechanisms into Combat Sequence*

Log 05:

21-06-20

Changes:

- Edited the rulebook's format
- Restructured the entire game
- Adjusted Rolls
 - *Rolls will be using 2D6 and 1D6 instead of 4D6, 2D6 and 1D6.*
 - *2D6 will be used in any task resolutions and combat related while 1D6 will be used in dealing damage to the defender.*
- Combat readjusted
- Characters and Enemies adjusted
 - *No more various attacks, just fixed melee or range attack using the weapon in inventory*
- Removed Resistance Modifier
- Skills are renamed into Traits
- Items are split into 3 categories
 1. *Gadgets*
 2. *Armour*
 3. *Weapon*
- Adjusted Weapon System
- Updated Status Table
- Updated Combat Sequence

Log 06:**29-06-20**

Changes:

- Updated Rulebook
- Adjusted Rolls
 - *Critical Failure and Success has less occurrence now*
- Adjusted Combat
 - *Removed Dodge Modifier*
- Adjusted Items
 - *Removed demerits from Bulletproof Vest and Combat Vest*
 - *Lowered Durability to 2 from 3.*

Log 07:**14-07-20**

Changes:

- Added Movement
- Added Task Resolution
- Added How to Play for GM

Log 08:**17-07-20**

Changes:

- Updated Map

Log 09:

03-08-20

Changes:

- Updated Character Overview
 - *Added Intelligence to Primary Stat and Combat Point to Secondary Stat*
- Updated Movement
 - *Movement outside combat works differently now (Requires 1D6 + MVE Base)*
- Updated Combat Sequence
- Updated Map
- Added Scenario
- Rebalanced every characters to the updated stats.

Log 10:

09-08-20

Changes:

- Updated Fonts
 - *Body text changed to Calibri, changed the font colour to white.*
- Updated Combat Sequence
 - *Added Flowchart*
- Reduced text volume in the rulebook for easier reading.
- Added more Combat Scenario for GM to implement
 - *Main Scenarios*
 - *Mini Scenarios*
- Added enemy
 - *Insert Name*

FEEDBACKS

Playtest 01:

04-06-20

Findings:

- Due to time constraint, playtest only conducted task 01, 02 and 07
- Difficulty Scaling was not ready
- Players did not use predetermined character's skill while in combat

Feedbacks:

- Primary and Secondary Stats are simple and easy to understand
- Rules are understandable with occasional confusion due to the need to do mental calculations
- Game relies heavily on RNG and success rate varies between each unique character
 - *Bandit is too painful if player has rolled low on Defence while NPC rolled high on Attack.*

Playtest 02:

11-06-20

Findings:

- Enemy is too strong; The first enemy that is supposed to be a tutorial monster has almost killed 1 of the player due to high rolls on Attack.

Feedbacks:

- Gameplay is tense and may be more climatic if there is more freedom in attack choices
- Too much mathematic calculations
 - Cut down few calculations such as removing the Attack or Defence Modifier.
- Characters are alright overall, each giving off the correct vibes to their class.
- Instead of description, create a Status table will be better to keep track.

Playtest 03:

18-06-20

Findings:

- Players are not using the character skills nor items
- Enemy died too easily

Feedbacks:

- Too much calculations again
- Cover & Dodge has no differences between them
 - *Decrease Dodge modifier value while increase Cover modifier*
- CODENAME “Gunster” character is too powerful
 - *Strong Ranged Attack, Accuracy and Dodge*
- GM Skills need to be improved; Be less rigid and give players more freedom with choices

Playtest 04:

25-06-20

Findings:

- Players are not using the character skills nor items
- Players are not aware of character abilities
- Players find that the lists in the system are too much to digest in.

Feedbacks:

- Too much calculation again, although it is better than the previous version
- Current version is better than previous in terms of game flow as it is not as confusing as before.
- CODENAME “Dude” felt boring to play due to limitation in movement

Playtest 05:**16-07-20**

Findings:

- Need to introduce 1 new stats for non-combat related.

Feedbacks:

- Task Resolutions are simple to understand
- Add a modifier column next to the character stats for easier reference.

Playtest 06:**21-07-20**

Findings:

- Players did not conduct combat properly
 - *Combat are done differently (through task resolution mostly)*
- Task Resolution is simple to understand

Feedbacks:

- Calculations in Character Table created a slight confusion to the player

Playtest 07:**04-08-20**

Findings:

- Players struggle to find the information required for combat related (Such as equipment stats)
- Task Resolution is simple to understand

Feedbacks:

- Change font style so that the rulebook doesn't look plain, and players are able to differentiate the body text from header/titles.
- Level designed does not encourage players to use their gadgets often.
- Reduce number of texts in the rulebook to make it simpler and easier for the players.



INTRODUCTION

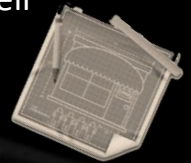
INTRODUCTION

Backstory

The headquarter has received a tip off from a trustworthy informer that a famous design company in Singapore, Secural, has been cooperating with a dangerous terrorist group, AI, to create a dangerous weapon that could easily wipe out a nation.

To prevent such weapon from being create, the headquarter has decided to dispatch its best agents to prevent such scenario from happening.

Your mission is to infiltrate the office building and destroy the weapon blueprints to foil their plan. However, be forewarned this company is well known for its tight security measures...



How to Play

1. The Game Master (GM) describe the scenario to the players (Agents).

- *The GM tells the agents **their location and the surroundings**.*
- *GM can refer to page 30 for ideas on how to start out the scenario in Agency.*

2. The Agents tells the GM their intended actions.

- *As a party or solo, the agent **informs the GM what they want to do**.*
- *For example, “I want to sneak through the corridor without being noticed by the security cameras” or “We want to head towards the secret room behind the cabinet”.*
- ***Agents do not have to take turns to describe their actions, but the GM must listen to every player and decide how to resolve those actions.***
- *If resolving of the task seems to be too easy, GM can complicate the task to make it challenging for the Agent to complete a task, often by relying on the **dice roll to determine the results**.*
- *For any movement related, Agents have to roll a 1D6 + their Movement (MVE) stat.*

3. The GM inform the Agents the outcome of their actions.

- *Once the Agents have been informed of the outcome based on their actions, be it positive or negative result, **GM will describe the new scenario to the Agents**, hence bringing back the flow of the game **back to step 1**.*

Game Dice

In Agency, players will be using:

- **2 D6 in any task resolutions and combat related**
- **1 D6 in any rerolls and damage dealt calculation when attacker's roll is higher than the defender**

When rolling 2D6 in any uncontested task resolution:

- **Double "1" is critical failure. A backfire will occur, and the player fails the task while receiving some consequences.**
- **Double "6" is critical success. The player will succeed the task while receiving some bonus.**

When rolling 1D6 in combat:

- **Rolling "6" is critical success. The Attacker will receive a bonus of +3DMG to Damage Dealt.**

When rolling 2D6 in combat:

- **Double "1" is critical failure. Penalty will be given to the Attacker or Defender that has rolled a pair of 1s.**
- **Double "6" is critical success. Bonus will be given to the Attacker or Defender that has rolled a pair of 6s**

Task Resolution

In Agency, only the **primary stats** will be used in any task resolutions.

