

Action Adventure Pack

Version: 3

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Action Adventure Pack

Setting Information

- From overgrown jungle temples to glowing rooftops in midnight metropolises, the world is a carousel of danger and wonder. Every place hides a secret — a clue, a curse, or a man with a silenced gun.
- Time flexes but never rests. The jazz-fueled 1930s, the shadowy tension of the Cold War, the chaotic now — every era is ripe for action, intrigue, and impossible choices.
- The world is always in motion: storm-lashed islands, dust-choked bazaars, sunken tombs beneath crowded cities, snowbound monasteries — each locale a ticking bomb of forgotten stories.
- History never sleeps. Ancient dynasties, lost cults, whispered prophecies, and banned documents smolder beneath the surface, waiting to resurface in fire or fraud.
- Cultures collide and tangle — scholars, criminals, wanderers, soldiers — chasing truth, gold, vengeance, or something stranger, always on unfamiliar soil.
- Technology is the drumbeat of the chase. Sometimes it's radios and revolvers; other times, drones and digital vaults. The gear changes, but the tension is timeless.

- Borders mean nothing to ambition. Behind every check-point lies a dying empire, a buried war, a boardroom coup, or a quiet coup in progress.
- In the end, it's always about the pursuit — the artifact, the person, the revelation — and the price you're willing to pay to reach it.

Character Traits

Concepts

	1	2	3	4	5	6
1	Dis-graced Ar- chaeol- ogist	Jet- Age Smug- gler	Re- tired Assas- sin	Under- cover Anthro- pologist	Burned Hacker	Washed- Up Diplo- mat
2	War Corre- spon- dent	Master Imper- sonator	Urban Trea- sure Run- ner	Cold War Sleeper	Jun- gle Sur- vivor	Crypto Fixer
3	Whistle- blower in Hid- ing	Cursed Relic Hunter	Rogue Inter- roga- tor	Black- listed Psychic	Burner Pilot	Compro- mised States- man
4	Cult Es- capee	Foren- sic Oc- cultist	Time- Lost Mer- cenary	Crisis Negotia- tor	Propa- ganda Artist	Unli- censed Thera- pist
5	Clone on the Run	Deep- Sea	Free- lance	Deserter from a	Meme War- fare	Shadow Archivist

	1	2	3	4	5	6
		Salvager	Exorcist	Secret War	Specialist	
6	Erased Field Agent	Reformed Cult Recruiter	Unpaid Tomb Raider	Disinformation Operative	Artifact Courier	Endangered Diplomatic Asset

Skills

	1	2	3	4	5	6
1	Acrobatics	Ancient Languages	Brute Strength	Bluff & Bravado	Climbing	Close Combat
2	Improvised Cooking	Deception	Device Hacking	Horse Riding	Field Medicine	Firearms
3	Forgery	High-Stakes Gambling	Navigation	Forbidden Lore	Tracking	Intimidation
4	Art Appraisal	Multilingualism	Mechanical Repair	Command Presence	Lock-picking	Orienteering
5	Persuasion	Investigative Photography	Piloting (Air & Sea)	Pursuit Tactics	Trap Disarming	Wilderness Survival

	1	2	3	4	5	6
6	Swimming	Tactical Planning	Surveillance Tech	Relic Identification	Martial Arts	Weapon Proficiency

Frailties

	1	2	3	4	5	6
Far of heights		Impulsive under pressure	Claustrophobic	Paranoid and distrustful	Chronic fatigue	Thrill-seeking
2 Fear of deep water		Arrogance	Emotionally withdrawn	Poor sense of direction	Addictive personality	Fear of spiders
3 Haunted by the past		Lacks combat instincts	Deteriorating eyesight	Dangerously naïve	Vulnerable to heat	Overconfident
4 Fear of snakes		Rash and impatient	Socially awkward	Severe allergies	Fear of the dark	Low endurance
5 Over-protective		Fear of insects	Easily distracted	Technophobic	Too trusting	Fear of animals
6 Sensitive to cold		Compulsive risk-taker	Hates enclosed spaces	Jumpy at loud noises	Partial hearing loss	Guilt-ridden

