

ORGANIZATION WITHOUT A COOL ACRONYM (O.W.C.A.)

Background Guide

Director: Aadam Dadhiwala

ABSTRACT: Here at O.W.C.A., our agents are typically tasked with taking down our nemeses to keep the Tri-State Area and its residents safe and sound. Thanks to our organization's presence, the threat level in Danville and its surrounding areas are at a minimum. It isn't unusual, however, for serious issues to arise every now and then. Though these extra evils are often relatively simple to handle, our intelligence taskforce has just picked up chatter about a new, stronger, EVILER force threatening the Tri-State Area.



threatening the Tri-State Area about a new, stronger, EVILER force threatening the Tri-State Area.

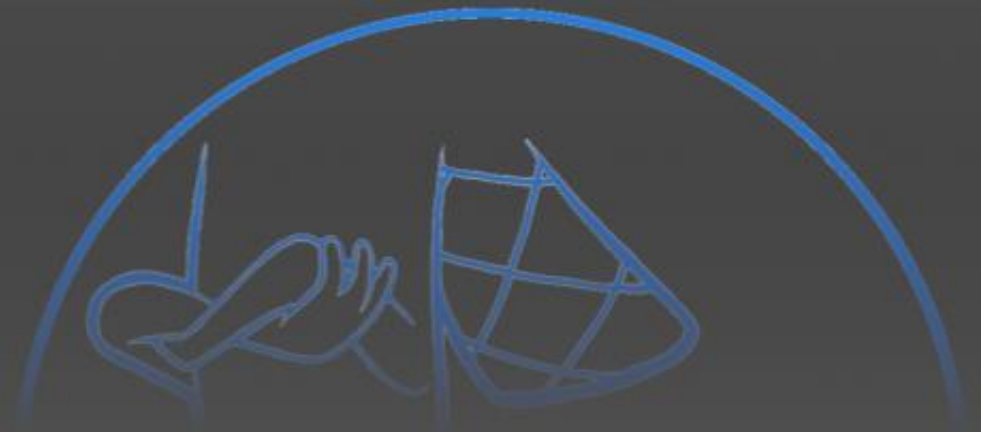


TABLE OF CONTENTS

DIRECTOR’S LETTER 3

COMMITTEE BACKGROUND 4

 HISTORY OF O.W.C.A..... 4

 GOVERNMENT INVOLVEMENT..... 4

COMMITTEE MECHANICS..... 4

DIVISIONS OF O.W.C.A 5

 THE AGENCY TODAY 6

 BUDGET 7

 POTENTIAL THREATS 8

 IMPORTANT EVENTS 9

 EVENTS LEADING UP TO THE COMMITTEE..... 10

IMPORTANT NON-PLAYING CHARACTERS..... 10

CHARACTERS 12

BIBLIOGRAPHY 17



Director's Letter

Dear Delegates,

Welcome to SSICsim 2021! I know I speak for the entire dais when I say how excited we are to meet you all virtually in November. Before we bombard you with information, a little bit about myself: my name is Aadam Dadhiwala, and I will be your Director at the Organisation Without a Cool Acronym (O.W.C.A) at SSICsim. I am currently a third-year at the University of Toronto double-majoring in Human Geography and History.

The dais and I have worked very hard to design a unique committee experience. This committee will require you to utilize the knowledge you gain through research, be creative, be quick-thinking, and cooperate with your fellow delegates. It is important to recognize that this background guide does not contain a complete description of the committee's topics and/or focus. We have provided you with broad context for the crisis, but it is crucial that you supplement this information with your own ideas and imagination. It is up to you to learn more about the complexities of the organization, research the backstory of your respective characters, and develop possible solutions from that research. To me, Phineas and Ferb is the pinnacle of a crisis experience. Although it is personable and realistic, it can (and often does) become an untamed imaginative experience. In my four years as a high school delegate, almost every "practice crisis" we ran used Phineas and Ferb to teach us the ins and outs of crisis committees, to help us understand and push the plausibility factors, and to encourage us to let our imaginations run wild as we searched for solutions to any given scenario. By focusing on the agents and their double lives, we are exposing the untold stories of the lesser known, but just as crucial, characters of the series. Without these agents and O.W.C.A., who knows where Danville and the Tri-State Area would be?

It is officially up to us to save and defend the Tri-State Area, and I can't wait to see you all bring this committee to life.

Sincerely,
Aadam Dadhiwala
Director of O.W.C.A.
aadam.dadhiwala@mail.utoronto.ca



Committee Background

History Of O.W.C.A

The Organization Without a Cool Acronym (O.W.C.A.) was established in 1949 by President Harry S. Truman to aid the Central Intelligence Agency (CIA) with intel collection and analysis. What began as a small covert branch of the CIA is now one of the most successful government efforts of all time with over 500 agents across the nation. As the only agency comprising primarily animal agents, O.W.C.A. is underestimated in the intelligence and defense committee but continues to prove itself as a valuable asset to the community it serves.

Government Involvement

The O.W.C.A. is funded and protected by the United States government. The divisions of the budget are listed below under Resources. All leadership positions within the agency are assigned to high ranking military officers (general, colonel, major, corporal, admiral, etc.). The government stays out of day-to-day activities, but can always be contacted in case of an emergency, high-profile target, or potential catastrophe. The agency used the Homeland Security Advisory System prior to April 2011 to establish threat levels within the organization and advise Homeland Security on nationwide threat-level assessments.

