

I'm not robot!



Invisible inc guide. Invisible inc best starting agents. Invisible inc strategy.

ONI Bug Tracker - ONI Bug Tracker - Spaced Out! ONI Bug Tracker - ONI Bug Tracker - Spaced Out! Invisible Inc Character Guide/Tier List by Archibald Tuttle A guide to the various characters of Invisible Inc, their classifications, strengths, weaknesses, and relative power levels. Anthony LaBella Thursday, May 14, 2015 Agent Guide\*Unlock new characters by playing more and completing the open on different difficulty levels.Banks\*Banks earned her hacker nickname siphoning funds from heavily guarded financial accounts. She funneled the proceeds into the rebuilding of her hometown, becoming a local folk hero in the process. After a botched cranial implant, she joined Invisible to get access to the most advanced neuro-rehabilitative care outside of Corporate law." Abilities: Unlock red doors without a security passcardClass: StealthUpgrades: Crypto Computer, Neural Disruptor, Custom ParalyzerCentral\*Olivia Gladstone was the highest-ranking officer in the Pan-Euro Infosec Agency before it collapsed at the end of the Resource Wars. Forced into hiding, she re-emerged as the founder and leader of Invisible Inc. She currently holds the record for highest total corporate bounty ever offered for a single target." Abilities: DAEMON installs provide 5 PWRClass: N/AUpgrades: Antiviral Proxy, Neural Disruptor/Decker\*Decker reflects a persona from a bygone era as an act of protest against a world gone mad for technology. Quick on his feet and with his fists, rumor has it that he's packing more augmentations than he's willing to admit. He was chief of security for K&O's California branch until an escalating love affair with the bottle chased him out of the Corporate world." Abilities: More AP and cloaking deviceClass: StealthUpgrades: Stealth Rig, Neural Disruptor, Modded Cloaking RigDr. Xu\*Dr. Tony Xu was a brilliant researcher who rose to prominence at the University of Hong Kong. He was caught after one too many 'exploratory' trips into a K&O servers, and spent time in a detention center as a result. Too much a liability for any self-respecting University, Xu was unemployable upon release. He joined Invisible to gain personal protection while continuing his research." Abilities: Shut down mainframe systems for one turnClass: EngineerUpgrades: Sub Dermal Tools, Neural Disruptor, Modded Shock TrapInternationale\*An ex-airborne scout in the Free Cuban Army, Valdes went underground after the re-annexation of Havana. Several years of freelance action against Corporate interests led to a considerable bounty on her head, and she joined Invisible for the chance to pay it off. Her tactical prowess is legendary, but her conscience can be a liability on and off the field." Abilities: Access terminals from far away (6 tiles)Class: EngineerUpgrades: Wireless Emitter, Neural Disruptor, Custom ScannerMonst3r\*Derek Mossman learned his trade the hard way, running petty info grafts as an orphan in post-industrial Manchester. Seeking access to the latest technologies, he wiped his own record and enlisted with the Pan-Euro Infosec Agency. He rose quickly through the ranks, joining the elite infiltration group run by Olivia Gladstone. Records after the war's end are spotty at best." Abilities: Purchase Nanofabricator items for 15% lessClass: N/AUpgrades: Fabricator Multithreading, Overclocked Neural D.A.R.T.Nika\*Muratova served as bodyguard to the head of the most powerful oil company in Russia. A hostile takeover attempt led to an extended melee, during which she neutralized two dozen would-be assassins. She relocated only after her employer died of a flashbang-induced heart attack. Not much of a conversationalist, Muratova prefers to let her actions do the talking." Abilities: Gain an extra attack each turnClass: SharpshooterUpgrades: Adrenaline Regulator, Nika's Volt DisruptorPrism\*Esther Martins was a rising Holovid star when a rival leaked her teenage participation in anti-corporate riots. Fired by her studio and facing an unrelenting public smear campaign, she faked her death and went underground. With her dramatic training and a commandeered holovid, she spent a couple years running confidence jobs against corporate execs before joining Invisible." Abilities: Each mainframe hack provides +1 PWR for a max of 2 per turn.Class: StealthUpgrades: Refraction Chamber, Neural Disruptor/Shalem 11\*Shalem was a licensed assassin with a perfect