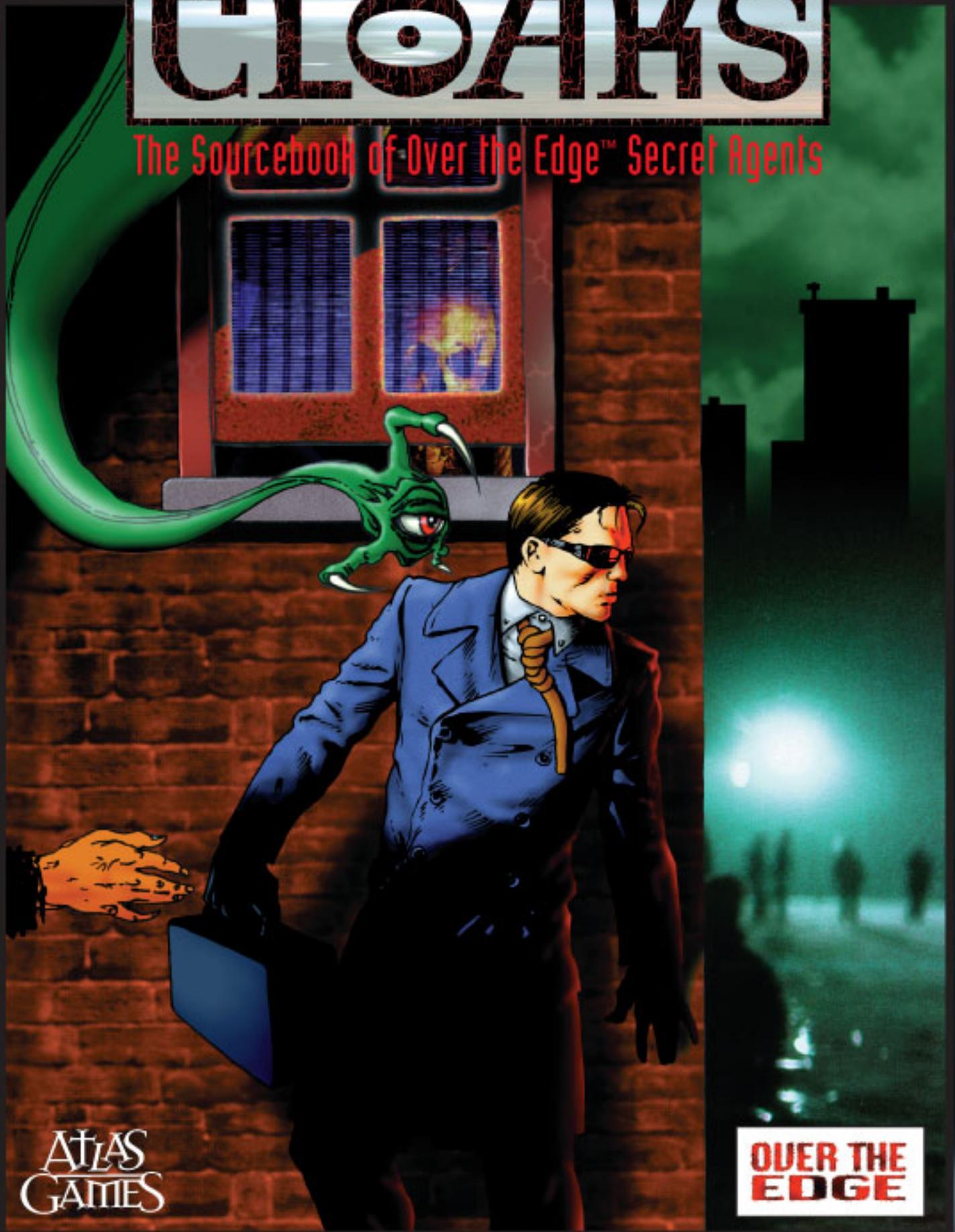


# CLOAKS

The Sourcebook of Over the Edge™ Secret Agents



ATLAS  
GAMES

OVER THE  
EDGE

Written by Jonathan Tweet

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There are three ways you can use this book.

