



LPJ9814



ESPIONAGE Genre Toolkit:

COLD WAR GAMES

A conflict so deadly that it could never be fought openly, a Cold War is the perfect environment for a campaign. Spies, technological innovation, arms races, veiled hostility and proxy warfare dominate the stage as the Great Powers struggle for dominance – and the players must keep their wits about them to survive.

In this book, an enterprising GM will find suggestions, mechanics, and tools to help them create their own cold war, whether that be based upon the real-world event, or a conflict of their own design.

CORE DESIGN OF THE COLD WAR GAMES

ALLEGIANCE OPTION: GREAT POWERS

All players in a Cold War Games campaign must either choose to have an allegiance to a Great Power, or can choose to be active freelancers. A freelancer cannot choose to take a Great Power Allegiance until they have worked for that power consistently for 3 levels of experience.

A character who chooses an Allegiance to a Great Power gains certain benefits and restrictions.

Benefit: All diplomacy checks made when dealing with members of the same Great Power allegiance as the PC gain a +3 situational bonus.

Restriction: All diplomacy checks made when dealing with members of the Opposition Power suffer a -2 situational penalty.

Benefit: When within the Great Power's Sphere of Influence, a Player Character gains a +1 morale bonus to all skill checks, attack rolls, and saving throws.

Restriction: When within the Opposition Power's Sphere of Influence, a Player Character suffers a -1 morale penalty to all skill checks, attack rolls, and saving throws.

WEALTH BENEFITS FROM AN ALLEGIANCE

The lifestyle of a Great Power agent is a lavish one. Player characters who are sent on missions by Great Powers can expect to have a lot of money thrown their way to help pay for incidental charges which crop up over the course of their assignment.

Any characters retain their own, regular wealth, but the party also gains access to a 'buying pool' which is intended to cover costs as they go about the mission. This buying pool is set at the outset of the mission, to be determined by material necessities. Generally, the buying pool varies by the difficulty of the mission, and is shared between all party members undertaking a mission. The bonus remains the same for larger or smaller parties, as individual items that would be purchased with it (*plane tickets, etc*) only occasionally impact the buying pool's wealth bonus.

BUYING POOL GUIDELINES

Mission CR average	Buying pool wealth bonus
1-4	15
5-8	18
9-12	21
13-16	25
17-20	30

As a rule, vehicles, gear, and other large-cost necessities that are needed for a given mission will be requisitioned and not paid for from this pool. Note that money in the Buying Pool is considered separate from each character's own wealth bonus, and the two may not be combined in any way (*the bookkeeping is a nightmare, both real world and in-game*). At the end of the mission, the characters will likely have to hand over any items purchased with their Buying Pool.

LEAVING A POWER

A player character who wishes to cancel his Allegiance to a Great Power is not in the best shape. He must make a WILL save (*DC equal to his character level +10*) to prevent being labeled as a criminal by the Great Power he previously served. However, leaving a Great Power has a chance of attracting some positive attention from an Opposition Power – the character may roll a D20, adding his character level and charisma modifier. If this result exceeds 25, the PC can immediately switch his Allegiance to the Opposition Power.

DESIGNING THE GREAT POWERS

In order for a Cold War to brew, you need at least two powerful groups to act in opposition to one another. They will be central to the campaign. But what are the natures of these powers?

ROLES

A Cold War setting naturally takes on the aspects of the Great Powers featured in the campaign, as they define the setting. Because of this, the details of the Great Powers should be hammered out – geography, government, and agenda. Here, we provide a number of example basic frameworks for states and political organizations to get those creative juices flowing.

EXAMPLE POWERS

STATE NAME: THE ISOLATE

Description: From a geographically isolated region, such as a mountain pass or island. The Isolate is highly technologically advanced as a consequence of developing methods of dealing with their difficult environment. Their physical isolation has fostered a somewhat xenophobic culture. The Isolate's goals surround acquiring additional resources, as their own are limited by geographical factors.

Advantages: PCs hailing from the Isolate can access mastercraft items for a purchase DC increase of only +1.

STATE NAME: THE BLOC

Description: A conglomerate of smaller states arranged together in some form of political alliance or federation. The government has cracked down in order to exert control over a highly diverse populace. The Bloc will have uneven technical development, but will have massive amounts of resources at their disposal. The Bloc is most interested in regional stability and expansion.

Description: PCs hailing from the Bloc begin play with 2 additional languages, representing the diversity of their homeland.

