Rules
This is a gamebook in which you are the main character, and in which you will make the decisions that decide your fate. Whether or not the mission succeeds is ultimately up to your choices, and a little bit of luck.

You will notice that the book has sections instead of page numbers. Start the book at section one. At the end of each section you will be given choices with new section numbers. Make your choice and turn to this number, do not proceed through the book page by page. Some pages will have other instructions.

In this game you play as Sera Veshin, a young Agent whose fate is uncertain. She is currently a pawn on a grand board of chess. Whether she ever discovers her true destiny is ultimately up to your decisions and combat expertise. You will become Sera, and a Silencer. All you need in order to do this is a pencil, this book, and two 6 sided dice.

Below are explained your statistics and how to engage in combat.

Attack and Defense
These show how powerful you are in melee combat. Your initial scores are ATTACK 5 DEFENSE 12.

These scores are supplemented by what weapons and armor you have equipped and by certain cybernetic abilities you may get later on.

Health
Your health is represented by the boxes labeled “Unhurt” through “Dead/Incapacitated.” You start at unhurt, and if you ever reach Dead, your mission is over. You have failed and must start again from the beginning. Mark each box with an x to show what level you are at.

Once you have reached “bleeding”, you will begin to bleed and will not be able to heal as normal after combat. In this case, you will need to use items or abilities to stop the bleeding and recover as normal.

Skill Points
Skill points are helpful to you during your mission. You can accumulate more during the mission, and any unused points are carried over into the next mission if this one is successfully completed.

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You can use skill points at any time you roll a die. By spending 5 skill points, you can reroll one die. You may do this as many times as you can afford it.

Occasionally a section will ask you how many skill points you have. When you encounter these sections, having the right amount of skill points can lead to unexpected results.

**Abilities**
Before the mission starts, you can use credits to purchase cybernetic upgrades, called abilities. See the ability list for specific information on abilities and their cost.

During the mission, some sections will give you the option of using an ability. This can greatly reduce the difficulty of certain sections, give you supplemental information, or lead you to hidden items and locations. Also, certain abilities have side effects which are useful beyond when the text instructs you to use them.

**Equipment and Items**
Equipment refers to items generally used during combat. Items refer to things used outside of combat.

You can only carry a certain amount of items depending on how many packs you have with you. You can only carry a certain amount of equipment depending on how much it weighs. You may carry up to 100 lbs worth of equipment.

Items come with a description, they will tell you how and when to use them. Some items are listed as *special items*. These do not need a pack to be carried. They are generally related to the story in some way or are too small to need a pack.

Armor affects your combat scores (Defense and Chance to Hit) when equipped. Weapons affect other scores (Attack and Long Range). You choose what weapon to use in combat right before fighting. You may not change Armor on any page with combat.

Packs (which holds items) aren’t equipped. You don’t need to keep track of which pack your items reside in, but if you lose a pack, your maximum number of items goes down, so adjust your action chart accordingly. You may not carry two...
packs with the same name.

Equipment will either have a description alongside it:
Backpack    Holds 8 Items.

Or a series of letters and numbers describing its statistics:
Jaguar 0.6    A5 LR1 RF: 1 ammo: 12 weight:  5
Combat Knife  A2 weight:  1
Kevlar Vest   D3 B2 weight: 10
Leather Jacket D1 B1 weight: 10
Head Gear     D1 H1 weight:  3

A: attack
D: defense
LR: long range attack
RF: Rate of Fire

B: body defense
Ar: arms defense
Le: leg defense
H: head defense

When equipping armor, you cannot equip multiple armor that would give you bonuses in the same area. For instance, Kevlar has B5, adding 5 defense to your body. You cannot equip a leather jacket, adding B1, at the same time, but you may equip a helmet, adding H1, at the same time.

You can discard anything undesirable while not in combat.

Credits
The electronic currency of Home, stored directly on your cyber brain. Credits can be used to buy items and abilities. They may also have some use during the mission. If you receive credits during the mission, mark them here. There is no limit to how many credits you may have.

Combat
There are two types of combat: Melee combat and Gun combat. When you enter combat with an opponent you will be given the enemy’s name and a number. Find the combat information which matches this number. This will show the
enemy’s stats.

Before entering combat, choose a weapon to use. If both you and the opponent are equipped with a gun, fight using the rules under gun combat. Otherwise, engage in melee combat.

Occasionally you will be told to enter a specific type of combat. In this case, use only the rules for that combat style.