Gear

1	2	3	4	5	6
1 Folded Combat Knife	Dual Pistols	Grappling Rope & Hook	Coiled Bull-whip	Compact Binoculars	Modular First Aid Kit
2 Jungle Machete	Sawed-off Shotgun	Synthetic Rope Spool	UV Flashlight	Brass Compass	Firestarter Pouch
3Silenced Hand-gun	Scoped Hunting Rifle	Carbon Climbing Harness	Long-Range Radio	Emergency Trauma Kit	Extra Ammo Magazines
4 Hidden Dagger	Tactical SMG	Parachute Rig	Lockpick Set	Weathered Field Map	Water Purification Kit
5 Throwing Hatchet	Fragmentation Grenades	Experimental Jetpack	Signal Flare Gun	Infrared Monocle	Survival Rations
6Engraved Topper hawk	Compact Flamethrower	Ultralight Glider Frame	Pneumatic Grapple Gun	All-Terrain Survival Kit	Rotary Borer Drill

Names

Female Names

	1	2	3	4	5	6
1	Elena	Samira	Ingrid	Carmen	Amara	Odessa
2	Lucia	Nadia	Quinn	Talia	Maeve	Mireille
3	Leila	Astrid	Noor	Kiara	Yelena	Sylvie
4	Rania	Esme	Harper	Farah	Imani	Sabine
5	Vanya	Bianca	Nyla	Yasmin	Anika	Solène
6	Freya	Zahra	Selene	Hana	Oriana	Petra

Male Names

	1	2	3	4	5	6
1	Elias	Rafi	Leon	Dario	Viktor	Amir
2	Julian	Ashraf	Owen	Niko	Hamza	Emil
3	Mateo	Soren	Tariq	Luca	Zane	Kasim
4	Anton	Malik	Joel	Rami	Theo	Idris
5	Stefan	Eitan	Kian	Andrej	Hugo	Cyrus
6	Marcel	Youssef	Arjun	Bashir	Karim	Elias

Surnames

	1	2	3	4	5	6
1	Navarro	Had-dad	Volkova	Sinclair	Kazemi	Duarte
2	Moreau	al-Masri	Ten Boom	Jafari	Tagore	Varga
3	Del-gado	Beck	Kojima	Fontaine	Kara-mazov	Aziz

	1	2	3	4	5	6
4	Lau- rent	Bouchard	Ander- sson	Bakshi	Rahal	Corbin
5	Petrov	Fadel	Rojas	Sato	Alawi	Reznik
6	D'Souza	Tanaka	Sal- cedo	Arslan- ian	Zamora	Basile

Nicknames

	1	2	3	4	5	6
1	Ghost	Ace	Viper	Rook	Jackal	Ember
2	Cipher	Wraith	Echo	Dagger	Fox	Nova
3	Fang	Raven	Shade	Flint	Cobra	Quill
4	Stray	Blaze	Hex	Reaper	Hawk	Spook
5	Atlas	Whisper	Scorch	Pike	Zero	Jet
6	Glint	Moth	Brim	Slick	Nomad	Bolt

Special Rules

Action Points

Each character begins an adventure with **3 Action Points (AP)**. These do **not refresh** and cannot normally be regained. AP represent the character's inner reserve of **focus, resolve, and tactical brilliance** — the kind of instinct that flips the scene from disaster to legend.

Spending AP

At any moment, you may spend **1 Action Point** to:

- **Gain Advantage:** You roll with edge, no matter what tags or odds say.
- **Cancel a Failure:** Turn a failed roll into a *success with a cost*.

- **Avoid a Consequence:** Dodge harm, exposure, or narrative fallout.
- **Do the Impossible:** Pull off something daring, cinematic, and untagged — sliding under a trapdoor, mid-air grappling hook, bluffing your way past a kill team. You succeed *with style*.

[TIP] Action Points are best spent when the scene demands momentum, not logic. Ask yourself: *Would this make a great moment?* If yes, spend.