For any **uncontested tasks** in Agency, player will be rolling **2 D6 + the required attribute's bonus modifier**. (Refer to Page 43 for Bonus Modifier)

- If player has **lower result than the minimum requirement** (Refer to Page 43 Difficulty Scaling for minimum passing requirement), **the task will be counted as "Fail"**.

Player Score	> =	Task	Task Success
2 D6 + Mod		Minimum Passing Score	

For any **contested tasks** in Agency, each side will be rolling **2 D6 + the required attribute's bonus modifier**. (Refer to Page 43 for Bonus Modifier)

- **If against an enemy or NPC:**
 - Player will be rolling 2 D6 and add to their attribute bonus modifier.
 - GM will be rolling 2 D6 and add to the NPC's attribute bonus modifier.
 - If the player has **lower result than the GM**, the task will be counted as "Fail".
 - If both side have the **same result**, each will roll 1 D6 + the required attribute's bonus modifier.
 - If player is **higher than the GM**, the task will be counted as "Succeed".
 - If both side have the **same result**, **reroll again** and add the bonus modifier.

Player Score	>	GM Score	Contest Success
2 D6 + Mod		2 D6 + Mod	

- **If against an individual player:**
 - Players will be rolling 2 D6 and add to their attribute bonus modifier.
 - Whichever player has the **highest roll will be the victor of the contest**.
 - If both side has the **same result**, each will roll 1 D6 + the required attribute's bonus modifier.
 - Whichever player has the **highest roll will be the victor of the contest**.
 - If both side have the **same result**, **reroll again** and add the bonus modifier.

Player 2 Score	VS	Player 1 Score
2 D6 + Mod		2 D6 + Mod



RULES & MECHANICS

CHARACTER OVERVIEW

In Agency, each characters will have a **base of 4** for each Primary stats.

- Each agent will have **8 bonus points** that can **be allocated to these Primary stats freely**.
- **Primary stats are commonly used in Task Resolutions while Secondary stats are used widely in Combats.**

Primary Stats	Abbreviation	Description
Vitality	VIT	Stamina and Endurance. Influences Health and Defence Every 2 VIT gives 2 bonus HP.
Strength	STR	Physical Strength. Influences Attack (Melee)
Dexterity	DEX	Accuracy & Agility. Influences Attack (Ranged), Accuracy and Movement.
Intelligence	INT	Knowledge & Perception. Influences Combat Points.

Secondary Stats	Abbreviation	Description	Calculation
Health	HP	Hit Points. Determine how much hits an Agent can take.	VIT = HP
Attack (Melee) Attack (Ranged)	ATT	Used in Close Combat involving Melee Attacks. Used in Ranged Combat involving Ranged Attacks.	STR / 2 DEX / 2
Defence	DEF	Determines how sturdy an Agent is in taking damages.	VIT / 2
Accuracy	ACC	Determines how accurate an Agent's aim is.	DEX / 3
Movement	MVE	Determines how much an Agent can move in combat.	DEX / 3
Combat Point	CP	Determines how many action can be done in a turn.	INT / 2

CHARACTER CREATION

In Agency, a character can be created just by following the 6 steps below!

Fill in your character name

CODENAME: (Insert Name)				
Attribute	Points	Mod	Trait List	
VIT			Unique Trait #1	
STR				
DEX				
INT				
ALL STATS ARE ROUNDED DOWN			Unique Trait #2	
HP			Inventory List	
ATT (Melee)			Gadgets	Armour & Weapon
ATT (Ranged)			Gadget #1	Armour
DEF			Description	Description
ACC			Gadget #2	Weapon #1
MVE			Description	Description
CP			Gadget #3	Weapon #2
			Description	Description

Fill in your stats. Each stat has a base of 4, and you are given 8 attribute points to be added to each individual stats freely.

Refer to previous page for more details on each individual stats

Fill in your unique traits. It can be any traits from the trait table as long as it is not repetitive; For example, no writing of Courageous

Fill in your gears. You can equip up to 3 Gadgets, 1 Armour, 1 Melee and 1 Ranged Weapon.

Calculate your secondary stats!
 Calculations are as follow:
 HP = VIT, Every 2 VIT gives additional 2 HP
 ATT (Melee) = Str / 2
 ATT (Ranged) = Dex / 2
 DEF = VIT / 2
 ACC = Dex / 3
 MVE = Dex / 3
 CP = Int / 2

Take note of the modifier values!
 1 to 4 stat value = +0 Modifier
 5 to 8 stat value = +1 Modifier
 9 and above = +2 Modifier

TRAIT LIST

In Agency, each Agent has two unique traits.

- Traits can be both *passive* and *active*.
- Traits can be used in both *Non-Combat* and *Combat* situations.
- Once used, the trait will go on a cooldown and **can only be used again once the cooldown timer is up**.
 - Cooldown timer **start immediately** the moment you have used or activated the trait.

Trait	Effects	Passive / Active	Cooldown
Ammo Saviour	Whenever you attempt a Range Attack, give yourself "Resourceful" status for 3 turns.	Passive	3 Rounds / 6 Turns
Courageous	ATT and DEF + 2 when HP is lower than opponent	Passive	N/A
Fighter	+1 DMG to Melee Attacks Demerit: -1 DMG to Range Attacks	Passive	N/A
Final Gambit	DMG increased by 4 Demerit: HP decreased by $\frac{3}{4}$ of Total.	Active	Once per combat.
Gambler	Attempt a reroll. If the result is lower or equal to the previous rolls, -1 DEF for the entire combat duration. Else, +1 ATT for the entire combat duration.	Active	3 Rounds / 6 Turns
Happy-Go-Lucky	Attempt a reroll if you have failed a task resolution	Passive	N/A
Marksman	Grant yourself "Sharp Eye" status for this turn. +1 ATT to Range Attacks for this turn.	Active	2 Rounds / 4 Turns.
Medical Knowledge	When using Bandage, remove any negative status on the target.	Active	3 Rounds / 6 Turns
Reaper Prayer	When your HP drop to 0 for first time, gain "Weakened" status instead of "Unconscious"	Passive	Once per Combat
Team Player	In a Team Combat, boost your Agents +1 DMG for the first 2 rounds (4 Turns),	Passive	N/A

ARMOUR SYSTEM

In Agency, you can equip **only 1 type of armour** from the table below.

- Certain Armours have durability.
 - For *Combat-Related armours*, the durability will **decrease by 1 every time you received a damage**.
 - For *Non-Combat related armours*, the durability will **decrease by 1 every time you used in task**.
 - Once the durability **hits 0**, the armour **will be destroyed**. Any merits or demerits will disappear along with the armour

Equipment	Type	Effects	Durability
Bulletproof Vest	Combat	+2 DEF when Defending against Range Attacks	2
Combat Vest	Combat	+2 DEF when Defending against Melee Attacks	2
Motorcycle Helmet	Combat	-1 DMG from Range Attacks	1
Black Longcoat	Combat	-1 DMG from Melee Attacks	2
Spyglasses	Combat	You will not receive “Blinded” status Demerit: -1 ACC	2
Hi-Tech Suit	Non-Combat	+ 2 to your roll during any task resolutions outside combat	2
Disguise Outfit	Non-Combat	Blend into your enemy surrounding, will not trigger combat when passing by an enemy	2

WEAPON SYSTEM

In Agency, you can equip up to a **total number of 2 weapons** from the table below.