**Melee Combat**

In melee combat you can fight unarmed or use any weapon with an attack value, which will result in a higher attack score for you. You may also get additions to your defense based on what armor you are wearing. You will be given the enemy’s attack and defense, their equipment, their health bar, and what weapon they will have equipped for this battle (armor is factored into the defense score).

For each round, roll two dice. Add to this your attack value. If the result is greater than or equal to your opponent’s defense, you have scored a hit. Otherwise, you have missed. Now do the same for your opponent (roll two dice, add attack and compare to your defense). Rolling a 2 or 3 means an automatic miss, regardless of total, and rolling a 12 is an automatic hit.

Now score the damage done this round. If you scored a hit, put an x in the next box down of the enemy’s health bar. If a hit has been scored on you, do the same to your health bar. You are now bruised, if unhurt, hurt if bruised, etc. Damage takes place simultaneously, it is possible to kill your opponent at the same time that he kills you. If this happens, you are still considered dead.

Continue combat now, starting with rolling two dice for your attack.

At the end of melee combat, you may take the enemy’s equipment and items.

**Melee Special Strikes**

During melee combat, you can choose to perform, instead of your regular attack, either a guarded hit, or a fierce strike. A guarded hit decreases your chances of taking damage but also limits your ability to hit, and a fierce strike increases your chances of scoring a hit but makes hitting you easier as well.

To do a guarded hit, halve your total attack value (rounding down) and add the
difference to your defense. At the end of this round, return the values to normal. To do a fierce strike, halve your total defense score (rounding down) and add the difference to your attack value. At the end of this round, return the values to normal. You may not perform both a guarded hit and fierce strike in one round. However, you may perform as many of either as you wish during a single combat.

While doing a special hit, automatic successes and failures do not apply to your die roll. Also, you may not use special hits while using a gun.

*Using a Gun in Melee Combat*
If either you or your opponent is using a gun in melee combat, then there is a chance they will be disarmed. The first time someone holding a gun is hit in melee combat, they have been disarmed and must now fight unarmed.

You cannot reload at close range and must switch to unarmed combat if you run out of bullets. These rules also apply to the enemy. Losing your weapon doesn’t occur until the damage stage, so anyone who loses their gun in the first round still gets to fire off a shot.

For whatever reason you become unarmed, if you wish to equip a melee weapon afterwards, you may do so, but it will cost you one round of combat in which you cannot attack, but can be attacked. Disarmed opponents will always use this ability immediately.

*Gun Combat*
In Gun combat you can use any weapon with a long range score (including 0), which will affect your chances to hit. Refer to the enemy’s long range stats to get what he will use this battle, where he will aim, and the difficulty to hit different areas of his body (armor is factored into the difficulty to hit scores).

First both you and your opponent roll a die. This represents your speed in battle and is called the movement die. The result lasts the entire battle.

Choose a body part off the enemy’s card and roll two dice, adding to this the long range modifier from your equipped weapon. Now add the opponent’s movement die to their body part difficulty. If you score equal to or greater than this number, you have scored a hit on this body part.

For the enemy, it will be listed what body parts he aims for. Roll a die to see
which one he chooses. Then roll both dice, adding to this his long range modifier. Refer to your own body diagram to see the difficulty to hit. Add to this your own movement die.

Now score damage. For whichever body part was hit, follow the directions under that body part for reducing the health bar. If the opponent’s hit was successful, your body diagram will say much damage to take. Hitting certain areas of the body can also lower movement and long range attack scores (these scores can never be in the negative). Chances to hit can be modified by armor.

At the end of long range combat, you may take the enemy’s equipment and items.

_Rerolling Movement Dice_
Whenever you have not been hit for two rounds, reroll your movement die and continue combat with the new score. This also applies to your opponents.

_Ammunition_
Each gun has a certain amount of bullets. Once these are used up, you have to reload (although you can choose to reload earlier). This takes up a round, during which you cannot attack but can still be attacked. Enemies are also subject to reloading. Keep track of your bullets! (A twenty sided die, or counters, can be useful for this, or you can use the bullet counter on the Combat Chart)

Every time you attack, it uses one bullet. However, you can add more bullets to this attack, adding 1 to your long range score for each bullet added. You can add as many bullets as the RF (rate of fire) of a weapon. It will be listed in their stats how many bullets an enemy spends to hit you (if they can’t spend this many, they will spend as many as they can). These bullets are added before you roll the dice.