Push Yourself (Regain 1 AP)

Once per adventure, you may **Push Yourself** to regain 1 Action Point — but it comes at a cost. Choose one:

- **Take a Serious Consequence** — injury, exposure, lost trust, or something broken.
- **Burn a Tag** — a piece of gear or a trait is marked unusable for the rest of the adventure.
- **Escalate the Situation** — make the scene worse: reinforcements arrive, the room floods, the item is a decoy, etc.

[CAUTION] This isn't a reset button — it's a red flag to the fiction. Push when the moment feels *big*, and be ready for the fallout.

Factions

The Looking Glass Division

- **Concept:** Government-aligned myth operatives
- **Skills:** Cryptology, Disguise
- **Frailty:** Compartmentalized loyalties
- **Gear:** Burn phone, mirrored badge

- **Goal:** Suppress and control anomalous history
- **Motive:** National security via narrative manipulation
- **Nemesis:** The Pale Chorus

The Pale Chorus

- **Concept:** Post-religious doomsday cult
- **Skills:** Ritual Lore, Poisoncraft
- **Frailty:** Hallucinatory belief system
- **Gear:** Bone pendant, whisper mask
- **Goal:** To usher a mythic convergence of timelines
- **Motive:** Transcend the human condition through collapse
- **Nemesis:** The Looking Glass Division

The Eighth Meridian

- **Concept:** Rogue archaeotech syndicate
- **Skills:** Technology, Demolition
- **Frailty:** Prone to infighting
- **Gear:** Magnetic vault cutter, neural shunt
- **Goal:** Extract and weaponize forbidden artifacts
- **Motive:** Post-national dominion through tech-ritual fusion
- **Nemesis:** The Vigilant Order

The Vigilant Order

- **Concept:** Secretive preservationist brotherhood
- **Skills:** Ancient Languages, Counter-intel
- **Frailty:** Overprotectiveness
- **Gear:** Archivist ring, sealed reliquary
- **Goal:** Seal or neutralize disruptive artifacts
- **Motive:** To maintain balance between eras
- **Nemesis:** The Eighth Meridian

Calder's Ghosts

- **Concept:** Freelance retrieval ops with Cold War roots
- **Skills:** Stealth, Urban Survival
- **Frailty:** Burned identities
- **Gear:** Modified briefcase, old radio codes
- **Goal:** Complete jobs, clean exits, no trace
- **Motive:** Debt, revenge, buried agendas
- **Nemesis:** Whoever pays less this time

The Inkblood Market

- **Concept:** Cross-border myth traffickers
- **Skills:** Forgery, Persuasion
- **Frailty:** Addicted to rare knowledge
- **Gear:** Black ledger, scent-coded contracts
- **Goal:** Profit from unstable truths
- **Motive:** Information is the only true currency
- **Nemesis:** Whoever dares authenticate them

NPCs

Dr. Halima Qadir

- **Concept:** Defector Archivist
- **Skills:** Cryptohistory, Field Triage
- **Frailty:** Trusts the wrong people
- **Gear:** Smuggled ledger, coded field notes
- **Goal:** Leak the truth about a buried regime
- **Motive:** Redemption through knowledge
- **Nemesis:** The Vigilant Order

Commander Barlow Vex

- **Concept:** Blacksite Commander

- **Skills:** Military Logistics, Intimidation
- **Frailty:** Addicted to control
- **Gear:** Prototype comms rig, encrypted orders
- **Goal:** Contain the anomaly under the capital
- **Motive:** Career, legacy, fear
- **Nemesis:** The Pale Chorus

Sister Constance of the Vault

- **Concept:** Occult Librarian in Exile
- **Skills:** Esoteric Theology, Memory Reconstruction
- **Frailty:** Speaks only in riddles
- **Gear:** Collapsing prayer fan, toxin-proof vial
- **Goal:** Recover the Seventh Gospel
- **Motive:** Faith in recursion
- **Nemesis:** Calder's Ghosts

Lucien Marek

- **Concept:** Disgraced Diplomatic Courier
- **Skills:** High-Stakes Negotiation, Disguise
- **Frailty:** Blackmailed by multiple states
- **Gear:** Shifting passport, audio recorder
- **Goal:** Escape with one final secret intact
- **Motive:** Survival, then revenge
- **Nemesis:** Looking Glass Division