- There are 2 different type of builds: *Specialized or Balance.*
- *Specialized Build can only equip 1 type of Weapon, be it Melee or Range.*
- *Balance Build can only equip 1 Melee and 1 Range Weapon.*

Certain Melee Weapon can be used as Throwing Weapon.

- Once thrown, you will **not be able to use it again until you pick it back.**
- To pick back your thrown weapon, simply **walk to the same tile it has landed on.**

While in combat, **only 1 weapon can be used per round.**

- If your Ranged Weapon has ran out of ammo, you will **not be able to use it again until you have reloaded.** You can only reload during your turn as an Attacker.

Equipment	Type	Can be thrown?	Range Effect (Per Square)				Side Effect / Condition
			0	1 - 3	4 - 6	7	
Brass Knuckle	Melee	No	+3 ATT	N/A			Roll 1D6, if "6", target will be "Stunned" for the next turn only.
Sharp Heel	Melee / Range	Yes	+2 ATT	+1 ATT	N/A		
Sharp Knife	Melee / Range	Yes	+2 ATT	+1 DMG	N/A		Roll 1D6, if "6", target will receive "Bleeding" status.
Stun Gun	Melee	No	+1 ATT	N/A			Total Cartridge: 1 Target will receive "Stunned" status for the next turn only. Consume 1 Cartridge.
Shot Gun	Range	No	+3 DMG	+1 DMG	+1 ATT	N/A	Total Ammos: 4 Each attack consumes 1 Ammo.
Handgun	Range	No	+2 DMG	+1 DMG	+2 ATT	+1 ATT	Total Ammos: 6 Each attack consumes 1 Ammo.
Taser Gun	Range	No	+1 DMG	0	+1 ATT	N/A	Total Cartridge: 1 Target will be "Stunned" for the next turn only. Consume 1 Cartridge.
Sniper Rifle	Range	No	+2 ATT	+1 ATT	+1 DMG	+2 DMG	Total Ammos: 3 Each attack consumes 1 Ammo.

GADGETS

In Agency, you can equip up to a **total number of 3 gadgets**.

You can either:

1. Equip **3 of a same Gadget**, for example 3 Flashbang.
2. Equip **2 Different Gadget**, for example 2 Bandages and 1 Flashbang.
3. Equip **3 Different type of Gadget**, for example 1 Bandage, 1 Flashbang and 1 MP3 Player.

Gadget can only be used once per action point in Combat.

- Once used, the item will be removed from the player's inventory.

Gadget	Effects
Cartridge	<i>Required to reload Stun Gun and Taser Gun.</i>
Handgun Ammo Box	<i>Required to reload Handgun. Contains 6 Ammo per Box.</i>
Shotgun Ammo Box	<i>Required to reload Shotgun. Contains 4 Ammo per Box.</i>
S.Rifle Ammo Box	<i>Required to reload Sniper Rifle. Contains 2 Ammo per Box.</i>
Bandage	<i>Recovers 2 HP per usage.</i>
Flashbang	<i>Throw a flash grenade to a targeted spot up to 2 Hexagon tiles away. Adjacent Targets near the landed spot will receive "Blinded" for 2 Rounds.</i>
MP3 Player	<i>Play a song for at least a minimum duration of 1 minute. Everyone will receive "Excited" status for 2 Rounds.</i>
Powerful Numb Dart	<i>Roll 1D6. If rolled "6", target will be stunned for 3 Turns. Else, target will be stunned for the next turn only.</i>

STATUS TABLE

In Agency, there are numerous status that can either benefit or hinder the target.

- *Some of the status can be removed via traits or items while others cannot.*

Unconscious is a special status that is given to any Agent that has 0 HP left.

- *Unconscious cannot be removed by any traits or items.*
- *To remove this status, Agent's ally must perform a Raise action.*
- *The agent that performed the Raise action will end the turn afterwards without attacking.*
- *The Raised Agent will have the status replaced with "Weakened" from "Unconscious".*

Below is a list of available status along with their description in alphabetically order.

Status	Description	Can be dispelled?
Bleeding	<i>Target takes 1 DMG per round.</i>	Yes
Blinded	<i>Target's ACC decreased by 1</i>	Yes
Excited	<i>Increase MVE by 2.</i>	Yes
Resourceful	<i>Ammo Usage is 0 if "Resourceful" status is active.</i>	Yes
Sharp Eyes	<i>Increase ACC by 2.</i>	Yes
Stunned	<i>Target will not be able to perform any actions.</i>	No
Unconscious	<i>Target will not be able to perform any actions.</i>	Only via "Raise"
Weakened	<i>Target's HP, ATT and DEF is halved.</i>	No

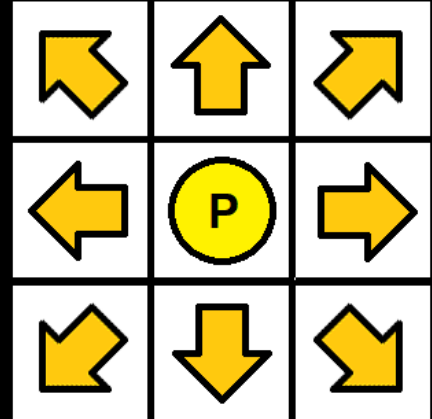
Movement

All movements in Agency are **8 directional**.

Outside Combat, Agents roll 1D6 and add to their MVE stats to determine how many tiles they can move on the map.

Inside Combat, movement is limited to individual MVE stat.

- *For example, if MVE stat is only 2, Agent can only move 2 tiles per 1 combat point.*



Turn Order

Turn order in any Combat is decided by **rolling 1D6 and adding to your Dexterity bonus modifier** (Refer to Bonus Modifier Table).

Line of Sight

In order to initiate a range attack, a clear line of sight without obstacle fully blocking the target is required.

- You can still shoot if
 - *there is a **Hard/Soft cover in between** you and the target*
 - *there is a **friendly Agent in between** you and the target*
 - *there is a **full cover partially blocking** the target (-1 ATT)*
- You cannot shoot if
 - *there is a full cover **fully blocking** the target*
 - *the target is **out of range** (Refer to Weapon System for the range)*
 - *there is another **enemy in between** you and the target.*

When **in doubt, clarify with the GM** whether the range attack can be connected.

Covers

In Agency, there are 3 types of Covers.

1. Full Cover
2. Hard Cover
3. Soft Cover

Full Cover

- A Full Cover that **completely block** the line of sight if the target is directly behind it.
 - *Example of Full Cover: Wall, Pillar, and so on.*

Hard Cover

- A Hard Cover that **provides much more sturdy defence (+2 DEF)** to the target behind it and has a **durability of 3**.
 - *Example of Hard Cover: Flipped Desk, Bookshelf, and so on.*

Soft Cover

- A Soft Cover that **provides a slight defence (+1 DEF)** to the target behind it and has a **durability of 2**.
 - *Example of Soft Cover: Glass Window/Door, Curtains, and so on.*

COMBAT SEQUENCE

Roll 1D6 + MVE to decide the turn order.

- If there are players with same roll, reroll again to decide who goes first among the affected parties.

Attacker goes first while Defender goes last in a round (Consist of 2 Turns)

- Switch over the role once a turn has ended.

