

BASIC FIELD MANUAL
FIELD AGENT'S HANDBOOK



Headquarters, Bureau of Paranatural Survey
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Introduction

Everything you read in this document is classified.

The world is stranger than we want to believe - sometimes things from the periphery of our understanding make their existence known.

If you are reading this, you are a new recruit of the *Bureau of Paranatural Survey (BPS)* - a clandestine, interdisciplinary agency formed for a single purpose: to seek, explore, and contain strange phenomena or entities that exhibit, or have the potential to cause, harm to human life and civilization. The Bureau exists outside the control of any one government, but maintains ties to the United Nations for operational support.

Intelligence Readiness: Operations

In a BPS operation the **Handler** (known to civilians as the game master) will provide intelligence for the situation and target(s), while the **Agents** (known to civilians as player characters) comprise the tactical response force responsible for entry, security, and intelligence gathering in different environments and scenarios.

The BPS organizes agents into four distinct **roles**:

- **Custodian** - support agents tasked with protecting and maintaining Haven, the BPS base of operations.
- **Pathfinder** - field agents that are the first responders to paranatural phenomena - Pathfinders operate with a light footprint, but are often hard hitting.
- **Warden** - civilian agents tasks with maintaining the secrecy of nodes (secure locations for storage and clandestine meetings) and BPS infrastructure; shielding them from the public eye and enemies of the BPS.
- **Curator** - field agents from scholarly backgrounds who document, study, and assist in the containment paranatural phenomena.

Record of the Agent

The BPS maintains detailed records of its Agents. Important information includes: name, call sign, role, and concept. The Agent concept is a description of their life and career prior to joining (or being recruited by) the BPS.

The status of each BPS Agent is tracked using **Harm** and **Conditions**. Harm represents the physical health of an Agent and is tracked by a clock - a circle divided into four segments that roughly represents minor, moderate, severe, and mortal wounds. Conditions represent the psychological and narrative status of an Agent. Condition options include scared, mad, sad, stunned, and trapped. Seek narrative inspiration for the first three using Gloria Wilcox's *Feeling Wheel* (1982).

A single point of Harm or a Condition can be removed through a **Downtime Scene**. Take narrative discretion here.

Each BPS Agent has **Operational Expertise** that makes them valuable to the Bureau. Before the start of an Agent's first operation, they will list 5 Operational Expertise that they possess. Examples include archaeology, art history, bureaucracy, demolitions, field medicine, firearms (long guns), firearms (handguns), science (biology, chemistry, physics, etc.), etc.

BPS Agents are provided with cutting edge **Equipment** to help them with their missions. Each Agent has 10 Gear Slots. Small items like hand weapons and tools are considered light and take up a single Gear Slot. Long guns, power tools, and portable electronics like laptops are considered bulky, and take up 2 Gear Slots.

Think carefully about the Operational Expertise and Equipment your Agent possesses. These are critical to resolving field engagements.

Resolving Field Engagements

When engaging with paranatural entities, phenomena, or objects, it is important to understand the following rules of field engagements:

1. Agents are to use d6s (six sided dice). Rolling a 6 results in a success. The **difficulty rating** (DR) of a task (1 = moderate, 2 = difficult, 3 = challenging) indicates the number of 6s required to succeed.
2. When the six-stage **Handler Tracker** is full, 1s cancel out 6s.
3. If Agents do not have any applicable Operational Expertise or Equipment, they roll a single d6.
4. If an Agent would like to aid another in a shared situation, they must describe how they provide assistance. 1d6 is added to the primary (rolling) Agent's roll. The secondary (aiding) Agent will share in the success and failure.

The **Handler Tracker** is a six-stage clock that represents the escalation of an operation beyond the control of the Agents. This could be an encounter with a paranatural force sooner than expected, being ill-equipped for the operation, or having poor intel going into a situation.

The Handler Tracker resets at the completion of an operation (case).

Agents only have to roll when the action is either desperate, exciting, or narratively interesting. When a roll is made, follow the following steps.

1. Form your dice pool. This is comprised of any applicable Occupational Expertise Dice and Equipment Dice. Roll your dice pool.

2. Compare the number of 6s rolled to the DR established by the Handler.

a) If the result is equal to or greater than the DR, the Agent succeeds.

b) If the result is less than the DR, the Agent fails.

3. Failure results in either **Harm**, a **Condition**, or a mark on the **Handler Tracker** - the choice of which is dependent on the narrative and is arbitrated by the Agent and Handler.

a) Harm is used when an Agent sustains a physical wound.

b) Conditions are used when failure may not result in a physical wound and would instead warrant narrative circumstances to be applied to an Agent.

c) A single point of Harm or a Condition can be removed through a **Downtime Scene**. Take narrative discretion here.

d) If neither harm or a condition fit the scenario, the Handler may fill in a section of the Handler Tracker. If the tracker is complete, any 1s rolled will cancel out 6s.

Notes

Field Manual 1-2 is a primer. It is untested and will be amended throughout 2021. Subsequent versions will include additional rules, tables, and lore.

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Credits

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