record and an ego to match. He specialized as a sharpshooter, and would track a target for months, patiently waiting for the perfect shot. Enjoying almost celebrity status, he was able to finance a lavish lifestyle from his contracts. Why he turned away from a life of fame and riches to work for Invisible is an open question." Abilities: +1 armor piercing on ranged weaponsClass: SharpshooterUpgrades: Enhanced Optics, Salvaged Neural Disruptor, Desert Wind RifleSharp\*It is arguable whether or not the human being born as Alex McTeague still exists. Driven by an obsession with perfecting his form, he has replaced most of his parts with a mechanical or vat-grown replacement. Originally funding his trans-humanism through corporate bounty hunting, he joined Invisible when his augmentation ambitions grew beyond what is available on the open market." Abilities: Begins with six augment slots, and gains +1 KO damage with every three augments.Class: EngineerUpgrades: Modular Cybernetic Frame, Neural Disruptor/ONI Bug Tracker - ONI Bug Tracker - Spaced Out! ONI Bug Tracker - ONI Bug Tracker - Spaced Out! The First Few Days - Playable Agents As you fall or complete campaigns, you will gain experience points and unlock new playable characters. Some characters will be unlocked by completing the game at certain difficulty levels. In your very early gameplay, you are forced to work with Decker and Internationale. After your first venture into corporate espionage, you will have a choice of whichever 2 agents you've unlocked. The other 2 slots can be filled in Detention Centers. You don't get to choose who appears there, so make your starting choices count. If you want to use an agent's alternate loadout or "archive" version, make sure to choose it from the start. It seems you cannot rescue the archive version of agents. Starting Agent SuggestionsBanks - she will ensure you never have to interact with guards to get a key card. Makes gameplay a bit faster, as you won't have to pickpocket guards, or go around locked doors to find a new route. Her Custom Paralyzer helps you move around freely, knowing a room you've downed a guard in will be safe to re-enter a few turns later. +1 Anarchy lets you pilfer guards without causing a scene (same as Prism). Central - if you have the privilege of unlocking her, she can benefit from installing daemons. You can make a diabolical power-generation combo with her and a program that Incognita can use called Faust. Besides, you'll run into alot of daemons on missions. It's just more convenient to hack into infected devices than try to play defensive. Then again, I'm lazy and hacker rhymes with slacker :)Dr. Xu - he can disable most early-game drones, heart monitors, and corporate safes. Allows you to save power otherwise used on hacking into devices. Allows you to neutralize threats without increasing the alarm. (Warning: After the Quantum Reservoir mission, heart monitors and devices might be reinforced - making Dr. Xu less helpful). Internationale - her wall-hacking abilities make you able to find where things like room cameras. Hack into them to get a glimpse into nearby rooms without having to use 1 AP to peer through doors. Remote Hacking helps you save AP, because you won't have to be right next to a console to gain its power. Nika - sometimes, missions will leave you waiting a guard until your weapon recharges. Nika fixes that problem with an additional attack, and +3AP per attack. The Predictive Brawling augment makes her a great room-scouting agent. Prism - she's a decent starter, with the ability to generate enough PWR to hack another firewall or two. Mostly, I like her +1 Anarchy, since you can pilfer guards without causing a scene (same as Banks). Sharp, Archived version - augments aren't exactly something you purchase if you don't like them, but you can only find so many armor-piercing weapons and augments in one run. Consider getting 3 cheap, mediocre augments to unlock Sharp's ability to +1 melee weapon armor piercing, or go crazy and get 6 augments to unlock another +1. View source File: #00-000490A-04932325 Ex-Corporate Security Name: Fullname: Brian Decker Age: 38 Years of Service: 9 Gender: Male Hometown: Los Angeles Class: Stealth Upgrades: Neural Networking/Over the years, most of Decker's vertebrae have been replaced with synthetics of varying quality. When jacked in, the jolts of pain allow him to differentiate subroutines. Abilities: Can uncover Daemons in adjacent