ROUND 1, TURN 1	
Attacker	Defender
TURN 1 ENDED	
↓ SWAP! ↓	
ROUND 1, TURN 2	
Defender	Attacker
TURN 2 ENDED	

Each side will have a base of **2 Combat Points**.

- Combat Points are used to:
 - Use any gadget or trait (0 Combat Point)
 - Movement (1 Combat Point)
 - Attack or Defend (1 Combat Point)
 - Raise (2 Combat Point)
- Combat Points are influenced by Agent's Intelligence.
 - The higher an agent's intelligence is, the more combat points he/she will have.

Melee Combat

- **Attacker and Defender roll 2D6 for their Offense and Block stats respectively.**
- **For the Attacker**
 - *If Attacker rolled a pair of “1”, the Attacker will automatically lose against the Block and receive additional 2DMG to self.*
 - *If Attacker rolled a pair of “6”, the Attacker will automatically win against the Block and gain a boost of +2DMG for current turn.*
- **For the Defender**
 - *If Defender rolled a pair of “1”, the Defender will automatically lose against the Offense and receive additional 1DMG to self.*
 - *If Defender rolled a pair of “6”, the Defender will automatically win against the Offense and gain a boost of +1DEF for the current battle.*
- **For both sides**
 - *If both Attacker and Defender rolled a pair of “6”, both side will have to roll a 1D6.*
 - *The side that rolled a higher value will carry out the bonus effects.*
- **Attacker will add any +ATT modifiers to the roll.**
 - *Weapon Modifier, such as Brass Knuckle adding +3 ATT.*
 - *Trait Modifier, such as Fighter Trait adding +1 ATT.*
 - *After the addition, the sum will be known as **Offense**.*
- **Defender will add any +DEF modifiers to the roll.**
 - *Armour Modifier, such as Combat Vest adding +2 DEF*
 - *Trait Modifier, such as Courageous Trait adding +2 DEF.*
 - *After the addition, the sum will be known as **Block***

ATTACKER (OFFENSE)		DEFENDER (BLOCK)
2 D6 + ATT Mod + Weapon Mod + Trait Mod	VS	2 D6 + DEF Mod + Armour Mod + Trait Mod

- **If Block is higher than Offense, the Defender will not receive any damage.**
- **If Offense is higher than Block however, the Defender will receive damage from the attacker.** Proceed to page 29 for more information on **damage dealt**.

Range Combat

- Attacker and Defender roll **2D6** for their **Aim and Avoid stats** respectively.
- **For the Attacker**
 - *If Attacker rolled a pair of “1”, the Attacker will automatically lose against the Avoid and receive additional 2DMG to self.*
 - *If Attacker rolled a pair of “6”, the Attacker will automatically win against the Avoid and gain a boost of +2DMG for current turn.*
- **For the Defender**
 - *If Defender rolled a pair of “1”, the Defender will automatically lose against the Aim and receive additional 1DMG to self.*
 - *If Defender rolled a pair of “6”, the Defender will automatically win against the Aim and gain a boost of +1DEF for the current battle.*
- **For both sides**
 - *If both Attacker and Defender rolled a pair of “6”, both side will have to roll a 1D6.*
 - *The side that rolled a higher value will carry out the bonus effects.*
- **Attacker will add any +ATT and ACC modifiers to the roll.**
 - *Weapon Modifier, such as Sniper Rifle adding +2 ATT at 0 Tile Range*
 - *Refer to the Weapon System on how the range affects the weapon modifier.*
 - *Trait Modifier, such as Marksman Trait adding +1 ATT.*
 - *Attacker will -1 ATT if the target is partially blocked by a full cover.*
 - *After the addition, the sum will be known as Aim.*
- **Defender will add any +DEF modifiers to the roll.**
 - *Armour Modifier, such as Combat Vest adding +2 DEF*
 - *Trait Modifier, such as Courageous Trait adding +2 DEF.*
 - *Cover Modifier, such as High Hard Covering, adding +2 DEF.*
 - *After the addition, the sum will be known as Avoid.*

ATTACKER (AIM)	VS	DEFENDER (AVOID)
2 D6 + ATT Mod +/- ACC Mod +/- Weapon Mod + Trait Mod - Line of Sight Mod		2 D6 + DEF Mod + Armour Mod + Trait Mod + Cover Mod

- **If Aim is higher than Avoid, the Defender will receive the damage.**
- **If Avoid is higher than Aim, the Defender will not receive any damage.** Proceed to page 29 for more information on **damage dealt**.

Damage Dealt

- If **Offense is higher than Block**, the **Defender will receive the damage**.
 - Attacker roll a **1D6**, then **add to the Melee ATT or Ranged ATT stat**.
 - This will be known as **Damage Dealt**
 - If **Attacker rolled a “6”**, a **critical modifier of 1.5x** will be applied to the **Damage Dealt**.
 - **Add in any +DMG modifier** if there is any.
 - Defender will **subtract the Damage Dealt with the base DEF stat and -DMG Modifier** first.
 - Defender then **subtract the remaining Damage Dealt from the HP**.

Defender		Attacker		Defender
HP + DEF Mod + Any (- DMG) Mod	-	1 D6 + Melee Att Mod / + Ranged Att Mod + Any DMG Mod (X 1.5 if rolled 6)	=	Remaining HP

Death

- If **any agent HP fall to 0**, they will **gain invulnerability and “Unconscious” status**.
 - Agent with **“Unconscious” status will not be able to do anything**.
 - Ally Agent must do a **Raise Action to revive the fallen Agent**.
 - The revived Agent will **gain a “Weakened” status**.
 - **ATT, DEF and HP stats will be halved during the Weakened duration**.
 - **“Weakened” status last for 3 Turns before it disappears**.
 - If the combat is resolved without raising the fallen Agent, the player will start with a **“Weakened” status at the next combat battle**.
- If the **entire party has fallen**, the team will **restart from the beginning point of the map**.

MAIN SCENARIOS

GM can decide which of the following main scenario below to start out an Agency session.

- *GM can also decide whether to implement a laser hallway to increase the difficulty.*
- *GM decides how many enemies to spawn in each room.*

Scenario A

Starting Area: Lobby Room (Bottom Left Room)



Scenario: The headquarter has received a tip off from a trustworthy informer that a famous design company in Singapore, Secural, has been cooperating with a dangerous terrorist group, AI, to create a dangerous weapon that could easily wipe out a nation. To prevent such weapon from being create, the headquarter has decided to dispatch its best agents to prevent such scenario from happening. Your mission is to infiltrate the office building and destroy the weapon blueprints to foil their plan.

Objective: Retrieve the weapon blueprint and escape the building.

Type: Gauntlet

- *Get from Point A (Lobby Room/Bottom Left Room) to Point B (Boss Room/Top Left Room)*
- *Return to Point A (Lobby Room/Bottom Left Room) after retrieving the blueprint data to make your escape.*

Scenario B:**Starting Area** Boss Room (Top Left Room)

Scenario: The headquarter has received a tip off from a trustworthy informer that a famous design company in Singapore, Secural, has been cooperating with a dangerous terrorist group, AI, to create a dangerous weapon that could easily wipe out a nation. To prevent such weapon from being create, the headquarter has decided to dispatch its best agents to prevent such scenario from happening. When your group is attempting to retrieve the blueprint, an alarm has been set off upon any unauthorized access to the data...