Committee Mechanics

Delegates do not need to indicate the type of directive they are issuing. However, types of directives include: Enforcement action: The committee may issue administrative measures, regulations, or legislation that have the force of law. These may include censorship of media, emergency legal measures, or the removal of officials at or below the ministerial level.

Political directives: The committee may communicate with and possibly direct local government organizations, legislative leaders, or allies as a method of garnering internal political support.

Internal communication: The committee may communicate and issue memorandums to all aspects of a constituent government. Internal communication is meant to provide delegates with specific directives, instructions, reminders, or suggestions. It may also be used to reinforce specific political stances the committee has elected to take up, or to instruct internal ministries with respect to the media treatment of certain issues and events.

External communication: The committee may wish to deliver messages to those outside of its government.

- Communiqués: Used to communicate with foreign governments or bodies expressing national policies or intentions.
- Public Service Announcements: Messages that the O.W.C.A communicates to the general public, branches of government, and/or the military on a wide-scale basis. They are typically used as a propaganda tool.
- Invitations and Requests: The organisation, or members of the O.W.C.A, may decide to issue requests to directly meet with witnesses, politicians, prisoners, or any other individuals pertaining to a particular crisis. This type of directive is useful for direct contact or negotiation; however, there is no guarantee that these requests will be accepted.
- Propaganda/Opinion swaying: Actions such as anonymous news reports or op-eds, involvement in a radio broadcast or night show, leaking confidential information to media outlets.



Morale: Any failed military operation will result in decreased morale for all committee members involved. Therefore, failed operations will result in subsequent military operation proposals less likely to be approved by the President. *Notedly, if a delegate sees that their military proposal is constantly being rejected, they should opt for an alternative method to avoid further risking a drop in committee morale. The Crisis Team will take note of failed military missions.*

Agent Funds System: The O.W.C.A. Division heads, also known as the dais, will be keeping track of every successful mission and every failure you will undertake as your character whilst keeping track of your personal finances. While announcements will be made regarding the committee's budget as a whole, every delegate's fund will be kept private. A list of possible directives and missions and use of Agent Funds will be provided in the weeks leading up to the conference.

Divisions of O.W.C.A

The O.W.C.A. is composed of 8 separate committees, while still remaining a united entity and agency. These committees are listed, in no particular order: Research and Development, Cyber Division, Intelligence Task Force, Undercover Squad, Corruption and White Collar Crime, Member Development, Budgeting, and Animal Resources Committees. These committees all operate to accomplish and achieve the following corresponding objectives:

- **Research and Development (R&D):** Responsible for all things innovation. Agents that are incorporated in the Research and Development Committee are in charge of reactionary measures to threats by creating the technologies directly used by the agency and its agents. This committee is in direct correlation with the U.S. Army's technology and development department.
- **Cyber Division:** Responsible for ensuring cybersecurity and stable wireless connections between the various departments, sectors, and committees inside the O.W.C.A., as well as to their connections outside of the agency. This division is in charge of ensuring the private protection of the agents to media and other forms of exposure so that all members/components of the agency can remain under the radar. They monitor online activity, support and secure the firewall, and provide assistance from HQ.
- **Intelligence Task Force:** Responsible for underlying information surrounding covert actions, investigations, and suspects/fugitives. These agents engage in reconnaissance missions and vetting outside sources.
- **Undercover Squad:** Responsible for engaging in and being the lead forces of covert actions. The undercover division specializes in work geared and revolving around the hidden gathering of information and execution of special tasks (securing evidence. etc...). They work closely with the agency's R&D department to innovate different guises and costumes, manufacture fake identities, create backstories, and train animals in "harmless animal mode." This is also the only division that has division leaders and interns directly in the field.
- **Corruption and White Collar Crime:** Responsible for controlling the loyalty and security of money/privacy motions within the agency. These agents are responsible for preventing and reacting to covert/underhanded actions hidden away beyond the physical defences of the agency. This committee works hand-in-hand with the cyber division in their preventative measures. Specifically, they keep tabs on major corporations and politicians while assisting the federal government in their investigations.
- **Member Development:** Responsible for developing the progression of agents in their day-to-day lives as agents. This committee trains all agents in their modes of self-defence, mentor agents in



life and work endeavours, develop strategies and plans that correspond to an agent's area of expertise and plans the O.W.C.A. cadet graduation party.

- **Budget Committee:** The budget committee controls the financial distribution and allocation of funds amongst the members, committees, and missions. They are completely responsible for understanding and documenting the flow of funds within the agency and the involvement of the federal government.
- **Animal Resources (AR):** Responsible for acting as the agency's "Human Resources Department," or in this case "Animal Resources Department." This department is responsible for selecting and vetting agents that are being recruited into the agency. They also control, monitor, and assist with the emotional support of the agents and all corresponding members of the agency. Animal Resources also plans the annual Agency Holiday Party.

The Agency Today

Recruitment and Training

Recruitment is done primarily by Animal Resources. Animals across the country are scouted by AR as they look for desirable agency traits such as, but not limited to, leadership, discipline, strength, bravery, and intelligence. Particularly promising potentials are approached and offered a spot in the following year's cadet class. Zoo animals can be recruited by undercover division leaders that travel between zoos around the United States, and, if accepted, will later be transferred to a zoo in their assigned area.

