

THE CRYPTO-Z AGENCY

The Agency isn't just for the strongest willed people. They have recruited people from a vast search. They believe that everyone that they have recruited has something to bring to the agency, but they have to wait to see if the recruits are ready to take on the challenge. The agency has created the training regime to ultimately pull the qualities they think the agents have within them, but the agents just need a little push to embrace them.

MEETING NOTES 13.1.126

Class: Z

Location: [REDACTED]

Attachment: Slides from [REDACTED]

Attendees sit around the conference table. Agent Gleamin stands in front of everyone.

A. Gleamin. These are slides that have been sent to us from [REDACTED]. These have come to our attention because of the location they have decided to [REDACTED].

A. Hert. Well, we can spare a few fresh agents to go and check out the area more in depth that's showing in the slides. Has there been contact with the community nearby?

A. Gleamin. It's been noted that [REDACTED] has been interacting with the children of the town. Children have been reporting a series of nightmares and when asked they all explain the same thing, [REDACTED]. This might be larger than a few fresh agents.

A. [REDACTED]. We should send a senior agent with the fresh blood. That should be sufficient. Make sure they report any traces of Substance-Z, if they find any.

A. Hert. I will send out the assignment immediately.

A. [REDACTED]. Now moving onto [REDACTED]...

MISSION BRIEFING.

All Missions will start with a mission briefing. Agents will meet each of the other teammates at this time. Unless this is their very first mission, every Agent has had previous adventures. If they have never met before, they have at least heard of each other's work. This will be a time that the team will learn about what the mission is and what their goal is. Agents will have the time to be able to ask any questions that they may have for the agency.

THE TEAM SHEET.

The team will also have statuses as a whole. These will be tracked on the shared team sheet. The sheet is where you can find the clearance level, resource level, equipment, doubt, and action level for the team. This should be designated to one player to keep track of the information for the team.

AGENT CLEARANCE LEVEL.

Your Clearance Level indicates your access to resources from the agency. Your Clearance Level is akin to a team aspect, which changes as it increases in prominence. The way you phrase the level can differ from game to game, but usually, it is classified at the following levels:

- Level 1 Clearance:** Fresh Members
- Level 2 Clearance:** Trusted Agents
- Level 3 Clearance:** Skilled Operatives
- Level 4 Clearance:** Seasoned Veterans
- Level 5 Clearance:** High Priority Operatives
- Level 6 Clearance:** Z-Level Patronage

The Clearance level can be invoked whenever calling up the name of the organization, or utilizing your rank within it, can have beneficial outcomes, such as when threatening a lower-ranking agent, or when petitioning the organization for additional resources.

At the start of a story, or even a large campaign, your Senior Agent will assign your squad with a clearance level from what's above (Level 1 through 5). This does not reflect your character's level, as there are no levels in Crypto-Z, but it does reflect their rank in the organization at large. Your Clearance Level will increase as you complete missions, and earn the Agency's trust and respect, as decided by the Senior Agent.

Advancing or Losing Clearance Level: At the end of each story, or chapter in a large campaign, the Senior Agent may permanently upgrade your Clearance Level, depending on your success level in the given story. Sometimes, significant failure which costs the agency a great deal of resources to cover or clean up may cause your clearance level to go down.