Objective: Defend the room until data has been retrieved, then make your escape!

Type: Defend a Position / Gauntlet

- *Hold off enemy attacks until the blueprint data has been successfully downloaded (3 Rounds).*
- *Get from Point A (Boss Room/Top Left Room) to Point B (Lobby Room/Bottom Left Room)*

MINI SCENARIOS

GM can decide which of the following mini scenario below to implement into current session if he or she is having difficulty with proceeding with the game story.

- **GM** decides how many enemies to spawn in each room.
 - **However**, if **GM** do not know how many enemies to be implemented, he/she can follow the example to spawn out the enemies for the players to tackle.



Office Room 01

Mini Scenario A: Fight through your way!

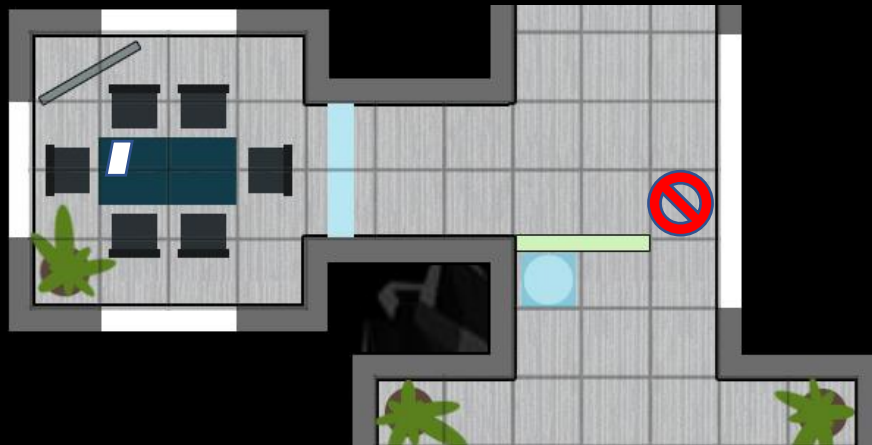
Scenario: When your group has entered the office building and wandered into Room 01, you realized something is not right. Everything is too quiet. Suddenly, a siren has been set off somewhere from the North and you can see the grunts are running towards you from the hallway...

Ideal number of enemies: 3 to 4 Grunts, 1 Spygent.

Mini Scenario B: Outsmarted or Outdone?


Scenario: When your group has entered the office building and wandered into Room 01, you encountered a few numbers of office workers staying overnight rushing their work. However, you feel that something is not right by their speech and they may be the grunts in disguise, waiting to catch you off your guard...

Ideal number of enemies: 4 grunts, each at any seats in front of desk or whiteboard.



Hallway + Meeting Room

Mini Scenario A: What a plain hallway

Scenario: If none of the Agent attempt to investigate the water cooler, they will trigger the laser sensor when stepping onto . When triggered, perform a task resolution with Dexterity as the requirement to see if they succeed in evading the lasers.

- If failed, spawn **3 Grunts** at the North end and **1 Spygent** at the South end of the hallway.
- If passed, ask the agent where he or she wish to go, and move him/her to that respective spot.

Mini Scenario B: Flex-ibility (only if the GM has chosen laser hallway in the beginning)

Scenario: Perform a **task resolution with Dexterity as requirement** when the Agents made a movement in the hallway during his or her turn. If they have failed once, deactivate the laser and spawn 3 Grunts at the North and 1 Spygent at the South end of the hallway.

Mini Scenario C: The Terror of Meeting Room

Scenario: When the Agents has stepped into the meeting room, they will find a bunch of grunts sitting around the table. The agents can either try to either trick the grunts to have a peaceful resolve or beat them up and then get the secret document on the table.

- *Obtaining the Secret Document will minus xx enemy's HP by 3 in the later fight.*

Number of enemies: 5 Grunts, each positioned at a seat; Leave the seat that is closest to the entrance of meeting room empty.

Office Room 02**Mini Scenario A: No resting yet!**

Scenario: When your group made it past the ally, to your dismay you spotted few more enemies heading towards your direction. Get ready to engage in another battle!

Ideal number of enemies: 4 Spygents coming from West.

Mini Scenario B: Isn't the working hour over?

Scenario: When your group arrived at Room 02, you are stunned that there are still people working on their desks in this hour. Or are they?

Ideal number of enemies: 4 Spygents, each on 1 seat.

Boss Room**Mini Scenario A: Final Showdown!**

Scenario: Your group has arrived at the Boss Room! However, The Boss is standing guard by his desk. Defeat him and his backups and obtain the blueprint from the computer!

Enemy: 1 The Boss and 2 Spygents



APPENDIX AND TABLE

APPENDIX A: P.G.C

(PRE-GENERATED CHARACTERS)

CODENAME: HANDYMAN																	
Attribute	Points	Mod	Trait List														
VIT	6	+1	Medical Knowledge (A) When using Bandage, remove any negative status on the target. Cooldown: 3 Rounds / 6 Turns.														
STR	6	+1															
DEX	6	+1															
INT	6	+1															
ALL STATS ARE ROUNDED DOWN			Team Player (P) In a Team Combat, boost your other Agents +1 DMG.														
HP	12		Inventory List <table border="1"> <thead> <tr> <th>Gadgets</th> <th>Armour & Weapon</th> </tr> </thead> <tbody> <tr> <td>MP3 Player</td> <td>Black Longcoat</td> </tr> <tr> <td>Excited Status for 4 turns</td> <td>-1 DMG Receive from Melee</td> </tr> <tr> <td>Bandage</td> <td>Sharp Knife</td> </tr> <tr> <td>+2 HP upon usage</td> <td>Chance to inflict "Bleeding"</td> </tr> <tr> <td>Bandage</td> <td>Taser Gun</td> </tr> <tr> <td>+2 HP upon usage</td> <td>Inflict "Stunned" on next turn</td> </tr> </tbody> </table>	Gadgets	Armour & Weapon	MP3 Player	Black Longcoat	Excited Status for 4 turns	-1 DMG Receive from Melee	Bandage	Sharp Knife	+2 HP upon usage	Chance to inflict "Bleeding"	Bandage	Taser Gun	+2 HP upon usage	Inflict "Stunned" on next turn
Gadgets	Armour & Weapon																
MP3 Player	Black Longcoat																
Excited Status for 4 turns	-1 DMG Receive from Melee																
Bandage	Sharp Knife																
+2 HP upon usage	Chance to inflict "Bleeding"																
Bandage	Taser Gun																
+2 HP upon usage	Inflict "Stunned" on next turn																
ATT (Melee)	3																
ATT (Ranged)	3																
DEF	3																
ACC	2																
MVE	2																
CP	3																