Cadets are primarily trained in technology usage and hand-to-hand combat. During their training, domestic and wild animals report to O.W.C.A. adoption centers while zoo animals are trained by Undercover Squad leaders and interns. They must go through a one-year training program designed by the Member Development Division and are able to graduate and become agents at the end of the program. The agency also provides training through summer internships for its human assets. Summer interns work at the O.W.C.A. Adoption Centers and are assistants to division leaders.

Assets

Technology: O.W.C.A. features several technological innovations that are utilized in missions, investigations, etc. The R&D department creates and discovers new technology every day, but here are just some genres and examples listed below:

- **Lairs:** Agents have their own secret lairs that are in direct connection and communication with O.W.C.A. and O.W.C.A. administration, like Major Monogram.
- **Secret entrances:** In various locations around their assigned area agents have secret entrances in their major and most visited locations that transport them to their lair, O.W.C.A. HQ, or other desirable destinations.
 - Examples:
 - Vending machine handprint scanner at Googolplex.
 - Photo booth at the Danville Museum.
- **Equipment:** Each agent has featured equipment that is built and personalized for their usage by the R&D department in order to assist them with completing their missions and sustaining their secrecy within the agency.
 - Examples:
 - Lawn gnome disguise.
 - Multi-tool watch.
- **Vehicles:** Vehicles are dispatched to agents in order to help them in transport and accomplishing their missions. (Disclaimer: Not all vehicles are accessible to all agents).
 - Examples:



- Jetpack
- Rocket car

Super Secret Spy Network (SSSN): The SSSN is essentially the SWAT team of the O.W.C.A., and is an asset provided by the U.S. government. The SSSN is activated when the identity, security, or secrecy of an agent/agency is put in jeopardy. This team is composed of heavily armed special soldiers that are under O.W.C.A. jurisdiction. Acting with deadly precision and efficiency, they are the agency's top tier secret weapon and are only tapped into when top tier targets or threats are present. Being the agency's most powerful asset, they are armed with bulletproof vests and their identities hidden by a pair of protective goggles.

- Advantages: Elite trained, highly efficient, and extremely well-coordinated raids.

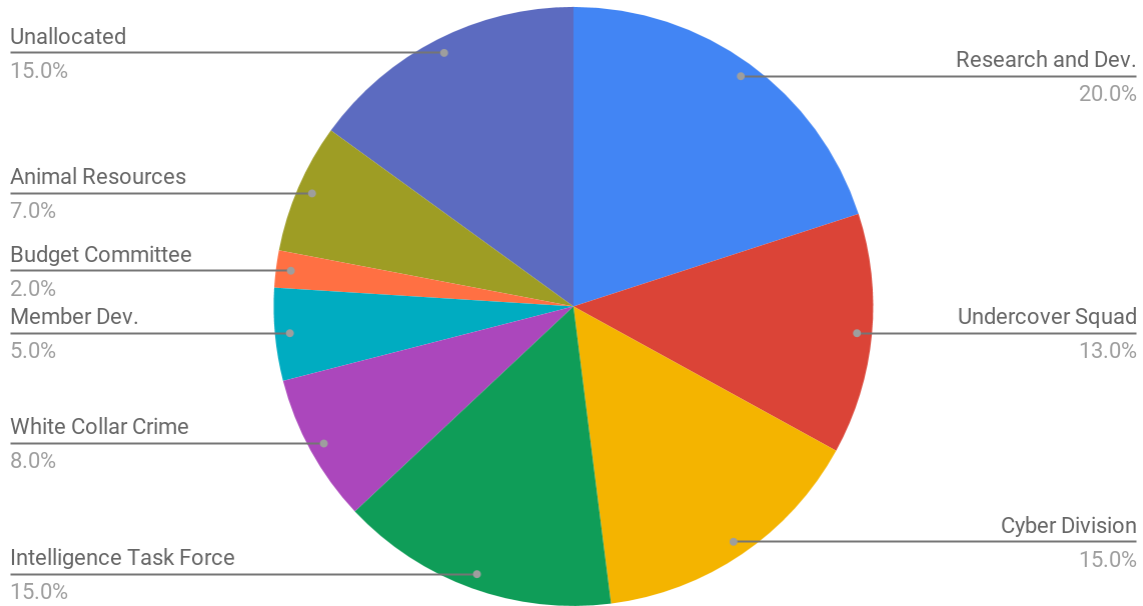
Allies:

- S.H.I.E.L.D.
 - Based in New York but has been affected by evil ongoings in Danville.
 - Access to helicarrier and the Secret Hideout for Emergency Defense (S.H.E.D.).
- C.O.W.C.A. (Canadian Organization Without a Cool Acronym)
 - Agency devoted towards stopping evil villains in Canada.
 - Predominantly consists of human males with the exception of Lyla Lolliberry.
- British Spy Union (BSU)
 - Has worked in conjunction with O.W.C.A.
 - Elite individuals that are always snazzily dressed.

Budget

While maintaining the daily act of emergencies, technology, and general workmanship commission, the O.W.C.A. spends several amounts of money. The government supply appears to only give them \$4,300,00 USD, as budget cuts occur. Sometimes, this affects an agent's mission, and therefore necessary government acts are accomplished by contacting the president. There is enough in the budget for minor and large remodelling. With agents spread out clearly across the country, the O.W.C.A is aware of anything and all that happens in the United States, using different "sources" and technologies.

