

OPERATION: SUCCESS!

BY OVERLORD BLUE

(BUILD 1 – JANUARY 2010)

INTRODUCTION

Op: Success is a quick and dirty Tabletop RPG for 2-6 players. I pulled that number from nowhere, by the way, if you want more than six that's fine. Two, however, is a good lower limit because otherwise you're just playing wi- BY yourself. In this game the player takes on the role of an up and coming agent for the Association for World Domination (AWD). Agents are given missions by their superiors (Played by the GM or OverLord/Lady) which they must fulfill to the letter. On each mission they will come across many obstacles (again, played by the OverPerson) which they will have to overcome by means of guile, cunning or KICKIN' RAD EXPLOSIONS!

All you need to play are some friends and some 10-sided dice. These can be found at your local gaming shop. Oh, also you'll need some paper and pens (or pencils if you are prone to mistakes) which may or may not be found at your local gaming shop... I don't know, just ask them or something.

Character Creation

Step one for most games like this is character creation, this one is no different. Characters created in this build are, by default, level 1. This represents agents fresh from training, and ready to tackle their first field mission! Since you are no doubt excited to begin, I have kept the creation process fairly simple:

- Step 1: Attributes
- Step 2: Division
- Step 3: Skills
- Step 4: Perks/Drawbacks

Attributes

Each agent has 6 core attributes that define them. All attributes start at the human baseline of "Average" (in game terms, this translates into a +0) and can range anywhere from "Abysmal" (-3) to "GODLIKE" (+10). At level 1 (the one you're starting on) an agent can only raise any attribute to a maximum of 4 (lvl+3).

The attributes themselves are as follows:

- **Power:** Raw muscle. The agents power rating determines how well they can lift, throw, punch and generally flex their stuff. This is where melee damage comes from.
- **Fortitude:** Heartiness! How healthy your agent is, this includes things like disease resistance, and hit point calculation.
- **Reflexes:** Agility! How well your agent moves through combat, and the physical world in general. Used to determine things like balance, aim and climbing.
- **Knowledge:** Book smarts! Your agent's ability to learn, and retain information. Used to calculate skill points, and usually tested when trying to remember something.
- **Intuition:** How sharp your agent is. Their ability to take in their surroundings, size people up, and use magic.
- **Presence:** The power to win friends/influence people. A mixture of your agent's looks and people skills, used to make others do what you want (and lie to them).

As mentioned before, each of these six attributes have a value associated with them. There is a rating (a quick adjective to give you an idea where you stand) and a modifier (an actual number that is used ingame when rolling dice, etc) When you create a character you will end up writing one of the following values next to your attributes:

Abysmal (-3)	Gifted (+5)
Poor (-2)	Awesome (+6)
Sub-par (-1)	Pinnacle (+7)
Average (+0)	Super-Human (+8)
Above Average (+1)	Amazing! (+9)
Good (+2)	GODLIKE!! (+10)
Skilled (+3)	
Talented (+4)	

During character creation you get 4 points to spend in your six core attributes. All of them start at the human baseline of Average (+0) and it takes one point to raise the attribute by 1 rank. NOTE: You cannot spend these points to raise any attribute higher than Skilled (+3). ALSO NOTE: You can subtract points from your starting attributes and add them somewhere else (So, take one away from Power and add it to Presence, but the +3 limit still applies).

Divisions

AWD is divided into 8 divisions, each with its own specialty and focus. In game terms your Division is like your Class. Each one gives your character a bonus to one of their attributes (which can raise you above the +3 restriction above), and also a special power that will give your character the edge in the game world. What follows are a brief description of the playable Divisions and their game bonuses.

BLUE DIVISION

Quite literally the brains of the operation, it is Blue division that handles management and logistics of the entirety of AWD. This may not seem like the most glamorous of positions in a field team, but Blue division trains it's agents extensively in the subtle art of command. Masters of AWD rhetoric, able to hold the attention of the masses and really REALLY good at bossing around their teammates, the Agent's of Blue division are the faces of the Association.

Suggested Skills: Influence, Paperwork, Deception

Attribute Bonus: Ether +1 Presence or +1 Intuition

Special Ability: Commanding Presence; +2 when using the Influence skill to command someone

RED DIVISION

The military branch of AWD, Red division focuses on having the biggest guns, the fastest jets and the most cannon fodder. The application for Red is not rigorous, but basic training tends to kill-off about 1/3 of new recruits. Those that survive are hearty individuals who are dedicated to accomplishing any mission they are given, usually mindlessly and with lots of explosions. Though they are more than mindless thugs, each Red agent is trained thoroughly in Sensitivity skills (NOTE: Due to order 188363-Rf-28 Sensitivity Classes have been canceled for budget reasons).

Suggested Skills: Weapons, ~~Sensitivity~~ Explosives, Driving

Attribute Bonus: Either +1 Power or +1 Fortitude

Special Ability: Muscle Memory; The root of either the Firearms or Explosives skill is changed to Power

BLACK DIVISION

The needs of a secret society are many. Chief among them is **secrecy** and no one

does it better, than Black division. They are the intelligence/counter-intelligence nerve center for AWD. It is their job to infiltrate, confiscate and dominate opposing secret societies, and also gather Intel for upcoming missions. In the field it is usually up to Black agents to scout ahead, or talk their way passed obstacles. When that doesn't work, a well placed strike is usually all it takes.

Suggested Skills: Deception, Stealth, Influence

Attribute Bonus: Either +1 Reflex or +1 Presence

Special Ability: Master of Disguise; +2 to Deception when disguising

GREEN DIVISION

AWD is in a very competitive field. With countless other secret societies, government agencies and a whole world to conquer, there's always a need for the latest in gadgetry. Enter Green division, the greatest collection of scientific minds in the whole of the Association. They are AWD's R&D, constantly cranking out chemicals, devices and monsters worthy of the best mad scientist out there.