CODENAME: DUDE																	
Attribute	Points	Mod	Trait List														
VIT	5	+1	<u>Fighter (P)</u> +1 DMG to Melee Attacks -1 DMG to Range Attacks														
STR	9	+2															
DEX	6	+1															
INT	4	+0															
ALL STATS ARE ROUNDED DOWN			<u>Final Gambit (A)</u> DMG increased by 4 HP decreased by $\frac{3}{4}$ (7) of Total HP (10) Cooldown: Once per Combat.														
HP	9		Inventory List <table border="1"> <thead> <tr> <th>Gadgets</th> <th>Armour & Weapon</th> </tr> </thead> <tbody> <tr> <td>Bandage</td> <td>Bulletproof Vest</td> </tr> <tr> <td>+2 HP upon usage</td> <td>+2 DEF from Ranged Attacks</td> </tr> <tr> <td>Flashbang</td> <td>Brass Knuckle</td> </tr> <tr> <td>Inflict "Blinded" for 4 turns</td> <td>Chance to inflict "Stunned"</td> </tr> <tr> <td>Cartridge</td> <td>Stun Gun</td> </tr> <tr> <td>Reload Stun Gun/Taser Gun</td> <td>Inflict "Stunned" on next turn</td> </tr> </tbody> </table>	Gadgets	Armour & Weapon	Bandage	Bulletproof Vest	+2 HP upon usage	+2 DEF from Ranged Attacks	Flashbang	Brass Knuckle	Inflict "Blinded" for 4 turns	Chance to inflict "Stunned"	Cartridge	Stun Gun	Reload Stun Gun/Taser Gun	Inflict "Stunned" on next turn
Gadgets	Armour & Weapon																
Bandage	Bulletproof Vest																
+2 HP upon usage	+2 DEF from Ranged Attacks																
Flashbang	Brass Knuckle																
Inflict "Blinded" for 4 turns	Chance to inflict "Stunned"																
Cartridge	Stun Gun																
Reload Stun Gun/Taser Gun	Inflict "Stunned" on next turn																
ATT (Melee)	4																
ATT (Ranged)	3																
DEF	2																
ACC	2																
MVE	2																
CP	2																

CODENAME: GUNSTER																	
Attribute	Points	Mod	Trait List														
VIT	5	+1	<u>Ammo Saviour (P)</u> Gain "Resourceful" Status for 3 turns whenever you attempted a Range Attack. Cooldown: 3 Rounds / 6 Turns.														
STR	5	+1															
DEX	9	+2															
INT	5	+1															
ALL STATS ARE ROUNDED DOWN			<u>Marksman (A)</u> Grant yourself "Sharp Eye" status and +1 to Range Attack for this turn. Cooldown: 2 Rounds / 4 Turns.														
HP	9		Inventory List <table border="1"> <thead> <tr> <th>Gadgets</th> <th>Armour & Weapon</th> </tr> </thead> <tbody> <tr> <td>Bandage</td> <td>Motorcycle Helmet</td> </tr> <tr> <td>+2 HP upon usage</td> <td>-1 DMG Receive from Ranged</td> </tr> <tr> <td>Flashbang</td> <td>Sharp Heel</td> </tr> <tr> <td>Inflict "Blinded" for 4 turns</td> <td>N/A</td> </tr> <tr> <td>S.Rifle Ammo Box</td> <td>Sniper Rifle</td> </tr> <tr> <td>Reload Sniper Rifle</td> <td>Contain up to 3 Ammos</td> </tr> </tbody> </table>	Gadgets	Armour & Weapon	Bandage	Motorcycle Helmet	+2 HP upon usage	-1 DMG Receive from Ranged	Flashbang	Sharp Heel	Inflict "Blinded" for 4 turns	N/A	S.Rifle Ammo Box	Sniper Rifle	Reload Sniper Rifle	Contain up to 3 Ammos
Gadgets	Armour & Weapon																
Bandage	Motorcycle Helmet																
+2 HP upon usage	-1 DMG Receive from Ranged																
Flashbang	Sharp Heel																
Inflict "Blinded" for 4 turns	N/A																
S.Rifle Ammo Box	Sniper Rifle																
Reload Sniper Rifle	Contain up to 3 Ammos																
ATT (Melee)	2																
ATT (Ranged)	4																
DEF	2																
ACC	3																
MVE	3																
CP	2																

APPENDIX B: ENEMY NPC

GRUNT			
Attribute	Points	Mod	Trait List
VIT	4	+0	NIL
STR	4	+0	
DEX	4	+0	
INT	4	+0	
ALL STATS ARE ROUNDED DOWN			NIL
HP	8	Inventory List	
ATT (Melee)	2		
ATT (Ranged)	2	Gadgets	Armour & Weapon
DEF	1	NIL	NIL
ACC	1	N/A	N/A
MVE	1	NIL	NIL
CP	2	N/A	N/A
		NIL	Handgun
		N/A	Contains up to 6 Ammos

SPYGENT			
Attribute	Points	Mod	Trait List
VIT	6	+0	<p>Courageous (P) ATT and DEF + 2 when HP is lower than opponent.</p>
STR	6	+1	
DEX	6	+1	
INT	5	+1	
ALL STATS ARE ROUNDED DOWN			NIL
HP	12		Inventory List
ATT (Melee)	3		
ATT (Ranged)	3		Gadgets
DEF	3		Flashbang
ACC	2		Inflct "Blinded" for 4 turns
MVE	2		NIL
CP	2		N/A
			NIL
			N/A
			Armour & Weapon
			NIL
			Sharp Knife
			Chance to inflct "Bleeding"
			Handgun
			Contains up to 6 Ammos

THE BOSS			
Attribute	Points	Mod	Trait List
VIT	8	+1	Fighter (P) +1 DMG to Melee Attacks -1 DMG to Range Attacks
STR	8	+1	
DEX	8	+1	
INT	7	+1	
ALL STATS ARE ROUNDED DOWN			NIL
HP	16	Inventory List	
ATT (Melee)	4	Gadgets	Armour & Weapon
ATT (Ranged)	4	Flashbang	Black Longcoat
DEF	5	Inflict "Blinded" for 4 turns	-1 DMG Receive from Melee
ACC	2	NIL	Brass Knuckle
MVE	2	N/A	Chance to inflict "Stunned"
CP	3	NIL	Handgun
		N/A	Contains up to 6 Ammos

APPENDIX C: I.T. (IMPORTANT TABLES)

Bonus Modifier

Attribute	Bonus Modifier
1 - 4	+ 0
5 - 8	+ 1
9 and above	+ 2

Difficulty Scaling

Difficulty Level	Passing Minimum
Easy	6
Normal	8
Hard	10

Character Stats

Primary Stats	Abbreviation	Description
Vitality	VIT	Stamina and Endurance. Influences Health and Defence Every 2 VIT gives 2 bonus HP.
Strength	STR	Physical Strength. Influences Attack (Melee)
Dexterity	DEX	Accuracy & Agility. Influences Attack (Ranged), Accuracy and Movement.
Intelligence	INT	Knowledge & Perception. Influences Combat Points.