Budget Allocation



Potential Threats

Known Enemies

- League Of Villainous Evildoers Maniacally United For Frightening Investments in Naughtiness (L.O.V.E.M.U.F.F.I.N.): Many of the professors that are part of this organization teach at Danville University. They have been known to use the university's money to fund evil projects under the guise of research, which has caused Danville University to be a place of interest in the eyes of the agency. L.O.V.E.M.U.F.F.I.N. is run by Supreme Leader Heinz Doofenshmirtz.
 - *The Annual Inator-creator Competition L.O.V.E.M.U.F.F.I.N.* hosts an annual meeting held in May to showcase the most "brilliant" inventions of the year. This competition is a hotspot of evil activity, and scientists from all over the country trek to Danville in order to attend. In response, many O.W.C.A. agents also find their way to the area in order to be ready for anything.
- Dennis the Rabbit: Former agent that went rogue and tried to hack into the agency's mainframe. He is a mercenary for hire and is considered extremely dangerous. As a former agent of the O.W.C.A., Dennis is a highly trained combatant, with knowledge of disguise, and several different styles of fighting including a variety of martial arts. His current location is unknown, however, he was last seen in Candice's room looking at blueprints of an unknown area.

- *The Regurgitator*: Known as “The World’s Most Evil Villain” on his own webpage, but is also currently locked in O.W.C.A.-traz.
- *Mitch*: Known as “Big Mitch.” Spends most of his time traipsing the universe to poach animals for his own private collection and trying to take over the entire galaxy.

Important Events

- *Ballroom Fiasco*: A few years ago, the First Annual Disservice Awards and the Agency’s annual Cadet Graduation were scheduled in the same ballroom at the same time and obviously a fight ensued. The costs and damages severely put back the budget during that year and there was some organizational restructuring. However, Colonel Contraction has since been reassigned as Director of the Agency after his suspension and reports directly to the President of the United States quarterly.
- *Budget Cuts*: The budget provided to the Agency has been significantly cut in recent years. Unfortunately, this has meant that every department within the Agency is being forced to downsize or find other forms of income. The Budget Committee is actively looking into ways to ration what is left in the fairest manner and/or expand the current budget.
- *Renovation*: The Agency is currently in the middle of a major renovation, which often has the agents jumping through hoops to get in contact with their division leaders to receive their missions. Since the renovation has extended into HQ, agents are often met with detours and loud construction noises when arriving for meetings and briefs. The renovation includes a new break room with a state of the art kitchen, dormitories for visiting agents, and a pool in the basement.
- *Pageant of Evil*: An annual, televised competition in the Danville Arena where the members of L.O.V.E.M.U.F.F.I.N. and newcomers participate in various events to determine who will be the next supreme leader of the organization. In recent years, the competition has been a disaster, but Supreme Leader Doofenshmirtz is determined to make the 3rd Annual Pageant of Evil his greatest success.
- *AgentCon*: June 1st marks the beginning of AgentCon, which is a conference where secret agents from all over the world descend upon Seattle to attend workshops, seminars, and social gatherings. This allows agents to make connections and continue their training post-graduation. It is O.W.C.A.’s second favourite event of the year, the first being the Annual Christmas Party. The influx of agents from around the world for AgentCon has also added to the confusion and difficulty of getting around HQ.
- *Cadet Graduation*: Every August, the Agency hosts the annual cadet graduation and graduation party at Knights of Danville Hall under the secret codename “Capulet Bar Mitzvah.” Since the Ballroom Fiasco, Member Development has been sure to reserve the ENTIRE ballroom in order to avoid conflict. The graduation also serves as a homecoming to alumni of O.W.C.A. from across the country and hosts the largest number of O.W.C.A. agents out of any events all year.
- *Annual Disservice Awards*: One of L.O.V.E.M.U.F.F.I.N.’s most favoured events of the year with almost every single member and notable guests in attendance. Since the Ballroom Fiasco, the event has been held at a warehouse under the name “Hatfield Wedding.” No active evil is allowed during the ceremony in order to avoid mistakes of past years, but that doesn’t stop nominees from competing against each other all night to try and receive the MOST prestigious award, “Most Likely to Achieve World Domination.”
- *Annual Christmas Party*: The best part of the year, O.W.C.A. members are invited to the Christmas party and Secret Santa gift exchange on December 25th. Most agents would not miss this for the world and spend months preparing gifts and outfits.



Events Leading up to the Committee

It's the last month of school before summer vacation in Danville and the citizens are excited. Soon it will be time for camping trips and beach days, but agents must stay more alert than ever. Unrecognizable levels of energy have been detected radiating from the Danville University area where several L.O.V.E.M.U.F.F.I.N. members are employed. It is unclear what is causing these surges, but it is worth considering that the Inator-creator competition is approaching, and building these contraptions could use considerable amounts of energy. Agent Perry the Platypus has initially been sent out to investigate the matter, however we have lost contact with Agent P recently.