- 1) Leave it in an unattended suitcase in any public area where bomb attacks are considered a threat, such as Heathrow International Airport. The bomb squad will come to remove the ominous suitcase and find therein this bizarre book. The press will report it as “a handbook of international terrorism and espionage.” Make sure someone else’s prints are on the suitcase.
- 2) Mail it to the CIA with a cover letter explaining that you have contacts with an international espionage ring, and that you can explain the true information hidden in this “carefully coded” monograph. See if you can get a huge check from them.
- 3) Use it as a resource for featuring secret agents in your *Over the Edge™* series.

If you pick the third option, you’ll find the following useful information in this book.

**Gadgets and Fringe Powers:**

Even if you never run a story involving espionage, you can use some of this material.

**GMCs:** There are many GMCs of various power levels that you can export to your series, alter to your specifications, and exploit at will.

**A Major Plot and Lots of Story Ideas:** These show how you can put the above material to use.

## CHAPTER ZERO

# INTRODUCTION



Two cloaks talking, illustrated by Ovi Hondru

**General Guidelines:** Ideas for how to run stories that involve or even center around espionage.

# BACKGROUND INFORMATION

## PAGE REFERENCES

There are three kinds of references herein: those that refer to *Over the Edge*<sup>TM</sup>, those that refer to other products, and those that refer to parts of this book itself. References to *Over the Edge* are by section rather than page number. These references are accurate whether you are using the first or second edition of *Over the Edge*. References to another product simply list its title. References to pages refer to material within *Cloaks* itself.

Since so many groups in Al Amarja are involved in espionage, you should be familiar with the various conspiracies described in *Over the Edge*. The adventures *Unauthorized Broadcast*, *Weather the Cuckoo Likes*, “Deep Troubles” (in the anthology *The Myth of Self*), and several of the scenarios in the anthology *Forgotten Lives*, also provide some information about “cloaks” (secret agents) and their conspiracies, but they are not necessary to the enjoyment of this book.

The slang below is current among cloaks in Al

Amarja. Some of these terms are also in use outside the cloak community, especially within the criminal underworld. You can photocopy this list (for personal use only) and give it to players who are running cloak PCs. Otherwise the PCs can pick up this slang as they get involved deeper and deeper in the world of cloaks.

**Beenie:** A burglary, from “B&E” (breaking and entering).

**Cloak:** Noun, an operative, a secret agent. Verb, to act as an operative or secret agent. “I want you to cloak for me.” “His cloaking days are over.”

**Company:** Once the CIA was known as “the Company.” Now that term has come to mean any conspiracy.

**Ex-tek:** Weird science from elsewhere. Short for

## SLANG FOR CLOAKS

“extraterrestrial technology,” but it can also refer to extra-dimensional technology, extra-temporal technology or whatever.

**Frill:** Noun, someone loosely tied to a *company* used for low-level espionage. A wannabe. The term “expendable frill” is redundant. Verb, to work as a frill, to perform low-level espionage.

**Front:** A false organization through which a *company* works. Among the Movers it’s said, “Everything’s a front.”

**Hole:** A secret base of operations for a *company*, especially one underground.

**Margin:** Al Amarjan person. Short and corrupted form of “Al Amarjan.” It replaces the previous term

“Martian,” which is now considered

out-dated (though it can still be heard on “normie” radio). This term is current in the populace in general, not just among *cloaks*.

**Shiv:** Fringe power. “Shiv” is slang for knife. Using this term allows *cloaks* to talk about their powers without arousing too much interest in those who overhear. E.g.: “How far can you throw your shiv?” “Keep your shiv hidden until you really need it.”

**Shiver:** One who has a *shiv*.

**Sleeper:** A *cloak* leading a normal life, preferably in a sensitive position, waiting for orders from headquarters.

**Surveill:** To keep under surveillance.

**Toy:** A special weapon, tool, or device used for *cloaking*.