object. +1 Speed. Weapons: Neural Disruptor, Modded Cloaking Rig Bio: Decker reflects a persona from a bygone era as an act of protest against a world gone mad for technology. Quick on his feet and with his fists, rumor has it that he's packing more augmentations than he's willing to admit. He was chief of security for K&O's California branch until an escalating love affair with the bottle chased him out of the Corporate world." Abilities: More AP and cloaking deviceClass: StealthUpgrades: Stealth Rig, Neural Disruptor, Modded Cloaking RigDr. Xu\*Dr. Tony Xu was a brilliant researcher who rose to prominence at the University of Hong Kong. He was caught after one too many 'exploratory' trips into K&O servers, and spent time in a detention center as a result. Too much a liability for any self-respecting University, Xu was unemployable upon release. He joined Invisible to gain personal protection while continuing his research. Assessment: Tony Xu's academic papers may as well be in binary to me. I've been told by very clever people that they're very impressive, but I'm more impressed in practical results. He plays the absent-minded professor character well, but when push comes to shove he knows exactly what the score is. File: #00-910303A-96581742 Blunt Instrument Name: Fullname: Nika Muratova Age: 32 Years of Service: 4 Gender: Female Hometown: Saint Petersburg Class: Sharpshooter Augments: Adrenal Regulator:In an emergency, Nika can flood her nervous system with hot liquid aggression. Sometimes she does it just for fun. Abilities: Augment grants the agent an extra Attack per turn. +3AP per Attack Weapons: Nika's Volt Disruptor Bio: Muratova served as bodyguard to the head of the most powerful oil company in Russia. A hostile takeover attempt led to an extended melee, during which she neutralized two dozen would-be assassins. She relocated only after her employer died of a flash bang-induced heart attack. Not much of a conversationalist, Muratova prefers to let her actions do the talking. Assessment: Muratova is a deadly weapon in human form. One would think that such an aggressive style would be a liability, but she makes it work. Just try not make any sudden moves in her peripheral vision if you want your arms to remain in their sockets. FILE #XX-9485867-84905693 More machine than man Name: Fullname: Alex "Sharp" McTeague Age: 49 Years of Service: 6 Gender: Male (presumably) Hometown: Perth Class: Cyborg Augments: Modular Cybernetic Frame:In his reach to perfect the connection between mind and machine, Alex has converted nearly 90% of his body into a highly modular robotic frame. Abilities: Starts with 6 augment slots. Each 3 augments installed gives melee weapons +1 KO damage. +1 Hacking. Weapons: Neural Disruptor Bio: It is arguable whether or not the human being born as Alex McTeague still exists. Driven by an obsession with perfecting his form, he has replaced most of his parts with a mechanical or vat-grown replacement. Originally funding his trans-humanism through corporate bounty hunting, he joined Invisible when his augmentation ambitions grew beyond what is available on the open market. Assessment: Most people find Sharp off-putting because of his cybernetic enhancements. I find him off-putting because he's a sociopath with almost no regard for human life. I shudder to think of what he's capable of, and I say this as a person who spends most of her time interfacing with a disembodied artificial intelligence. FILE #00-910303A-96581742 Master of Disguise Name: Fullname: Esther "Prism" Martins Age: 29 Years of Service: 2 Gender: Female Hometown: Nairobi Class: Disguise Augments: Refraction Chamber:Collects ambient energy from data signals, most efficient during large flurries of network activity such as when firewalls come down. Abilities: Gain +1 PWR when a mainframe device is hacked. Max +2 PWR per turn. +1 Anarchy. Weapons: Neural Disruptor Bio: Esther Martins was a rising Holovid star when a rival leaked her teenage participation in anti-corporate riots. Fired by her studio and facing an unrelenting public smear campaign, she faked her death and went underground. 