You automatically reload after every combat and you enter every combat fully loaded. You don’t need to keep track of bullets outside of combat.

_Multiple Enemies_
If multiple enemies are present, you can spend bullets to fire at different enemies. For each enemy beyond the first you wish to aim for, spend one bullet. All enemies always get to fire at you.

_Escaping_
You may be given the option to escape combat. If you decide to escape, do not
roll attack for a round, but the enemy still gets a chance to hit you. If you are hit, you take the damage and do not escape (though you can try again next round). Otherwise, you have now escaped, turn to the appropriate section.

Sometimes an enemy will try to escape. In that case, the same rules apply to them. You will be directed to a new section if they are successful.

**Interrogating**
Some combats you will be given the option of stopping combat once your enemy reaches crippled in order to interrogate them. In this case, it is up to you whether or not you stop combat at this point. You have the option of stopping combat as long as the enemy remains at crippled. If you choose this option, turn to the appropriate section.

**Health Restoration**
Restore your health level by one level each page without combat or taking damage unless you are below the bleeding line (meaning you are at bleeding or worse). In this case you will have to stop the bleeding before you can start recovery, meaning you will have to bring your health above bleeding manually with items or abilities.

**Cybernetic Abilities**
Standard Equipment. You start the mission with these (you do not have to mark them on your action chart):

- **A12 Comm Device**
  An internal communications device, capable of accessing virtually any frequency, but which operates on its own hidden frequency. Headquarters has the number and can communicate directly with your brain waves, allowing instantaneous and silent briefing.

- **Camera**
  An internal camera, using the eyes as lens, and operated by the agent via an internal brain mechanism. Photos are stored in an additional storage space in the brain, available for instant access and perusal by the agent, and for downloading.

- **Network Connector**
  A connector for any virtual net and intranet, located behind each ear. Plugs into any conventional intranet socket.

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**SOS Killswitch**
Removable device that allows detonation of the brain in case of critical information leak or critical failure. This detonation first has to be approved by a general meeting of involved staff. Then, detonation takes a day to finalize. After this, the agent will die as their brain explodes.

In addition to this Standard Equipment, you can choose to have installed any of the following, as long as you have enough credits to pay for it. Choose your abilities before starting this mission and mark them on the chart. Equipment and Items will be given during the course of the book:

1. **Super Strength**
Micro fibers spread throughout the muscle tissue allow for greater upper body and arm power, giving the user the ability to lift more weight and perform exceptional feats of strength.
Side Effects: Increases your max weight to 150
*COST TO INSTALL: 500*

2. **Super Jump**
Fibers woven into the legs, combined with a strengthening of the leg bones, and additional flexibility in the leg muscles allows an agent to jump great height and distance, propelling themselves into the air much like a cat does.
*COST TO INSTALL: 500*

3. **Super Speed**
By modification of the fast twitch fibers in the body, an agent gains the ability to sprint at phenomenal speeds for a short period of time with a brief period of rest required after each sprint.
*COST TO INSTALL: 500*

4. **Analyzer**
A group of nanomachines is introduced to the fingers. When touching a substance, these nanomachines can break down and analyze the substance, identifying what it is and other properties concerning it. Can be very helpful in detecting poison.
*COST TO INSTALL: 200*
5. X-Ray Imaging
A special lens is installed under the cornea that allows the agent to switch into an x-ray vision mode, allowing sight through most solid surfaces. This particular lens uses magnetic resonance to amplify the image, making it useful even against most metals.

*COST TO INSTALL: 400*

6. Hacking Device
This device is attached to the cerebrum and acts as an automatic hacking device for breaking firewalls and gaining control of a system. Even though all Silencers are trained in the art of hacking, this device is still extremely useful, because it can hack into devices that may not have an interface, such as keypads and bots. It is also wireless, meaning that an agent does not have to plug directly into an interface to hack it. However, some devices are equipped with countermeasures against this, and you won’t be able to hack into everything.

*COST TO INSTALL: 700*

7. Self Repair
Nano machines work together with advanced polymers in the skin and muscles to speed recovery time and allow healing of most non-critical injuries. Helpful for any mission involving combat or extreme danger.
Side Effects: When below the bleeding line, you can restore one bar of health for every other page without combat or damage. Using bandages will increase this healing to normal speed.
Side Effects: If you and your opponent kill each other the same round in combat, and combat is now over, you can remain at crippled.

*COST TO INSTALL: 800 Credits*

8. Climbing apparatus
Many retractable micro hooks are placed into the skin of the hands and feet, allowing an agent to find a grip on most surfaces and scale walls with relative ease.