Important Non-Playing Characters

- Colonel Carson Contraction: Director of O.W.C.A. Colonel Contraction has worked at the agency since its conception and has helped make the Agency what it is today. Carson works directly with the Joint Chiefs of Staff to advise the President, the Secretary of Defense, Homeland Security, and the National Security Council on military matters. He primarily works out of the Pentagon, but travels regularly to HQ to ensure that everything is running as it should. The Agency means everything to him and he considers all the agents' family.
- Major Francis Monogram: Division Leader of Member Development. Major Monogram started off as an intern and climbed up the ranks of O.W.C.A. until becoming a commander himself. He has direct contact with the President of the United States and significant sway within the Agency. Francis also has major trust issues due to an incident with Santa Claus and a pony when he was five years old.
- Admiral Wanda Acronym: Division Leader of the Cyber Division. Wanda Acronym comes from an extensive lineage of unpaid interns from the British Spy Union. She is the first in her family to reach Division Leader status, albeit in a cousin agency. Wanda moved to the colonies because her parents had become too overbearing, but she often travels back to London to visit with them and her colleagues at the BSU. Her friendship with Major Monogram stems from their time together as interns in the 80s, and their divisions often work together to improve the efficiency of the Agency.
- Sergeant Andrew Speech: Division Leader of the Intelligence Task Force. At the ripe young age of 26, Andrew Speech was recruited from the SSSN into the Agency for his participation in Operation: PLATYPUS during his mission in Baghdad. His experience in covert ops gives the task force an upper hand, especially due to his experience in the desert with SEAL TEAM 6 along with his enigmatic buddy D.A.
- Corporal Rose Comma: Division Leader of Animal Resources. Corporal Rose Comma received her degree in human resources administration from West Virginia University. As a young child, she always chose to be the HR rep when she played "Office" and she had her pets and stuffed animals pretend to file complaints. Rose decided to join the forces approximately four years ago and has made a speedy rise up the ranks. When they decided to ship Rose out, her one condition was that she be able to work in some kind of resource department. She is still in close contact with her colleagues in West Virginia, and they are always willing to help her and her division.
- Commander Ted Conjunction: Division Leader of the Corruption and White Collar Crime Taskforce. Ted began his career as a highschool business teacher, and was recruited to O.W.C.A. by the president. Commander Conjunction was given an honorary rank to uphold this position since he previously did not have any military experience. He spends most of his free time with his wife or teaching as a substitute teacher at Danville High School. He is so passionate about business, which is why his division has a 98.99% success rate. His jolly personality makes him



one of the most popular leaders at O.W.C.A. and he often represents the Agency at joint-agency socials and briefings.

- *Ensign Holly Element*: Division Leader of Research & Development. Ensign Holly has been dedicated to the S.T.E.M. field for the majority of her life. Her passion was sparked after winning science fair competitions in middle school, which only grew further throughout her education leading to her graduating at the top of her class at M.I.T. and being recruited by a top secret branch of the military for a special engineering project. Since her time in Phoenix working on Project B.O.A, Holly has been very quiet, but she works very efficiently and is always willing to help an agent in need. She can often be found talking to herself or an unknown entity on her headset that she never takes off.
- *Lieutenant Tony Language*: Division Leader of the Undercover Squad. The Lieutenant is a born and bred military brat. Due to his parents active work in the military, Tony moved around the world to different bases every couple of years with them and with every move Tony reinvented himself. After joining the military, he desperately wanted to join any black ops team that would take him but due to his large stature, they all felt he couldn't be covert enough. Since those who can't do, teach, Tony applied to supervise O.W.C.A.'s Undercover Squad, citing his expertise on creating new backstories and characters for himself and those around him.
- *Private Scarlett Pronoun*: Division Leader of the Budget Committee. Private Scarlett Pronoun joined the forces fresh out of college and is our youngest division leader. She has quite a knack for numbers and was transferred to the Agency to handle ensuing budgeting issues in light of the Ballroom Fiasco (see Important Events). Scarlett has already expanded the budget quite a bit and was even able to finagle the security deposit from the Knights of Danville Hall back to the Agency after the Ballroom Fiasco. She usually has her eyes glued to her excel sheets and is an excellent multitasker, and in the short time she's been here has learned everything there is to know about O.W.C.A.
- *Roger Doofenshmirtz*: Mayor of Danville. He always surpassed his younger brother, Heinz Doofenshmirtz, due to the extra love received from his family. This extra attention helped him to become a charismatic and intelligent leader. As mayor, Roger has extreme influence over the town and sits on the Tri-State Area Council.
- *President Dylan Aladro*: President of the United States. As a long-standing member of the Navy SEAL's infamous "SEAL Team 6," President Aladro served five tours and was involved in Operation: PLATYPUS. His military career ended after his last mission, due to nine bullet wounds. Post-retirement, Aladro became a part-time calculus teacher and a full-time researcher in Euler's method. It was his developments in the military and research fields that resulted in his election.
- *Lyla Lolliberry*: Lyla is the Agency's main contact with C.O.W.C.A. She values the power of cooperation and positivity. Lyla is very good at playing the long game and keeping perspective of the bigger picture. She also is incredibly skilled at hand-to-hand combat and is constantly fighting for female equality in a male-dominated workplace.
- *Inspector Initials*: Division leader in the British Spy Union, directly above Agent Double 0-0. The Inspector is interested in Major Monogram, but respects his marriage, and is thus single and ready to mingle. She has a direct line to both Queen Elizabeth and Prime Minister David Beckham for times of emergencies, but she only reports to them directly every quarter.
- *Agent Double 0-0*: Agent of the British Spy Union and Her Majesty's Secret Service, reports directly to Inspector Initials. Agent Double 0-0 can ALWAYS be seen in a suit and wearing the latest technology provided to him by the Spy Union.
- *Meap*: Intergalactic Security Agent and nemesis to Mitch. His real name is unknown, but he is nonetheless very popular in Danville. When he is not wearing his mustache translator, the only other character that can understand him is Mitch since they are the same species.

