

SSS AGENT

You're a member of the Space Security Service, in the 40th Century (Technology Level 7), charged with protecting Earth against all dangers.

Effect

Space Security Service operatives get a +1 to their Strength and Resolve, and gain a +2 bonus when trying to intimidate or order other humans from the Second Empire. They have the Good Traits 'Tough', 'Quick Reflexes' and 'Voice of Authority'. However, they also have Bad Trait of 'Obligation (Major)' to the SSS'.

Many SSS agents also have traits like [Technically Adept](#), [By The Book](#) or [Obsession](#) (but unlike Tough, Quick Reflexes, Voice of Authority and Obligation, these Traits are not part of the SSS Agent Special Trait package).

SSS agents must have at least Marksman 2, Subterfuge 2 and Technology 2.

In addition, SSS agents are assigned the following equipment for every mission:

- Blaster (4/L/L damage)
- Medikit (Cures any one injury)
- Message rocket (relays a message back to Earth in a faster-than-light microcapsule)
- Protective jumpsuit (Armour 3)

They may also be assigned one other Minor Gadget tailored for their current mission.

This trait costs 4 Character Points and 2 Story Points to purchase.

[good](#), [special](#), [characters](#)

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Last update: **2023/06/28 02:24**

