

## Step One: Size & Orientation

- |                                       |     |  |
|---------------------------------------|-----|--|
| 1. Small-time Gang or Private Agency  | [ ] | 50pts +10-hideouts +10-research                      |
| 2. Crime Gang or Crime Busting Agency | [ ] | 90pts +10-equipment +10 vehicles                     |
| 3. Secret Club or Society             | [ ] | 145pts +10-internal sec +10-external inf. +10-budget |
| 4. Super Agency                       | [ ] | 200pts +10-outfits                                   |
| 5. Super Network                      | [ ] | 300pts +20-military OR budget                        |
| 6. Mega-organization                  | [ ] | 500pts +20-internal security +20-budget              |

**Type:** \_\_\_\_\_  
**Location:** \_\_\_\_\_  
**Goals:** \_\_\_\_\_

## Step Two: Agency Features

### A. Outfits

- |                       |     |       |
|-----------------------|-----|-------|
| 1. None               | [ ] | 0pts  |
| 2. Utility Outfits    | [ ] | 2pts  |
| 3. Open Wardrobe      | [ ] | 5pts  |
| 4. Specialty Clothing | [ ] | 10pts |
| 5. Gimmick Clothing   | [ ] | 30pts |
| 6. Unlimited Clothing | [ ] | 50pts |

### B. Equipment

- |                        |     |       |
|------------------------|-----|-------|
| 1. None                | [ ] | 0pts  |
| 2. Cheap Gear          | [ ] | 2pts  |
| 3. Ninja Equipment     | [ ] | 5pts  |
| 4. Electronic Supplies | [ ] | 10pts |
| 5. Gimmicked Equipment | [ ] | 30pts |
| 6. Unlimited Equipment | [ ] | 50pts |

### C. Weapons

- |                          |     |       |
|--------------------------|-----|-------|
| 1. None                  | [ ] | 0pts  |
| 2. Ammunition            | [ ] | 2pts  |
| 3. Armed Agents          | [ ] | 5pts  |
| 4. Ninja/Ancient Weapons | [ ] | 5pts  |
| 5. The Arsenal           | [ ] | 30pts |
| 6. Unlimited Weapons     | [ ] | 50pts |

### D. Bionics & Robotics

- |                                 |     |       |
|---------------------------------|-----|-------|
| 1. None                         | [ ] | 0pts  |
| 2. Basic Systems                | [ ] | 10pts |
| 3. Cyber Agents                 | [ ] | 25pts |
| 4. Robot Arsenal                | [ ] | 35pts |
| 5. The Bionic Arsenal           | [ ] | 50pts |
| 6. Unlimited Robotic and Bionic | [ ] | 60pts |

### E. Vehicles

- |                                 |     |       |
|---------------------------------|-----|-------|
| 1. None                         | [ ] | 0pts  |
| 2. Public Transportation        | [ ] | 3pts  |
| 3. Fleet Vehicles               | [ ] | 10pts |
| 4. Spy Cars                     | [ ] | 25pts |
| 5. Specialty Vehicles           | [ ] | 40pts |
| 6. Unlimited and Super Vehicles | [ ] | 60pts |

### F. Communications

- |                             |     |       |
|-----------------------------|-----|-------|
| 1. None                     | [ ] | 0pts  |
| 2. Basic Service            | [ ] | 2pts  |
| 3. Secured Service          | [ ] | 10pts |
| 4. Computerized             | [ ] | 15pts |
| 5. Satellite Network        | [ ] | 30pts |
| 6. Unlimited Communications | [ ] | 50pts |

### G. Offices, Hideouts, and Distribution

- |                  |     |       |
|------------------|-----|-------|
| 1. None          | [ ] | 0pts  |
| 2. Urban         | [ ] | 5pts  |
| 3. National      | [ ] | 10pts |
| 4. Regional      | [ ] | 25pts |
| 5. International | [ ] | 35pts |
| 6. Ubiquitous    | [ ] | 50pts |

### H. Military Power

- |                          |     |       |
|--------------------------|-----|-------|
| 1. None                  | [ ] | 0pts  |
| 2. Security Guards       | [ ] | 5pts  |
| 3. Militia               | [ ] | 15pts |
| 4. Private Army          | [ ] | 30pts |
| 5. Strike Force          | [ ] | 40pts |
| 6. Major Strategic Force | [ ] | 50pts |

### I. Super Powered Operatives

- |                       |     |       |
|-----------------------|-----|-------|
| 1. None               | [ ] | 0pts  |
| 2. Freelance          | [ ] | 10pts |
| 3. A few Regulars     | [ ] | 20pts |
| 4. Super Strike Force | [ ] | 40pts |
| 5. Super Army         | [ ] | 50pts |
| 6. Major Force        | [ ] | 70pts |

### J. Sponsorship

- |                               |     |       |
|-------------------------------|-----|-------|
| 1. Secret                     | [ ] | 0pts  |
| 2. Military                   | [ ] | 4pts  |
| 3. Private Industry           | [ ] | 6pts  |
| 4. Government                 | [ ] | 10pts |
| 5. International Organization | [ ] | 20pts |
| 6. Agent Sponsored            | [ ] | 50pts |

### K. Special Budget

- |                              |     |       |
|------------------------------|-----|-------|
| 1. None                      | [ ] | 0pts  |
| 2. Nichols & Dimes (\$5,000) | [ ] | 5pts  |
| 3. Small Potatoes (\$50,000) | [ ] | 15pts |
| 4. Large Loans (\$1,000,000) | [ ] | 25pts |
| 5. Big Bucks (\$500 Mil)     | [ ] | 35pts |
| 6. Limitless (\$5 Billion)   | [ ] | 50pts |