Characters

Agent A: Ariel the Armadillo, Wild

Ariel has the toughest shell the agency has ever seen. Not only is it bulletproof and practically indestructible, the shell's strength combined with his speed allows him to become a bowling ball, knocking over enemies like pins. Ariel has super burrowing skills and is great at hiding things, whether it's agents in danger, sensitive information or objects. Because his vision isn't the best, he wears special glasses created by the R&D department. These glasses act as a supercomputer allowing him to view floor plans, see outlines and heat signatures through walls, and communicate directly to the agency.

Agent B: Bryan the Bear, Zoo

Bryan was rescued by the Danville Zoo from a radioactive forest in West Asia. He is fluent in Arabic, Turkish, and Persian, as well as English. The radiation caused him to have a supersonic growl and poison claws, making him one of our most deadly agents. However, Bryan is also one of our friendliest agents, which allows him to excel at surveillance and undercover work. He is an expert at traveling and creating undercover identities, which is why he is the go-to for cover stories and quick getaways during missions.

Agent C: Karen the Cat, Pet

Karen has been part of the agency since birth as her mother and father were the top agents of their time. Her agility and tendency to disappear even when not on duty make her one of the best agents to date. Karen is the number one trainer at OWCA, proficient in the art of sneaking and scratching. She teaches our non-clawed agents how to use the external claws provided to them by the R&D department. Having recently given birth, she has eight children each trained with their own ninjutsu specialties. Karen has also started a day-care within the agency where agents can drop off their children to be trained and taken care of.

Agent D: Derek the Duck, Wild

After being abandoned in the deep sewers of the Tri-State Area, Derek developed strong self-defense skills in hand-to-hand combat, extensive knowledge of whirlpools and water currents, and has mastered the art of their manipulation. Being semi-aquatic, he is highly accessible in a large number of environments, and is an expert handler of various marine technologies he's been exposed to. Over the years, Derek has developed an immunity to common household bread. Because of his webbed feet, he is unable to move as quickly on land as other agents; therefore, the R&D department issued him a size 9 pair of Heelys.

Agent E: Erika the Eagle, Wild

Living life perched on the rooftops of the Tri-State area since birth, Erika has become fully aware of its landscape and has developed super-hearing as a result of constantly listening in on street conversations. Being at such high altitudes, her vision was forced to adapt to the point of acquiring x-ray vision. Erika has learned how to extend her talons on command and is our resident expert on reconnaissance. Erika is extremely sensitive when it comes to her appearance, especially when she's trying to impress her husband, Enzo.

Agent F: Ferg the Fox, Wild

Just like a common fox, Ferg is stealthy, speedy, and deceptive. He is a master of disguise, and looks up to his favorite hero, Pistachio Disguisey, for inspiration. When he rolls up his fur, Ferg has bulky arm muscles from working out twice a day, every day. He can sneak his way out of any trap and talk his way out of any situation, due to his wily nature. Ferg can build efficient weapons and gadgets out of common items. He really enjoys playing video games during his free time and considers it the perfect training exercise for his real life missions.

Agent Silent G: Gnewton the Gnu, Zoo



Known for his fantastic full beard, Newton (now Gnewton) has incredible powers of attraction and persuasion, especially with the ladies. As a herbivore, Gnewton has extensive knowledge of poisonous, healing, and debilitating plants and often uses this knowledge to his advantage in battle. His curved horns are over a foot long and extremely dangerous to an opponent, but sometimes makes him very susceptible to getting stuck.

Agent H: Herman the Hedgehog, Pet

Herman is best known because of his ability to fit into small spaces and the ability to go unnoticed. He has some of the best powers of observation in the industry; Herman almost never blinks and his ability to disguise himself as a coconut makes him as invisible as a fly on the wall. Herman also possesses enhanced speed, and he's great at hiding in small dark spaces and rooting through hedges and undergrowth. His spiky back makes him difficult to catch and offers a great lock pick or sword when he pulls one out. Herman has mastered the art of escaping, earning himself the nickname Houdini.

Agent K: Kasey the Kangaroo, Zoo

Much like Mary Poppins, Kasey uses her utility pouch to hide secret gadgets and weapons. Her favorite gadget is the Media File Eraser/Universal Delete Button, and she often carries her joey in it when not on missions. Kasey is a master kickboxer, and was Captain of the Agency Boxing League before it was shut down because agents were unable to go on missions after matches due to pure exhaustion. Her incredibly strong legs evoke fear and jealousy in her rivals. Kasey also loves holiday parties and socializing with her coworkers and, as one of our more popular agents, she often focuses on boosting company morale.

Agent L: Liam the Lion, Zoo

Known as the King of the Animal Kingdom, many of our rookie agents look to Liam for guidance and support. His extreme courage makes him one of our most effective team leaders and you can almost always find him at the head of our most dangerous missions. His supersonic roar and 36-foot leap make him widely feared by humans and animal foes alike. Liam's ability to inspire those around him makes his advice very powerful and his missions very successful. Him and Zander (Agent Z) are often seen hanging out and exchanging stories about their days in Africa.

Agent M: Mimi the Mouse, Pet

The smallest agent, Mimi, is extremely curious and intelligent. Her quick stint as a lab mouse gave her an expanded knowledge of chemical compounds. She is stealthy, can move at unbelievable speeds due to her constant training on her wheel, and she is an expert in hand-to-hand combat while on stilts. Mimi, one of our more underestimated agents due to her petite stature, is one of the most courageous agents in the agency. Her white fur makes her excellent at camouflaging herself with the use of body paints, which play perfectly with her artistic talents and painting hobby.