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Augments: Fabricator Multithreading:As an expert hacker and savvy tech opportunist, Monst3r has built a unique network of hyper efficient Nanofabricator couroutines. Abilities: Nanofabricator purchases cost 15% less. +2 Hacking. Weapons: Overclocked Neural D.A.R.T. Bio: Derek Mossman learned his trade the hard way, running petty info grafts as an orphan in post-industrial Manchester. Seeking access to the latest technologies, he wiped his own record and enlisted with the Pan-Euro Infosec Agency. He rose quickly through the ranks, joining the elite infiltration group run by Olivia Gladstone. Records after the war's end are spotty at best. Assessment: Derek was a promising young recruit in the PEIA when the Resource Wars broke out in the 50s. He was my Chief Information Officer during the height of the conflict, and his elite hacking skills have pulled more than a few missions out of the dustbin. She has broken almost every bone in her body at least once, but it barely slows her down. She claims that it hurts less the more you do it. FILE #XX-9485867-84905693 The Prototype Name: Fullname: Alex "Sharp" McTeague Age: 37 Years of Service: Freelance Gender: Male Hometown: Los Angeles Class: Stealth Upgrades: Sensory Injector:Many a guard have caught a glimpse of Decker. None have caught him. Abilities: Gain +2 AP when seeing that the enemy (including peripheral vision). +1 Speed. Weapons: Neural Disruptor, Antiques Collector Bio: Before being shunned out of the executive ranks of the Corporate world, Decker used his significant salary to track down and acquire antiques from decades past. According to rumors, his nostalgic addiction was so strong that he even made some ludicrously expensive modifications to keep some antique augments usable in the modern age. File: #00-382392A-41190101 (archived) Freelancer Name: Fullname: Maria "Internationale" Valdés Age: 27 Years of Service: Freelance Gender: Female Hometown: Havana Class: Engineer Augments: Network Siphon:The mark of a great agent is the ability to take your enemy's greatest strength and turn it into their weakness. Abilities: Generate PWR when ALARM LEVEL increases. PWR = 2 x ALARM LEVEL. Note: it will work even beyond Alarm Level 6 every 5 ticks and generate 14, 16, 18 PWR and so on. Weapons: Neural Disruptor Bio: During her work as a freelancer in the years following Havana's re-annexation and the San Francisco Accord, Internationale became a legend in the anti-Corporate underground. According to classified documents, she once cost Sankaku over 50 million credits in a single week of subversion and sabotage. File: #00-504490A-83654535 (archived) Combat Medic Name: Fullname: Raymond "11" Malik Age: 35 Years of Service: Freelance Gender: Male Hometown: Sait Petersburg Class: Sharpshooter Gadgets: Ventricular Lance:A cardiac shot of aggression straight to the heart. Be sure to punch clean through the rib cage for positive results. Abilities: Gives the Agent +1 Armor Piercing to all weapons for 1 turn. Weapons: Neural Disruptor, Hand Cannon, Ventricular Lance Bio: Shalem's mother was a concept surgeon during the Resource Wars. When she lost the use of her right hand in a mortar attack, she trained young Shalem to wield her scalpel for her. While his true passion lies in ending life, he still remembers how to preserve it. File: #00-725114A-12852148 (archived) Robin Hood Name: Fullname: Jolie "Banks" Murphy Age: 23 Years of Service: Freelance Gender: Female Hometown: Dublin, Nua Haven Class: Stealth Gadgets: Bank's Custom Econ Chip:This trusty device has probably seen more credits run through its circuits than some small countries. Abilities: Collects Credit from consoles instead of Power. (5000s Robin per Power point) Weapons: Neurs D.A.R.T. Bio: Banks has always had a way with finances, but she wasn't always so altruistic. In old Dublin she amassed a small fortune from embezzlement and graft, and lived a life of reckless abandon. She found her principles during the Fall Siege, and by the time Dublin Nua was finally liberated she had drained her private accounts several times over. File: #00-121318A-92178746 (archived) The Professor Name: Fullname: Dr. Tony Xu Age: 23 Years of Service: Freelance Gender: Male Hometown: Hong Kong Class: Engineer Augments: Thermal Generator:Thermal Generator was a joint project between Dr Xu and his colleague Alex McTeague. A very early design, it is still comparable to the cutting edge of current augment technology. Abilities: Once per turn, generate 2 PWR while using an item with a cooldown of 3 or more. Weapons: Neural Disruptor, Tony's Modded EMP Bio: As a graduate student, Tony Xu's reputation for success was matched only by his reputation for taking certain "academic shortcuts". His family connections always saved him