Secondary Stats	Abbreviation	Description	Calculation
Health	HP	Hit Points. Determine how much hits an Agent can take.	VIT = HP
Attack (Melee) Attack (Ranged)	ATT	Used in Close Combat involving Melee Attacks. Used in Ranged Combat involving Ranged Attacks.	STR / 2 DEX / 2
Defence	DEF	Determines how sturdy an Agent is in taking damages.	VIT / 2
Accuracy	ACC	Determines how accurate an Agent's aim is.	DEX / 3
Movement	MVE	Determines how much an Agent can move in combat.	DEX / 3
Combat Point	CP	Determines how many action can be done in a turn.	INT / 2

Trait List

Trait	Effects	Passive / Active	Cooldown
Ammo Saviour	<i>Whenever you attempt a Range Attack, give yourself “Resourceful” status for 3 turns.</i>	Passive	3 Rounds / 6 Turns
Courageous	<i>ATT and DEF + 2 when HP is lower than opponent</i>	Passive	N/A
Fighter	<i>+1 DMG to Melee Attacks Demerit: -1 DMG to Range Attacks</i>	Passive	N/A
Final Gambit	<i>DMG increased by 4 Demerit: HP decreased by $\frac{3}{4}$ of Total.</i>	Active	Once per combat.
Gambler	<i>Attempt a reroll. If the result is lower or equal to the previous rolls, -1 DEF for the entire combat duration. Else, +1 ATT for the entire combat duration.</i>	Active	3 Rounds / 6 Turns
Happy-Go-Lucky	<i>Attempt a reroll if you have failed a task resolution</i>	Passive	N/A
Marksman	<i>Grant yourself “Sharp Eye” status for this turn. +1 ATT to Range Attacks for this turn.</i>	Active	2 Rounds / 4 Turns.
Medical Knowledge	<i>When using Bandage, remove any negative status on the target.</i>	Active	3 Rounds / 6 Turns
Reaper Prayer	<i>When your HP drop to 0 for first time, gain “Weakened” status instead of “Unconscious”</i>	Passive	Once per Combat
Team Player	<i>In a Team Combat, boost your Agents +1 DMG for the first 2 rounds (4 Turns),</i>	Passive	N/A

Armour List

Equipment	Type	Effects	Durability
Bulletproof Vest	Combat	+2 DEF when Defending against Range Attacks	2
Combat Vest	Combat	+2 DEF when Defending against Melee Attacks	2
Motorcycle Helmet	Combat	-1 DMG from Range Attacks	1
Black Longcoat	Combat	-1 DMG from Melee Attacks	2
Spyglasses	Combat	You will not receive “Blinded” status Demerit: -1 ACC	2
Hi-Tech Suit	Non-Combat	+ 2 to your roll during any task resolutions outside combat	2
Disguise Outfit	Non-Combat	Blend into your enemy surrounding, will not trigger combat when passing by an enemy	2

Weapon List

Equipment	Type	Can be thrown?	Range Effect (Per Square)				Side Effect / Condition
			0	1 - 3	4 - 6	7	
Brass Knuckle	Melee	No	+3 ATT	N/A			Roll 1D6, if "6", target will be "Stunned" for the next turn only.
Sharp Heel	Melee / Range	Yes	+2 ATT	+1 ATT	N/A		
Sharp Knife	Melee / Range	Yes	+2 ATT	+1 DMG	N/A		Roll 1D6, if "6", target will receive "Bleeding" status.
Stun Gun	Melee	No	+1 ATT	N/A			Total Cartridge: 1 Target will receive "Stunned" status for the next turn only. Consume 1 Cartridge.
Shot Gun	Range	No	+3 DMG	+1 DMG	+1 ATT	N/A	Total Ammos: 4 Each attack consumes 1 Ammo.
Handgun	Range	No	+2 DMG	+1 DMG	+2 ATT	+1 ATT	Total Ammos: 6 Each attack consumes 1 Ammo.
Taser Gun	Range	No	+1 DMG	0	+1 ATT	N/A	Total Cartridge: 1 Target will be "Stunned" for the next turn only. Consume 1 Cartridge.
Sniper Rifle	Range	No	+2 ATT	+1 ATT	+1 DMG	+2 DMG	Total Ammos: 3 Each attack consumes 1 Ammo.

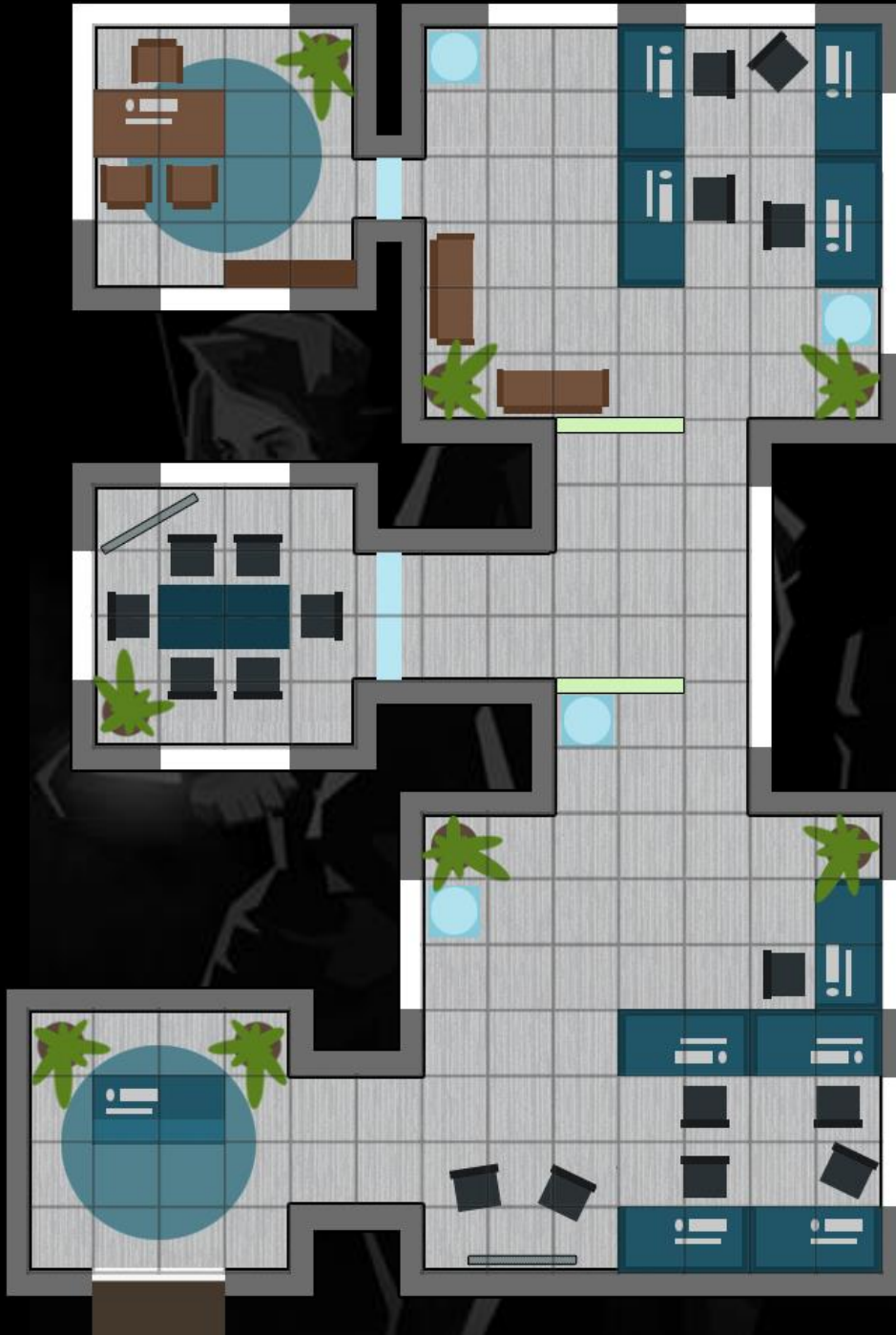
Gadget List

Gadget	Effects
Cartridge	<i>Required to reload Stun Gun and Taser Gun.</i>
Handgun Ammo Box	<i>Required to reload Handgun. Contains 6 Ammo per Box.</i>
Shotgun Ammo Box	<i>Required to reload Shotgun. Contains 4 Ammo per Box.</i>
S.Rifle Ammo Box	<i>Required to reload Sniper Rifle. Contains 2 Ammo per Box.</i>
Bandage	<i>Recovers 2 HP per usage.</i>
Flashbang	<i>Throw a flash grenade to a targeted spot up to 2 Hexagon tiles away. Adjacent Targets near the landed spot will receive “Blinded” for 2 Rounds.</i>
MP3 Player	<i>Play a song for at least a minimum duration of 1 minute. Everyone will receive “Excited” status for 2 Rounds.</i>
Powerful Numb Dart	<i>Roll 1D6. If rolled “6”, target will be stunned for 3 Turns. Else, target will be stunned for the next turn only.</i>