Agent M: Mike the Monkey, Zoo

Mike grew up at a zoo in the wrong enclosure, but he luckily eventually found other monkeys who helped him learn how to swing with so much force that he's able to swing from exhibit to exhibit to find the others of his species within the zoo. As a howler monkey he is able to debilitate and confuse opponents with his howls, as well as communicate plans using a secret code developed by him and Wayne (Agent W). Mike is also a writer and spends most of his time writing code, plans, or his personal favorite, his screenplay about life as a secret agent.

Agent O: Omar the Octopus, Zoo

Omar is our most mysterious agent. It can be months between sightings of Agent O, and yet the agency has never seen an agent like him. Whenever he's around, he offers incredible input on organizational and



developmental strategies. His stupefying ink, ability to regenerate limbs, and flexibility allow him to work alone in most missions. Agent O is an expert in camouflage, not only can he change color, he can change texture. Omar has incredible vision, both literally and figuratively. He can see as far as the horizon under the ocean and he can also visualize plans for missions at the agencies without any help.

Agent P: Peter the Panda, Zoo

Peter comes and goes every so often, and although he is always available to help his fellow agents, he typically prefers to work alone. Peter enjoys playing blackjack and poker because his constantly serious, indifferent facial expression makes him difficult to read. The only thing Peter enjoys more than poker is creating things out of bamboo. From toys and knick knacks to nunchucks or swords to shelters, you can always find him tinkering with something new in his free time. A lot of his creations are made with his extremely strong bite force. Peter's teeth can bite into pretty much anything and allow him to be incredibly precise.

Agent R: Robert the Rhinoceros, Zoo

Growing up as a White Rhino in Africa wasn't as glamorous as many of the other animals believe, but it did teach Robert important life skills. He learned charging and hunting from his father and gathering and honing his senses from his mother. The sun has toughened Robert's skin so it can be used as a shield or as a weapon. He learned how to live in herds of up to 14, which makes him thrive in teams. After being hunted for his horns, Robert became exceptionally good at evading capture and at playing hide and seek with the young ones at Karen the Cat's daycare.

Agent S: Sergei the Snail, Wild

Sergei has found a way to chemically enhance his mucus that can turn whoever touches it incredibly slow, which takes away the advantage of speed from his rivals. He can crawl over a sharp edge like a straight razor and not be injured due to his flexible body and mucus. His shell holds many tools and he can also retract into it for extra protection or just when he's over somebody's attitude. Additionally, the inside and outside of his shell are decorated so he can spend extended periods of time inside of it. Unfortunately, this means that humans often pick him up thinking he is a pretty shell and move him miles away from his desired location. Despite his size, Sergei has enhanced strength, and can easily lift people and smack them back and forth, as well as throw them across rooms.

Agent T: Terry the Turtle, Wild

Terry is a sea turtle, and, as the lone survivor of his siblings, he had a very difficult upbringing that taught him the best way to defend and protect himself. He quickly slides around on his belly and uses his bulletproof shell to shield himself and other agents. Unfortunately, he is attracted to plastic consumables (straws, plastic bags, etc.) and often finds himself in our infirmary to get them removed from his nose. Terry is one of our greatest recruiters due to his rescuing of baby sea turtles during nesting season. Although it is unknown why this cause is so close to Terry, some agents speculate it has to do with his father and his siblings.

Agent W: Wayne the Whale, Wild

Wayne is a sperm whale acquired by Phineas and Ferb for their backyard aquarium. After the frozen aquarium fell into the ocean, Wayne met some agents and felt that undercover work was his calling. He has incredibly large teeth and can be quoted saying he "isn't afraid to take a big bite out of a mission." Wayne likes to take advantage of his advanced echolocation skills to communicate with other animals in the Danville beach area. His binocular vision and his above average knowledge of the ocean make him particularly adept for reconnaissance missions and an excellent cartographer. Wayne really enjoys the sauna, especially after very trying missions.



Agent Z: Zander the Zebra, Zoo

After going from the Central Park Zoo to Africa, Zander found himself a home at the Danville Zoo and was immediately recruited to the agency. Now that he is used to the big city life and life in the wild, Marty is our resident survivalist. He uses his stripes to confuse enemies with hypnosis, making them reveal and change their plans. He is one of our strongest kickers and has excellent vision, including acute night vision, which helps him lead some of our most secret stealth missions. Although he is not part of the undercover division, Zander enjoys dressing up and hanging out with his closest friend in the industry, Liam, in his free time.

Orion the Ostrich - Zoo

Commander Orion the Ostrich, a retired war veteran from the Great Emu War, was an ally to the emus and is the sole reason for Australia's defeat. His fellow agents often hear him boasting of the emus' win to Gary the Goat, an Australian native. After the war, Orion came to the United States, where he was diagnosed with P.T.S.D. at the Smithsonian National Zoo. He is often, and easily, frightened, resulting in him sticking his head underground. Orion was cleared after several years of non-service and jumped back into action in the White Collar Crime division of OWCA. Orion has the ability to run at insanely high speeds, which has been very helpful for catching up to criminals on the run.

Heidi the Heron - Wild

Heidi the Heron is a tall and quiet agent. She prides herself on her extreme stealth and ability to deliver a blow powerful enough to render her enemies unconscious. Being a hunter in primarily shallow waters, Heidi has mastered the art of steady movement and precision positioning. As an agent, she has utilized these skills in several espionage-based missions that have made her an excellent asset in gathering intelligence. Her long neck allows her to peer around corners and over railings/edges to gain vision of corridors and rooms without having to make substantial movements.

