

Simulation

ANIMUS presents the world as seen in the source material—a historic world of spies and assassins. But what if Control wants to spring a few surprises on his BLACK SEVEN Agents by throwing them back into a simulation of that historic time. Control can hide valuable clues to current mysteries and ongoing events in the past, or even provide a secret history to BLACK SEVEN that nobody has yet uncovered!

As with all options, BLACK SEVEN doesn't assume that ANIMUS is the canonical history of the world. The information presented in this section is for inspiration only; if it suits you to have a different connection between the modern BLACK SEVEN organisation and the past, go for your life. This whole section is self-contained; further BLACK SEVEN material won't expand on it—Control's free to come up with his own answers.

BLACK SEVEN has access to cutting-edge technology, that much is known. Some of that work includes the burgeoning field of Virtual History Engineering. With the right combination of drugs and technological stimulation, an Agent can access memories from her direct ancestral line, and can take part in the adventures of her ancestor. Though it's a memory, the Agent feels like she is really there, experiencing and reacting to events for the first time—but if she dies, the cognitive shock of experiencing a memory that didn't actually happen can leave her disoriented. While this research is groundbreaking, Virtual History technicians have only discovered that Agents *can* go back to live their ancestors' lives and how to achieve that effect, not the wider causes of the effects—though Control is desperate to know if the factor is genetic or part of some intangible link to the past.

While BLACK SEVEN Agents frequently have ancestral memories of ANIMUS Agents, the link between the two organisations is not clear. Is BLACK SEVEN a direct descendant of the secretive guild of spies and assassins? If so, why has nobody yet traced the link? If not, why do symbols and code-words discovered in the past have so many resonances in the present? And why does the number seven show up so often in secret documents stolen from Hrefn archives?

Established Agents

If you're sending established BLACK SEVEN Agents into a virtual construct of the past, hand out Agent Records for their historic counterparts.

Each ANIMUS Agent has the same Attributes as the BLACK SEVEN Agent, but the Agent's player can swap around Trait priorities to represent her Agent's historic counterpart.

If an Agent is Taken Out in the past, she snaps back to her physical body with a jolt. BLACK SEVEN's Virtual History technicians can re-insert her into the past, but the psychological trauma of remembering a death that never actually happened leaves scars. The Agent starts the next Facility with a full complement of Hits, but suffering one Condition of the player's choice. If an Agent is Taken Out multiple times in the past, her mind begins to fragment from disjointed memories. If she's Taken Out three times, the link between her mind and her virtual body is dangerously frayed. Pick one Attribute. When taking actions based on that Attribute, roll three dice and use the lowest two.

An Agent is assumed to have enough downtime—and access to psychological therapy—after a Goal Facility that she's able to re-enter her cell's shared memories without penalty. Succeeding at an ANIMUS Goal Facility allows the Agent to increase one of the Traits on both her ANIMUS *and* her BLACK SEVEN record sheet by 1.

Civilians

BLACK SEVEN does use civilian contractors when Virtual History engineers can demonstrate that the civilian has a strong link to the past. Some cells recruit single civilians and keep them in the dark about what's really going on, others recruit groups and use their connection to a shared history to both find vital historic secrets and train them as Agents for modern espionage work.

Create a civilian as an ANIMUS Agent. This Agent represents the civilian character when she's engaged in operations in Virtual History. If she's in training as a BLACK SEVEN Agent, she gets an Agent Record after her first successful mission, and should prioritise her Attributes at that time.

Civilian promotion happens slightly differently to Agent advancement: the civilian's BLACK SEVEN Traits start out as though she'd picked all of Force, Infiltration, and Mob Traits as tertiary. All her Traits start at 3, modified by her Attributes.

After her second successful Virtual History operation, the Agent's modern-day Agent Record should be updated. Choose two categories of Trait to be secondary, and add one to each affected Trait. After her third successful Virtual History operation, she chooses one set of Traits to be primary, and adds one to each affected Trait score again, leaving her with the full Traits of a BLACK SEVEN Agent.

Virtual History trained civilians have some limitations in their selection. Her historic Agent's lowest Attribute cannot be her highest Attribute in the modern world, and vice versa. She also can't make her historic Agent's tertiary Trait category her primary, or vice versa.

Example: *Daniel Chance is a civilian with a powerful ancestral link to a Genoese assassin. Trained for BLACK SEVEN with the Virtual History technology, he's discovered a range of secrets linking a conspiracy within the US intelligence community to the activities of the Midnight Hand. Control has decided it's time Daniel took part in some modern operations.*

Daniel's ancestor, Agent Eulalia, has exceptional Communication and merely average Speed. Infiltration Traits are primary, and Force Traits are tertiary. When filling in Daniel's Agent Record, his player's limited: he can't choose Speed as his exceptional attribute, nor can he choose Communication as average. Likewise, when prioritising his Traits, Daniel's player must make Infiltration either primary or secondary, and Force either secondary or tertiary.

While the civilian is training in this way, her ANIMUS Agent record increases in line with the experience rules in BLACK SEVEN.