*COST TO INSTALL: 300*

10. Temperature Regulator
An organic liquid is kept in pacs installed under the skin and can be propelled through tubes at speeds which will either heat the liquid or keep it cool, effectively protecting the user against extreme temperatures. The liquid is non toxic, and has been placed in reinforced tubing, limiting the danger of a spill.
inside the body.

_COST TO INSTALL: 400_

11. Scopular Vision
Binocular lens installed over the cornea give the ability to zoom in on a target without the need for tools. Also helps when sniping.

_COST TO INSTALL: 200_

**Item Description**

**Bandages**
Stops bleeding. When used while below Hurt, you can start healing as normal. If injured again before reaching Hurt, the healing is stopped. One time use.

**Remedial Injection**
Heals you for 2 health levels. Can be used in battle. If used in battle, don’t roll attack for this round, although enemies still attack you.

**Grenades**
Causes a large explosion. Instead of rolling attack for a long range round, you may cause two automatic health levels of damage to all opponents. One time use.

**For Mission 1:**

You start with 30 skill points
You start with 1000 Credits
You start with a Silenced Jaguar 0.4 A4 LR1 RF: 1 ammo: 8 weight: 5
  a Combat knife A2 weight: 1

Anything you have at the end of this mission, including credits, skill points, and all abilities and skills, can be carried into the next mission. Your base skills will also increase if you successfully complete this book. Good luck. The fate of Home may one day lie in your hands.
Examples of Combat

Melee Combat
Sera encounters a security guard. The guard comes at her with a GRIMM Automatic (A6 LR3 RF: 3 ammo: 15 weight: 15). His normal attack is 4. With the GRIMM equipped, it is now at 10. Sera decides to use her knife (A2 weight: 1). Since only one opponent is using a gun, the combat becomes a melee combat.

First Sera rolls two dice. The guard has a defense score of 12. Sera has an attack of 5 + 2 for the knife. She rolls a 4. This isn’t high enough to hit the guard.
Now the guard rolls. Sera has defense 12. The guard rolls a 3. Even though this is high enough to hit Sera, a 3 is an automatic miss, so he misses as well.

Now Sera rolls again. This time she decides to do a fierce strike. She halves her defense to 6 and adds 6 to her attack score. She now has an attack of 13. She rolls a 7 and hits the guard. The guard rolls a 5 and also hits Sera. Both Sera and the guard take one health level of damage. Also the guard is now disarmed.
Because he doesn’t have any melee weapons, he will have to fight unarmed for the rest of combat. Sera returns her attack and defense to normal.

Now Sera rolls a normal attack. She rolls a 7, hitting the guard. The guard rolls a 7 as well, not enough to hit Sera. He takes one health level of damage.

Sera is doing well, but she still has to be careful. There’s no telling what lies beyond this guard.

Gun Combat
Sera encounters a gangster. The gangster pulls out a handgun. Sera pulls out one of her own and they engage in gun combat.

First they roll movement dice. Sera rolls a 6, and the gangster rolls a 2.

Sera decides to aim for the gangster’s legs (difficulty 7+2=9). Her handgun has a LR score of 1, so she’ll have to roll an 8 to hit. She rolls a 9.

(The player will now roll a die to see what the gangster aims for) The gangster ends up aiming for Sera’s body. Sera is wearing armor, so her difficulty is 4+1=5. However, the movement die adds 6 to this, making it difficult 11. The gangster has a gun with LR1, and he has an initial value of LR1, so he has to roll a 9. He also uses one extra bullet (as shown by his combat card), meaning he has

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to roll a 8. He rolls a 7, and misses.

Now the damage is scored. Because the gangster was hit in the leg, his movement die now loses one point. Sera wasn’t hit.

Combat continues. Sera decides to try for a head shot. The difficulty is 8+1 (movement minus 1)=9. She decides to spend an extra bullet on the hit, so she has to roll an 7 (her gun also giving her an extra point for the LR1). She rolls a 6. Just missed! The gangster goes for a leg shot. The difficulty is 7+6 (movement)=13. He has a LR2 (1 for initial, 1 for the gun) and spends an extra bullet, having to roll a 10. He rolls an 8 and misses.

Now damage is scored. No one was hit, but because this is Sera’s second time not getting hit, she has to reroll her movement die. She rolls a 3. This is gonna make it a bit easier for that gangster, Sera will have to step up the pace.