Pascal the Pig - Pet

Pascal developed a passion for inventing after becoming an OWCA agent, and he likes to create weird gadgets that don't always have practical uses. Some say that Pascal leads his department in motivation for innovation when coming up with new gadgets. Due to the secrecy behind many of his projects, Pascal has been rumored to have cracked the secret behind time travel. He is also the older brother to the super famous Peppa the Pig, who has a popular television show.

Ophelia the Owl - Wild

Ophelia loves to soar the open skies and travel the world. She is always developing new ways of communicating between agents and creating more aerial modes of transportation to boost efficiency within the Agency. Thanks to Ophelia's abilities of turning her head 270 degrees and her enhanced night vision, she does an amazing job at finding her enemies when she's out in the field and she can also identify bad guys from over a mile away!

Hamilton the Hippo - Zoo

Hamilton spent his youth teaching himself hacking skills, which helped him to land his job at OWCA. He is known for being the best hacker in the agency and is often known to sabotage the various creations and plans of his enemies. In his free time, Hamilton loves to watch and listen to the *Hamilton* musical and has even developed the ability to serenade his enemies into an entranced state when he sings songs from the musical's album. Truly a master of deception and cyber warfare, Hamilton is the jack of these two trades.

Santiago the Squirrel - Wild



Santiago's bushy tail is the envy of every rodent agent within the Agency. His tail has the ability to grasp objects in the same manner that an opposable thumb works, allowing him to grip and throw objects as he pleases. Santiago takes vacation time during nut-storing season, and is comfortable living in rural and urban regions. His biggest rivalry during his time in the Agency is with a neighborhood-based bird species due to his beliefs that birds have always taken the rightful territory of squirrel "gangs" since the start of civilization.

Research and Development	<ul style="list-style-type: none"> • Derek the Duck • Omar the Octopus • Pascal the Pig - Pet • Ophelia the Owl - Wild
Intelligence Task Force	<ul style="list-style-type: none"> • Herman the Hedgehog • Mimi the Mouse • Terry the Turtle
Budget Committee	<ul style="list-style-type: none"> • Gnewton the Gnu • Sergei the Snail • Heidi the Heron
Animal Resources	<ul style="list-style-type: none"> • Erika the Eagle • Wayne the Whale • Zander the Zebra
White Collar Crime	<ul style="list-style-type: none"> • Liam the Lion • Robert the Rhinoceros • Orion the Ostrich
Undercover Squad	<ul style="list-style-type: none"> • Bryan the Bear • Ferg the Fox • Santiago the Squirrel - Wild
Cyber Division	<ul style="list-style-type: none"> • Mike the Monkey • Peter the Panda • Hamilton the Hippo - Zoo
Member Development	<ul style="list-style-type: none"> • Ariel the Armadillo • Karen the Cat • Kasey the Kangaroo

Bibliography

- “Agent Double 0-0.” Phineas and Ferb Wiki, phineasandferb.fandom.com/wiki/Agent_Double_0-0.
- “British Spy Union.” Phineas and Ferb Wiki, phineasandferb.fandom.com/wiki/British_Spy_Union.
- “Canadian Organization Without a Cool Acronym.” Phineas and Ferb Wiki, phineasandferb.fandom.com/wiki/Canadian_Organization_Without_a_Cool_Acronym.
- “Dennis the Rabbit.” Phineas and Ferb Wiki, phineasandferb.fandom.com/wiki/Dennis_the_Rabbit.
- “Francis Monogram.” Phineas and Ferb Wiki, phineasandferb.fandom.com/wiki/Francis_Monogram.
- “Homeland Security Advisory System.” Wikipedia, Wikimedia Foundation, 1 June 2019, en.wikipedia.org/wiki/Homeland_Security_Advisory_System#/media/File:Hsas-chart_with_header.svg.
- “Inspector Initials.” Phineas and Ferb Wiki, phineasandferb.fandom.com/wiki/Inspector_Initials.
- “L.O.V.E.M.U.F.F.I.N.” Phineas and Ferb Wiki, phineasandferb.fandom.com/wiki/L.O.V.E.M.U.F.F.I.N.
- “Lyla Lolliberry.” Phineas and Ferb Wiki, phineasandferb.fandom.com/wiki/Lyla_Lolliberry.
- “Meap.” Phineas and Ferb Wiki, phineasandferb.fandom.com/wiki/Meap.
- “Mitch.” Phineas and Ferb Wiki, phineasandferb.fandom.com/wiki/Mitch.
- “The O.W.C.A.’s Equipment and Technology.” Phineas and Ferb Wiki, phineasandferb.fandom.com/wiki/The_O.W.C.A.'s_Equipment_and_Technology.
- “Organization Without a Cool Acronym.” Phineas and Ferb Wiki, phineasandferb.fandom.com/wiki/Organization_Without_a_Cool_Acronym.
- “Phineas and Ferb: Mission Marvel.” Phineas and Ferb Wiki, phineasandferb.fandom.com/wiki/Phineas_and_Ferb:_Mission_Marvel.
- “The Regurgitator.” Phineas and Ferb Wiki, phineasandferb.fandom.com/wiki/The_Regurgitator.
- “Roger Doofenshmirtz.” Phineas and Ferb Wiki, phineasandferb.fandom.com/wiki/Roger_Doofenshmirtz.