Rafi Danvers

- **Concept:** Underworld Arms Curator
- **Skills:** Demolitions, Smuggling Logistics
- **Frailty:** Can't say no to a doomed deal
- **Gear:** Custom toolkit, polylingual detonator
- **Goal:** Equip the rebels before the summit hits

- **Motive:** Profit and past loyalties
- **Nemesis:** Eighth Meridian

Delphine Sujata

- **Concept:** Myths-for-Hire Investigator
- **Skills:** Lie Detection, Trap Navigation
- **Frailty:** Haunted by false memories
- **Gear:** Stylus-dagger, worn cassette recorder
- **Goal:** Find the original recording of a vanishing god
- **Motive:** Obsession and erasure
- **Nemesis:** Inkblood Market

Field Threats

Delta-K Jackal

- **Concept:** Engineered Tracking Beast
- **Skills:** Thermal scent lock, pack coordination
- **Frailty:** Disoriented by loud noise
- **Gear:** Fiber-spliced fangs, shock-dampened paws
- **Goal:** Hunt a designated target
- **Motive:** Conditioned loyalty
- **Nemesis:** Handlers who've lost control

Ridgeback Croc

- **Concept:** Hyper-territorial River Predator
- **Skills:** Camouflage, death-roll takedown
- **Frailty:** Slow on dry terrain
- **Gear:** Bone-crushing jaws, armored ridges
- **Goal:** Eliminate intruders
- **Motive:** Territory instinct
- **Nemesis:** Trappers, desperate locals

The Marrowman

- **Concept:** Disavowed Black-Ops Asset
- **Skills:** Silent entry, off-grid survival
- **Frailty:** Memory collapse under stress
- **Gear:** Tactical bone knife, false ID cache
- **Goal:** Complete the contract
- **Motive:** Unknown, possibly implanted
- **Nemesis:** Rogue agencies

Dune Syndicate Operative

- **Concept:** Desert Smuggler & Fixer
- **Skills:** Disguise, ambush
- **Frailty:** Hunted by former allies
- **Gear:** Scarf mask, silenced revolver
- **Goal:** Acquire artifact for client
- **Motive:** Profit, protection, paranoia
- **Nemesis:** Customs agents, rivals

Vault-Eye Drone

- **Concept:** Autonomous Survey Sentinel
- **Skills:** Motion detection, non-lethal zaps
- **Frailty:** Vulnerable to EMP or water
- **Gear:** Steel shell, audio scanner array
- **Goal:** Monitor perimeter, sound alarm
- **Motive:** Failsafe loop, old program still running
- **Nemesis:** Tinkerers, saboteurs

The Weeper

- **Concept:** Time-lost Anomaly
- **Skills:** Withering aura, prophetic whispers
- **Frailty:** Bound to a forgotten calendar

- **Gear:** Stone mask, rusted medallion
- **Goal:** Warn, mislead, or punish
- **Motive:** Unknown — possibly fractured memory
- **Nemesis:** Silence, salt, sunrise

Locations

Starlight Transit Hub

- A decaying sky-train station straddling three closed borders, used by exiles, smugglers, and broken spies.
- Surveillance is rumored to be operated by a defunct agency — or something stranger.
- Possible encounters: Border agents, Disguised fugitives, Data couriers, Black market maps, Hidden rooms.

The Drowned Embassy

- An underwater ruin off the coast, once a sealed Cold War diplomatic site, now claimed by silt and whispers.
- Pressure-locked vaults and flooded archives hide truths no nation ever admitted.
- Possible encounters: Vault drones, Salvage teams, Leaking documents, Pressure-traps, Bone-silent corridors.

Calle Obscura

- A shadowy alley network in a forgotten quarter of the city, known for vanishing those who know too much.
- Stories say if you walk it right, the alleys change — and sometimes offer deals.
- Possible encounters: Informants, Double agents, Memory merchants, Traps, Wrong doors.

Blacksite Theta-6

- A jungle-shrouded concrete installation erased from maps in 1984 — but still warm, still guarded.
- Its generators run on something not found in science books.
- Possible encounters: Rogue technicians, Burned files, Reality drift, Locked-down labs, False alarms.

