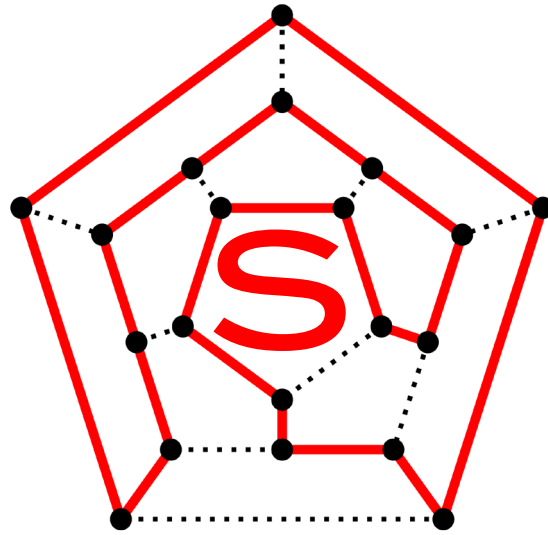


The Secret Project

According to the classified briefing that you received, the product is no less than a fully functional teleportation system. Such a system could revolutionize every single aspect of society. No more highway system. No more shipping overseas. No more travel by space shuttle. No more border security. How will it change transportation? Industry? Urban development? Space exploration? Warfare?

The Facility

Though they are making big promises, the SAT labs are pretty small and humble. Just a single smallish lab and a few other rooms. Are these three scientists the only science staff that they have? Did they really make this amazing breakthrough as a modest little garage startup? You had heard amazing things about Sufficiently Advanced Technologies. The reality seems to be... smaller. Not the giant well funded lab that you were expecting from their press releases.



SUFFICIENTLY

ADVANCED

TECHNOLOGIES

Information packet for

David Agnew

Timepiece Investments

Project ISIS presentation

January 22nd, 2021

Welcome to Sufficiently Advanced Technologies!

Everyone in a high tech industry has heard of **Sufficiently Advanced Technologies**. It's the impressive little startup that snatched up some of the world's leading physicists.

Led by maverick businessman **Alan Smithee**, the company has been spawning rumors and buzz aplenty, even without ever announcing what it's been working on.

Everyone seems to have a theory about what the secret project is. You have heard several before you were invited to this presentation. Some theories are mundane, some are outlandish. All of them were wrong.



Background

You're supposed to be here as a potential investor. You are, supposedly, "David Agnew", a powerful speculator in scientific tech startups. What no one else knows is that you're not David Agnew. You are actually an agent of the **Temple's Foundation**, an ancient secret smuggling ring. You have been sent here to smuggle away classified high energy technology so the Temple's Foundation can sell it off in foreign black markets. You should receive a hefty share of the proceeds from any such sale. First, though, you need to get the items and get out.

Your contact inside the company is using the codename "**Clockworker**". You're supposed to find them by repeating a codephrase "*Did we meet at the Clockmaking convention?*" Then they are to answer "*It's been a long, long time since then.*" Find the Clockworker and get the goods off him or her. They must be one of the company insiders or someone close to the company. How else would they have gotten access to the scientific equipment?

You've heard through the grapevine that **Mr. Smithee** is in dire financial straights. Dire enough that he sold a big chunk of the company off to some mysterious investor. You'd like to know who this unknown supporter is, because that's where the real money is. Smithee has been keeping his huge debts a secret. Why is he hiding his financial situation? Is he embezzling from the company? Can you use this to get leverage on him?

Goals

Get the goods. The more high tech junk you can get your hands on, the better. Plans and blueprints and science notes would all be good too. You don't care if this demonstration works or if it doesn't. You just want the items involved, so you can smuggle them out. Foreign scientists can worry about making it work once they've paid you. Once you have them, you just need to get everything out of here without looking suspicious.

Hide your wrongdoing. If you get caught, then it will make it harder to get out and sell stuff on the blackmarket. **Tara Samms** will be a problem here, and those military types like **General Duggan** and **his bodyguard Plinger** don't make you comfortable at all.

Make a buck. Selling the goods on the black market is great. But maybe there's some more money to be made here somewhere, if you keep an eye out. Blackmailing Smithee, perhaps. Or swindling someone else? Science types are usually gullible because they think they know everything. Military guys might get you some access to some really serious hardware, and you can think of several nation-states that would like their hands on American military hardware.

People You Know

Tara Samms - *Shit. Shit.* On a previous con operation, you seduced her to get access to the lab where she was working and you stole some items. Now she's here, which is *bad*. Very bad. She could blow your cover, reveal your whole lie to everyone. What was your cover name for that job? It was something weird sounding. "Eugene"? "Dortmund"? "Devlin Armbruster"? How can you keep her quiet?

Clockworker - The Temple's Foundation is extremely secretive, so you don't actually know anything about who your contact is. You'd think that they'd give you at least a description or gender or something, but they wouldn't reveal any of that to you. You know that the Clockworker must be one of the insiders in the company, as they already have the goods for you stashed somewhere.

Alan Smithee - Likes to look like he's in charge, but you know his secret investor controls more of the company than he does.

Lady Braxiatel - She's obscenely rich and interested in tiny startups like this one. You would definitely like to get in good with her. Someone that rich would be a plum target for a long con of some sort. Perhaps you could draw her attention to some imaginary projects that you are "invested" in?