from outright expulsion, but word spreads quickly around the ivory tower. Undeterred by scandal, he earned his Doctorate in record time and moved on to lucrative freelance security contracts. FILE #00-910303A-96581742 Body Guard Name: Fullname: Nika Muratova Age: 27 Years of Service: Freelance Gender: Female Hometown: Saint Petersburg Class: Sharpshooter Gadgets: Ventricular Lance:A cardiac shot of aggression straight to the heart. Be sure to punch clean through the rib cage for positive results. Abilities: Gives the Agent +1 Armor Piercing to all weapons for 1 turn. Weapons: Neural Disruptor, Hand Cannon, Ventricular Lance Bio: Muratova served as bodyguard to the head of the most powerful oil company in Russia. A hostile takeover attempt led to an extended melee, during which she neutralized two dozen would-be assassins. She relocated only after her employer died of a flash bang-induced heart attack. Not much of a conversationalist, Muratova prefers to let her actions do the talking. Assessment: Muratova is a deadly weapon in human form. One would think that such an aggressive style would be a liability, but she makes it work. 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File: #00-382392A-41190101 (archived) Freelancer Name: Fullname: Maria "Internationale" Valdés Age: 27 Years of Service: Freelance Gender: Female Hometown: Havana Class: Engineer Augments: Network Siphon:The mark of a great agent is the ability to take your enemy's greatest strength and turn it into their weakness. Abilities: Generate PWR when ALARM LEVEL increases. PWR = 2 x ALARM LEVEL. Note: it will work even beyond Alarm Level 6 every 5 ticks and generate 14, 16, 18 PWR and so on. Weapons: Neural Disruptor Bio: During her work as a freelancer in the years following Havana's re-annexation and the San Francisco Accord, Internationale became a legend in the anti-Corporate underground. According to classified documents, she once cost Sankaku over 50 million credits in a single week of subversion and sabotage. File: #00-504490A-83654535 (archived) Combat Medic Name: Fullname: Raymond "11" Malik Age: 35 Years of Service: Freelance Gender: Male Hometown: Sait Petersburg Class: Sharpshooter Gadgets: Ventricular Lance:A cardiac shot of aggression straight to the heart. Be sure to punch clean through the rib cage for positive results. Abilities: Gives the Agent +1 Armor Piercing to all weapons for 1 turn. Weapons: Neural Disruptor, Hand Cannon, Ventricular Lance Bio: Muratova served as bodyguard to the head of the most powerful oil company in Russia. A hostile takeover attempt led to an extended melee, during which she neutralized two dozen would-be assassins. She relocated only after her employer died of a flash bang-induced heart attack. Not much of a conversationalist, Muratova prefers to let her actions do the talking. Assessment: Muratova is a deadly weapon in human form. One would think that such an aggressive style would be a liability, but she makes it work. Just try not make any sudden moves in her peripheral vision if you want your arms to remain in their sockets. FILE #XX-9485867-84905693 More machine than man Name: Fullname: Alex "Sharp" McTeague Age: 49 Years of Service: 6 Gender: Male (presumably) Hometown: Perth Class: Cyborg Augments: Modular Cybernetic Frame:In his reach to perfect the connection between mind and machine, Alex has converted nearly 90% of his body into a highly modular robotic frame. Abilities: Starts with 6 augment slots. Each 3 augments installed gives melee weapons +1 KO damage. +1 Hacking. Weapons: Neural Disruptor Bio: It is arguable whether or not the human being born as Alex McTeague still exists. Driven by an obsession with perfecting his form, he has replaced most of his parts with a mechanical or vat-grown replacement. Originally funding his trans-humanism through corporate bounty hunting, he joined Invisible when his augmentation ambitions grew beyond what is available on the open market. Assessment: Most people find Sharp off-putting because of his cybernetic enhancements. I find him off-putting because he's a sociopath with almost no regard for human life. I shudder to think of what he's capable of, and I say this as a person who spends most of her time interfacing with a disembodied artificial intelligence. FILE #00-910303A-96581742 Master of Disguise Name: Fullname: Esther "Prism" Martins Age: 29 Years of Service: 2 Gender: Female Hometown: Nairobi Class: Disguise Augments: Refraction