### L. Administrative control

- |                      |     |       |
|----------------------|-----|-------|
| 1. Rigid Laws        | [ ] | 0pts  |
| 2. Loose Laws        | [ ] | 5pts  |
| 3. Free Hand         | [ ] | 15pts |
| 4. Agency Protection | [ ] | 25pts |
| 5. License to Kill   | [ ] | 35pts |
| 6. Above the Law     | [ ] | 50pts |

### M. Internal Security

- |                |       |     |       |
|----------------|-------|-----|-------|
| 1. None        | (25%) | [ ] | 0pts  |
| 2. Lax         | (15%) | [ ] | 5pts  |
| 3. Tight       | (10%) | [ ] | 10pts |
| 4. Iron-Clad   | (5%)  | [ ] | 25pts |
| 5. Paranoid    | (3%)  | [ ] | 30pts |
| 6. Impregnable | (1%)  | [ ] | 50pts |

### N. External Infiltration

- |                         |     |       |
|-------------------------|-----|-------|
| 1. None                 | [ ] | 0pts  |
| 2. Rare Minor Traitor   | [ ] | 5pts  |
| 3. Information Source   | [ ] | 10pts |
| 4. General Infiltration | [ ] | 25pts |
| 5. Blanket Infiltration | [ ] | 35pts |
| 6. Major Infiltration   | [ ] | 50pts |

### O. Research and Information Gathering

- |                          |     |       |
|--------------------------|-----|-------|
| 1. None                  | [ ] | 0pts  |
| 2. Cheap Resources       | [ ] | 2pts  |
| 3. Good Connections      | [ ] | 10pts |
| 4. Excellent Connections | [ ] | 20pts |
| 5. Superior Connections  | [ ] | 30pts |
| 6. Unlimited Connections | [ ] | 50pts |

### P. Agency Credentials

- |                                 |     |       |
|---------------------------------|-----|-------|
| 1. Hunted                       | [ ] | 0pts  |
| 2. Unknown                      | [ ] | 3pts  |
| 3. Faceless                     | [ ] | 5pts  |
| 4. Known                        | [ ] | 10pts |
| 5. Recognized                   | [ ] | 30pts |
| 6. Super Heroe or Arch-Criminal | [ ] | 50pts |

### Q. Agency Salary

- |                      |     |       |
|----------------------|-----|-------|
| 1. None              | [ ] | 0pts  |
| 2. Freelance         | [ ] | 2pts  |
| 3. Pittance          | [ ] | 5pts  |
| 4. Good Salary       | [ ] | 20pts |
| 5. Excellent Salary  | [ ] | 30pts |
| 6. Outrageous Salary | [ ] | 50pts |

**Point Modification +/-:** \_\_\_\_\_

**Total Points Used:** \_\_\_\_\_

**Operational Base:** \_\_\_\_\_

Name: \_\_\_\_\_  
 HP: \_\_\_\_\_ [ ] DC: \_\_\_\_\_ Lvl: \_\_\_\_\_  
 \_\_\_\_\_ AR: \_\_\_\_\_ [ ] DC: \_\_\_\_\_  
 H-to-H: \_\_\_\_\_ APM: \_\_\_\_\_  
 Int: \_\_\_\_\_ Str: \_\_\_\_\_ Parry: \_\_\_\_\_  
 Ddg: \_\_\_\_\_ Dmg: \_\_\_\_\_ Roll: \_\_\_\_\_  
 Weapon: \_\_\_\_\_  
 Weapon: \_\_\_\_\_  
 Weapon: \_\_\_\_\_  
 [ ] Fled [ ] KO [ ] Dead [ ] Surre.

Name: \_\_\_\_\_  
 HP: \_\_\_\_\_ [ ] DC: \_\_\_\_\_ Lvl: \_\_\_\_\_  
 \_\_\_\_\_ AR: \_\_\_\_\_ [ ] DC: \_\_\_\_\_  
 H-to-H: \_\_\_\_\_ APM: \_\_\_\_\_  
 Int: \_\_\_\_\_ Str: \_\_\_\_\_ Parry: \_\_\_\_\_  
 Ddg: \_\_\_\_\_ Dmg: \_\_\_\_\_ Roll: \_\_\_\_\_  
 Weapon: \_\_\_\_\_  
 Weapon: \_\_\_\_\_  
 Weapon: \_\_\_\_\_  
 [ ] Fled [ ] KO [ ] Dead [ ] Surre.

Name: \_\_\_\_\_  
 HP: \_\_\_\_\_ [ ] DC: \_\_\_\_\_ Lvl: \_\_\_\_\_  
 \_\_\_\_\_ AR: \_\_\_\_\_ [ ] DC: \_\_\_\_\_  
 H-to-H: \_\_\_\_\_ APM: \_\_\_\_\_  
 Int: \_\_\_\_\_ Str: \_\_\_\_\_ Parry: \_\_\_\_\_  
 Ddg: \_\_\_\_\_ Dmg: \_\_\_\_\_ Roll: \_\_\_\_\_  
 Weapon: \_\_\_\_\_  
 Weapon: \_\_\_\_\_  
 Weapon: \_\_\_\_\_  
 [ ] Fled [ ] KO [ ] Dead [ ] Surre.

Notes: \_\_\_\_\_  
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