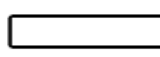


Status List

Status	Description	Can be dispelled?
Bleeding	<i>Target takes 1 DMG per round.</i>	Yes
Blinded	<i>Target's ACC decreased by 1</i>	Yes
Excited	<i>Increase MVE by 2.</i>	Yes
Resourceful	<i>Ammo Usage is 0 if "Resourceful" status is active.</i>	Yes
Sharp Eyes	<i>Increase ACC by 2.</i>	Yes
Stunned	<i>Target will not be able to perform any actions.</i>	No
Unconscious	<i>Target will not be able to perform any actions.</i>	Only via "Raise"
Weakened	<i>Target's HP, ATT and DEF is halved.</i>	No

APPENDIX D: MAP

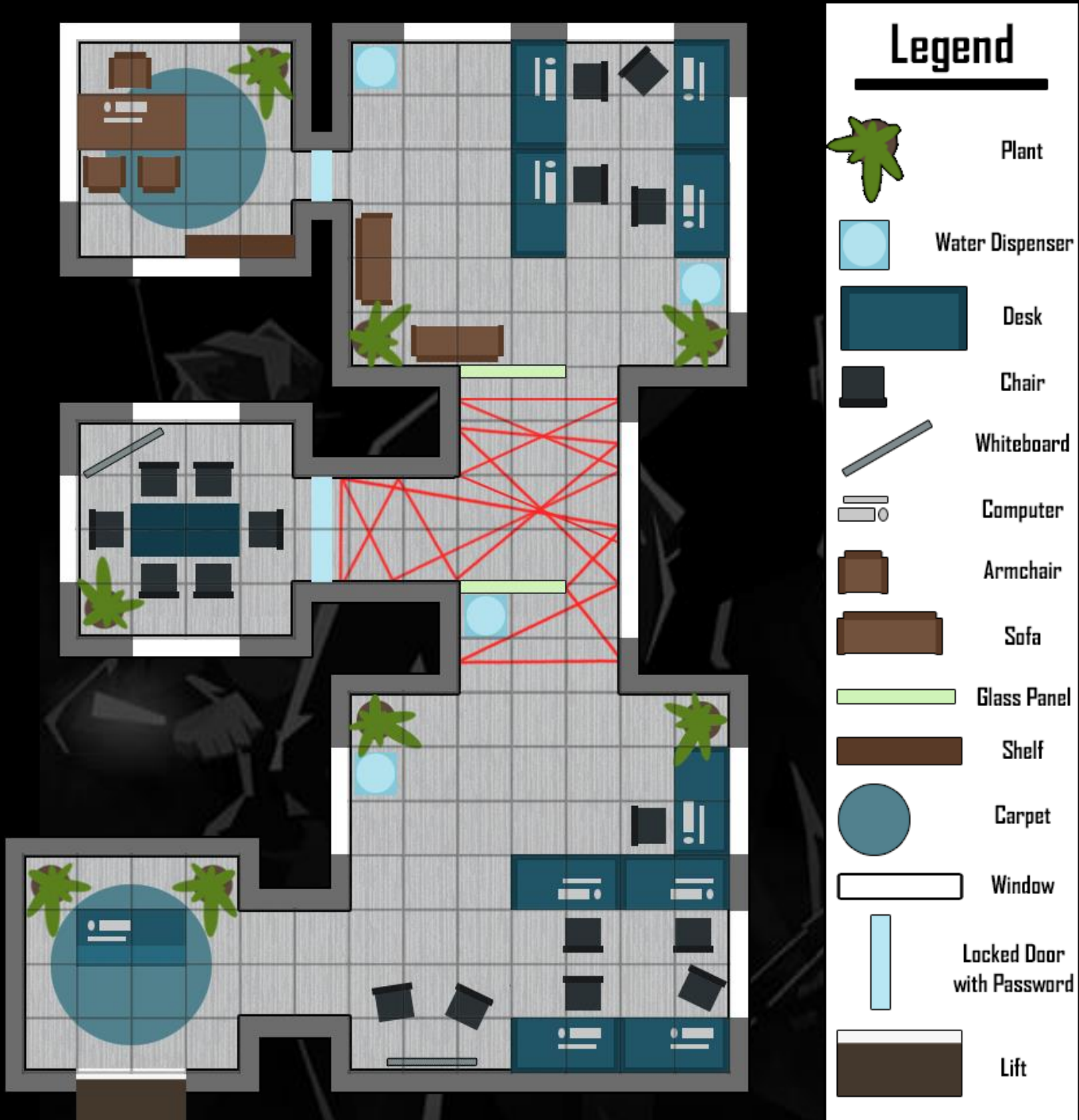


Legend

-  Plant
-  Water Dispenser
-  Desk
-  Chair
-  Whiteboard
-  Computer
-  Armchair
-  Sofa
-  Glass Panel
-  Shelf
-  Carpet
-  Window
-  Locked Door with Password
-  Lift

WITHOUT LASER

SCALE: 1 SQUARE = 1M



WITH LASER

SCALE: 1 SQUARE = 1M

APPENDIX E: C.S (CHARACTER SHEET)

CODENAME: (Insert Name)																	
Attribute	Points	Mod	Trait List														
VIT			Unique Trait #1														
STR																	
DEX																	
INT																	
ALL STATS ARE ROUNDED DOWN			Unique Trait #2														
HP			Inventory List <table border="1"> <thead> <tr> <th>Gadgets</th> <th>Armour & Weapon</th> </tr> </thead> <tbody> <tr> <td>Gadget #1</td> <td>Armour</td> </tr> <tr> <td>Description</td> <td>Description</td> </tr> <tr> <td>Gadget #2</td> <td>Weapon #1</td> </tr> <tr> <td>Description</td> <td>Description</td> </tr> <tr> <td>Gadget #3</td> <td>Weapon #2</td> </tr> <tr> <td>Description</td> <td>Description</td> </tr> </tbody> </table>	Gadgets	Armour & Weapon	Gadget #1	Armour	Description	Description	Gadget #2	Weapon #1	Description	Description	Gadget #3	Weapon #2	Description	Description
Gadgets	Armour & Weapon																
Gadget #1	Armour																
Description	Description																
Gadget #2	Weapon #1																
Description	Description																
Gadget #3	Weapon #2																
Description	Description																
ATT (Melee) ATT (Ranged)																	
DEF																	
ACC																	
MVE																	
CP																	