Chamber:Collects ambient energy from data signals, most efficient during large flurries of network activity such as when firewalls come down. Abilities: Gain +1 PWR when a mainframe device is hacked. Max +2 PWR per turn. +1 Anarchy. Weapons: Neural Disruptor Bio: Esther Martins was a rising Holovid star when a rival leaked her teenage participation in anti-corporate riots. Fired by her studio and facing an unrelenting public smear campaign, she faked her death and went underground. With her dramatic training and a commandeered holovid, she spent a couple years running confidence jobs against corporate execs before joining Invisible. Assessment: Esther is one of our newest recruits, and she shows great promise. She's certainly motivated to get back at the Corps, after the smear-job they did on her. I don't keep up with the Holovids, but even I had heard about her so-called 'youthful indiscretions'. The Corps are never more ruthless than when they are trying to control their public image. I feel the same may be said for Esther. FILE #00-0000000-0000001 The Leader Name: Fullname: Olivia 'Central' Gladstone Age: 68 Years of Service: ?? Gender: Female Hometown: London Class: ?? Augments: Antiviral Proxy:The highly confidential work of a Daemon engineer, this subdermal chip re-routes PWR from other networked subroutines. Rumor has it that Central has the only prototype. Abilities: Gain 5 PWR on any DAEMON install. +2 Anarchy. Weapons: Neural Disruptor Bio: Olivia Gladstone was the highest-ranking officer in the Pan-Euro Infosec Agency before it collapsed at the end of the Resource Wars. Forced into hiding, she re-emerged as the founder and leader of Invisible Inc. She currently holds the record for highest total corporate bounty ever offered for a single target. Assessment: My name is Olivia Gladstone. I ran the Pan-Euro Infosec Agency, back when sovereign governments were still in fashion. After the war I founded Invisible Inc, a freelance intelligence agency. We may work for the corps, but only to serve our own ends. We've been gathering intelligence for years, waiting for the opportunity to bring the whole machine crashing down. Unfortunately, I found the founder's name in first. FILE #XX-XXXXXX-XXXXXXX The Information Broker Name: Fullname: Derek 'Monst3r' Mossman Age: 46 Years of Service: 0 Gender: Male Hometown: Manchester Class: ?? 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File: #00-504490A-83654535 (archived) Combat Medic Name: Fullname: Raymond "11" Malik Age: 35 Years of Service: Freelance Gender: Male Hometown: Sait Petersburg Class: Sharpshooter Gadgets: Ventricular Lance:A cardiac shot of aggression straight to the heart. Be sure to punch clean through the rib cage for positive results. Abilities: Gives the Agent +1 Armor Piercing to all weapons for 1 turn. Weapons: Neural Disruptor, Hand Cannon, Ventricular Lance Bio: Muratova served as bodyguard to the head of the most powerful oil company in Russia. A hostile takeover attempt led to an extended melee, during which she neutralized two dozen would-be assassins. She relocated only after her employer died of a flash bang-induced heart attack. Not much of a conversationalist, Muratova prefers to let her actions do the talking. Assessment: Muratova is a deadly weapon in human form. One would think that such an aggressive style would be a liability, but she makes it work. 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Assessment: Most people find Sharp off-putting because of his cybernetic enhancements. I find him off-putting because he's a sociopath with almost no regard for human life. I shudder to think of what he's capable of, and I say this as a person who spends most of her time interfacing with a disembodied artificial intelligence. FILE #00-910303A-96581742 Master of Disguise Name: Fullname: Esther "Prism" Martins Age: 29 Years of Service: 2 Gender: Female Hometown: Nairobi Class: Disguise Augments: Refraction Chamber:Collects ambient energy from data signals, most efficient during large flurries of network activity such as when firewalls come down. Abilities: Gain +1 PWR when a mainframe device is hacked. Max +2 PWR per turn. +1 Anarchy. Weapons: Neural Disruptor Bio: Esther Martins was a rising Holovid star when a rival leaked her teenage participation in anti-corporate riots. Fired by her studio and facing an unrelenting public smear campaign, she faked her death and went underground. 