The Mirror Monastery

- A mountaintop retreat untouched by satellites, filled with fractured timelines and unreadable rituals.
- Its monks speak every language — including a few from the future.
- Possible encounters: Silent novices, Repeating events, Blinking icons, Forgotten visitors, Shattered mirrors.

Volcano Platform K-9

- A defunct mining rig turned helicopter outpost, built on the lip of an unstable volcano.
- Part radio relay, part arms depot, part trap for whoever gets curious.
- Possible encounters: Storm pilots, Smuggled crates, Seismic tremors, Countdown timers, Betrayals in progress.

Adventure Seeds

D66

Adventure

-
- | | |
|----|--|
| 11 | A stolen artifact resurfaces at an auction in Marrakesh. Three bidders carry weapons, one carries a curse. |
| 12 | A cargo plane crashes near a jungle outpost. The black box was removed before the authorities arrived. |
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D66**Adventure**

- 13 A diplomat's briefcase goes missing during a summit. Inside: a map, a key, and a death list.
- 14 Your contact in Istanbul is late. His last message: "Don't trust the mirror."
- 15 A sealed Cold War vault opens for the first time. The contents were meant to never be found.
- 16 An informant vanishes from a safehouse. Her notebook appears two weeks later — in a museum display.
- 21 A masked figure steals a relic from a private train car. The train hasn't stopped in over 40 hours.
- 22 Your mentor is accused of grave robbing. The tomb in question wasn't built yet.
- 23 A scientist's defection unravels when her escort turns up dead — and she turns up again in two places.
- 24 A resistance leader requests extraction — from a city wiped off the map twenty years ago.
- 25 A luxury cruise goes dark mid-ocean. The last transmission: "The stars are wrong."
- 26 Your safe deposit box has been emptied. The thief left behind your old ID and a countdown.
- 31 A museum exhibit burns in Berlin. All artifacts but one were destroyed — and it's following you.
- 32 A vault under the Vatican unseals during renovations. Inside: Soviet film reels, a dagger, and blood.
- 33 A tech CEO disappears before a major keynote. His prototype device is broadcasting from deep underground.
- 34 An old friend invites you to their wedding — at an abandoned excavation site.

- 35 A flooded temple rises during a drought. Four expeditions enter; only one returns. They won't speak.
- 36 You inherit a lockbox from a missing relative. Inside is a revolver, three passports, and a cassette tape.
- 41 A war criminal fakes their death — then resurfaces as a cult leader in the Andes.
- 42 A hotel fire reveals a hidden floor with no access points. Every room contains the same photo.
- 43 An encrypted radio signal plays a forgotten anthem. It hasn't broadcast since the embassy bombing in '78.
- 44 An illegal auction lists a live lot: the man who stole your identity.
- 45 An underground fight ring offers a huge prize. The catch: the winner gets recruited by someone worse.
- 46 A smuggler offers to trade an ancient relic for protection — but only if you meet them inside a quarantined zone.
- 51 Your contact in Morocco offers information in exchange for a favor: bury a locked case in the desert.
- 52 A militia group captures a photographer who snapped something inhuman in their territory.
- 53 A billionaire funds a jungle excavation and disappears. The only clue: a bloodstained telegram.
- 54 You're asked to retrieve a downed spy drone. It landed inside a military exclusion zone — 50 years ago.
- 55 A warzone refugee speaks a dead language — and describes events from before the city existed.
- 56 An expedition lost in Siberia is found alive and unaged — but one of them is not who they were.

D66**Adventure**

61 A data broker in Panama claims to have a list of future events. Everyone wants it. Including you.

62 Your handler gives you a package to deliver — and then shoots themselves. The package breathes.

63 You're hired to guard a transport crate. No one tells you where it's going — only who's following.

64 A private island used for classified testing sends a distress call. The project was terminated. Supposedly.

65 A fortune teller gives you an old coin. Three agencies try to kill you within the hour.

66 A dig team in Sudan vanishes mid-call. When you arrive, the camp is gone — but the signal remains active.