Suggested Skills: Knowledge, Make, Computers

Attribute Bonus: +2 Knowledge (for SCIENCE!)

Special Ability: Mad Science; grants access to special skill- Make (Wacky Invention)

WHITE DIVISION

The world is far stranger than normal society realizes. Things older than mankind lurk in the shadows, and magic surrounds us all. It is up to White division to harness this power for the good of AWD. Weavers of arts arcane, seekers of legendary creatures, friends with Bigfoot. White field agents use their powers usually to assist their team mates, and on occasion have been known to turn someone into a frog for the Greater Good.

Suggested Skills: Mostly just Magic, really. Also Knowledge can be good

Attribute Bonus: Either +1 Intuition or +1 Knowledge

Special Ability: Majiks; grants access to special skill- Magic!

Skills

AWD prides itself on its various training programs. Each agent is trained only in the skills that will benefit him/her in the field. Sometimes, the lessons even stick!

Upon creation your new agent has a number of skill points equal to: $7 + Knowledge$. NOTE: Another restriction, a skill bonus can only be raised as high as your current level plus 3. Since we're talking level one characters here, that means your skills can be at rank 4, no higher.

BRAWLING- THE UNIVERSAL SKILL

Every Agent, no matter the division or physical aptitude, knows how to Brawl. We're not talking about any polished fighting here, we're talking Hair-Pulling, Groin-Kicking, Kill-or-be-Killed style fighting. The ability of everyone to lash out on pure instinct.

At creation, the Brawl skill starts at $(Power + Fortitude)$ divided by two (rounded up). This skill can also not be raised with skill points (just take martial art if you want to kill with your hands).

The List of Skills

WEAPON (MELEE) ROOT POWER

Your agent's ability to fight one on one with some sort of melee weapon. Examples are swords (Though, who has swords these days) or clubs and the like. Some agents are trained in this skill because they often come into situations where battle must be fought, but guns are too noisy.

WEAPON (FIREARMS) ROOT REFLEX

The backbone of most modern conflict resolution: The Gun. All Red agents are trained in some form of firearm, and a great many agents from other Divisions find that skill with a sidearm does come in handy out in the real world.

MARTIAL ART (NAME A STYLE) ROOT REFLEX

Actual trained fighting. The player is aloud to make up their own style, or pick a real-world one like Boxing, or Kickboxing. As a tip to GM's, you can use the style description to modify the difficulty roll depending on how plausible the situation might be. (So, if a boxer is punching somebody, no penalty. If he's doing a roundhouse, then some penalties. If he's trying to bite somebody's ear off, bonus?)

EXPLOSIVES ROOT KNOWLEDGE

The ability to produce/maintain/operate various explosives. This is not a measure of how well you throw a grenade (that's a different check really), but rather the ability to make your own at home (and carry it around without it going off near your crotch).

STEALTH ROOT REFLEX

How sneaky you are. This is used to hide, or sneak around. You can also attempt to lift property off of people which is highly discouraged (unless it benefits AWD in even the slightest way).

KNOWLEDGE ROOT KNOWLEDGE

The ability to know a lot of stuff about a particular topic. The player chooses a topic to know lots about, then puts points into this skill to see HOW much they know. You can take this skill multiple times, with a different fields for each one.

Here are some examples:

- Science
- History
- Economics
- Pop Culture
- Arcane ← if you're in White Division, this is a good thing to have!

MAKE (CHOOSE A THING THAT YOU CAN MAKE) ROOT KNOWLEDGE

What can you make and how good can you make it? These are the two questions every agent with the Make skill must answer. Get Medium Specific! Don't just say "Stuff" get into the nitty-gritty. Can you work well with wood? Maybe you're a wizz with bread making?

WACKY INVENTION

Here's a special sub-skill available to only specific agents. After all your years working in close proximity with crazy geniuses has influenced your creative process. Standard methods need no longer apply. Use this skill in the field to describe an insane contraption to the GM, who will then decide:

- 1) Whether or not you can even do that.
- 2) How hard it would be to do
- 3) What the consequences are for failure (or success)

GM's don't be boring and just say "no" all the time. Change it up sometimes, either by making the task near impossible or, hell, even by giving a successful attempt some crazy side-effects (Team turned into walruses? Now THAT'S entertainment!)

INFLUENCE ROOT PRESENCE

The ability to smooth-talk, or play rough, to get somebody to do something. Be it a calming tone of voice, or a crazy look in the eye, the higher this skill the harder you are to ignore.

DECEPTION ROOT PRESENCE

A combination of lying, disguise and general slipperiness. This is a must have for dealing with the general public in any reasonable manner. It's hard to explain away several people in masks and jumpsuits without bending the truth just a bit.

PAPERWORK ROOT KNOWLEDGE

As any good bureaucracy, AWD doesn't run on ideals alone. Ink is the lifeblood, and red tape the sinewy tendons that hold the Association together. This is basically your skill at getting the things you need (Read: want) from the Association. The higher the skill, the more canny you are with getting the right form in the right hand. Before you know it, that rocket launcher will be in yours. (Treat this like a "wealth" skill, it's your purchasing power within AWD)

COMPUTER SKILLS ROOT KNOWLEDGE

From accessing information in a file, to haxin ur inernetz, computer skills can be very handy in our modern society. Seems you can't go 30ft. now days without seeing some new-fangled doohickey with all the bells and whistles. What the hell is a blue tooth?

DRIVING (VEHICLE TYPE) INTUITION***MAJIK ROOT INTUITION***