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Recapture him before he gets away or many of our operational secrets. I pulled the trigger myself, and I would do it again in a heartbeat. FILE #REF PEIA-X MM 0215 Creature of Darkness Name: Fullname: Matei "Draco" Cernat Age: 40 Years of Service: ?? Gender: Male Hometown: Bucharest Class: ?? Augments: Neural Patern Grid-Mapping human neural tissue is not a simple task, especially with the ever changing data of a live subject. However, it is much easier to get a good data pull when the patterns remain constant and still. Abilities: User cannot buy skill upgrades. Scanned KO guards generate a random bonus. Dead units scanned will give permanent skill upgrades. Weapons Neural Disrupter, Plasma Gun Bio: Born with a rare photo-sensitive skin condition. Matei grew up a recluse in a dimly-lit world of dusty books and old stories. His debut neural 'The Data Vampires', made him a small fortune upon its publication, but he spent much of it resecuring his privacy. Dogged by rumors of strange augmentations and questions about the real-life inspiration for his macabre works, he eventually faked his own death and retreated into the shadows. When corporate forces overran his hometown in the first major offensive of the war, he emerged from hiding and offered his skills to the PEIA. Strapped for agents, the PEIA didn't ask too many questions about how a reclusive neurvelist would have attained such skills. Assessment: Draco's methods were certainly unconventional, and I took heat for recruiting him. But what my superiors failed to understand was that we were not fighting a conventional war, and we could not afford to limit ourselves to conventional tactics. The corporations had deeper pockets than we did, and were wholly unaccountable to the system of international justice. I didn't have the luxury of restraint. I was charged with interdicting the enemy's security operations as efficiently as possible, and if bad things happened to a couple of their corpses along the way I make no apologies. Some day I'll get around to that silly vampire book. Who has time to read nowadays, anyway? FILE #REF PEIA-X MM 0143 Credit Monster Name: Fullname: Derek Mossman Age: 28 Years of Service: 5 Gender: Male Hometown: Manchester Class: ?? Augments: Particle Envelope:You could always trust Derek to find the latest and greatest, but even he might have outdone himself when he captured one of the earliest transport technology prototypes. Abilities: This agent is teleported to the TRANSPORT BEACON when the beacon is activated. Weapons: Neural D.A.R.T, Transport Beacon Bio: Derek Mossman was a skilled, self-taught hacker who stole and cheated his way out of post-industrial Manchester. His curiosity for exotic technologies far outstripped his means, and he originally joined the PEIA to gain access to the newest toys. Gladstone could see his potential and took him under her wing. Their fortunes at the agency raised together, and when Gladstone took charge she appointed him her second-in-command. While Derek is a serviceable agent, his true skills lay in logistics. His ability to produce credits and material seemingly out of thin air kept the PEIA fighting strong until the bitter end of the conflict. After the war, he would use those same skills to create one the most extensive private information gathering networks on the planet. Assessment: Derek puts on an air of self-interest, but he's got more skin in this game than he's willing to admit. He saw the nasty side of corporate power as an orphan back in Manchester, and he's never forgotten it. He's able to put some of those feelings aside for the sake of business, but when the chips are really down he can still be counted upon. When I was captured, the agency wrote me off. I don't blame them - not many people walk out of deprogramming chamber the same person they went in as. But Derek kept looking. He tracked down the facility where they were holding me, and was able to remotely hijack a nanofab within. A single neural disrupter in the right hands at the right time can make all the difference in the world. Notes The "Years of Service" information is not visible anywhere in-game. However, if Debug Mode is enabled, this information can be seen in the agent's list of attributes. Similarly, the "Class" and "Home Town" information is also only obtainable via debug mode. The Archived agents files all exist from before their employment at Invisible Inc.

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