STATE NAME: THE OLD EMPIRE

Description: The Old Empire has its roots in an ancient civilization which has been naturally dominant in a region for a long time. Tradition and technical development are encouraged. The Old Empire is in a state of decline, and is attempting to hold onto satellite states which are its main source of resources.

Description: PCs hailing from the Old Empire gain a +2 competence bonus to diplomacy, intimidate, sense motive, and bluff checks in highly formal or legalistic situation. This reflects their knowledge of tradition.

STATE NAME: THE IDEOLOGUE STATE

Description: A nation founded on a selection of principles, the Ideologue is interested in spreading its way of life, while at the same time naturally expanding its political influence and wealth. The Ideologue State actively interacts on many fields, and encourages others to adopt its model, as such it has the most politically skilled populace.

Advantages: PCs hailing from the Ideologue State gain a +1 situational bonus to all hit and damage rolls when fighting to defend or advance their national cause.

THE CONFLICT

There are several different options as to how to structure the Great Powers, but the most important aspect of a Cold War game is the nature of the conflict between them. In essence, there are two different types of struggle which are most effective for a Cold War setting – a Black and White conflict, and a Shades of Grey one. These differing methods have alternate rules particular to them.

BLACK AND WHITE

Having clearly defined roles such as a good/evil dichotomy will likely push the campaign more towards action. Why would this happen? Simply put, if the players interpret their opposition as being basically evil, then that opposition is a force to be fought as opposed to an organization to parlay with. Dealing with such an opponent through violence is more acceptable. This is great for high-octane, battling spies and cinematic type campaigns.

GAME ELEMENTS FOR A BLACK AND WHITE CAMPAIGN

In a campaign run in the black and white style, taking action against the Opposition Power should be more greatly rewarded than otherwise. High action should be encouraged, which has the effect of allowing the PCs to survive some spectacular events, and cause some themselves.

Character action or event: Critical hit scored against a member of the opposition power

Effect/Modification: Character gains 1 action point

Character action or event: Player Character struck by a potential critical hit

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Effect/Modification: Confirming the critical must hit an AC 2 higher than normal

Character action or event: Player Character takes massive damage

Effect/Modification: Check to avoid death by massive damage gains a +4 bonus

Character action or event: Face off versus weaker opponents (ie 'mooks')

Effect/Modification: Mooks gain only 2 hps per die as opposed to regular hit point advancement

Character action or event: Player Character scores a critical hit

Effect/Modification: The regular damage multiplier for the critical is increased by 1.

SHADES OF GREY

Here we have the polar opposite of the Black and White campaign. In Shades of Grey, the Great Powers have more blurry distinctions - each is a massive entity, but neither is wholly right nor wrong. Blurring the roles and allowing nuance in a Cold War games setting will allow for more political maneuvering and exploration of motives. As the Powers in Shades of Grey are more complicated and often motivated by multiple purposes, the goals and desires of the individual players and NPCs become more prominent in determining a plot, so pick this option if you're into complex political machinations.

GAME ELEMENTS FOR A SHADES OF GREY CAMPAIGN

Diplomacy and consensus building are to be rewarded in a Shades of Grey campaign. In this environment, the resolution of tension and conflict is essential.

Character action or Event: A Character is dealing with a member of an opposed power in a diplomatic capacity

Effect/Modification: For each time dealing with that particular NPC past the first, the PC gains a +1 cumulative situational bonus to all diplomacy and sense motive checks. This reflects an understanding being reached with that NPC. The maximum bonus is +6.

Character action or Event: A Character makes a knowledge check pertaining to history, politics, or local information

Effect/Modification: All such checks gain a +2 competence bonus. All characters in a Shades of Grey Campaign are assumed to be trained and briefed for any situations they may find themselves in.

Character action or Event: A Character resolves a major tension or smoothes over a hostility

Effect/Modification: That character gains 2 action points.

Character action or Event: Character needs to speak a different language

Effect/Modification: All PCs in a Shades of Grey Campaign are assumed to be fluent in the primary languages of all great powers unless otherwise noted by the GM.

ELEMENTS OF THE COLD WAR STRUGGLE

SPIES AND ESPIONAGE

As the stakes of a cold war are very high (*utter destruction*), open conflict is limited and tightly controlled. Instead of conventional warfare, key battles are fought through access to information and proxies, with each side attempting to outmaneuver the other while at the same time protecting themselves. Under these conditions, the rules for Gather Information checks are greatly expanded and vary by circumstance.

Note: All character in a Cold War Campaign should automatically have Gather Information as a class skill. If they would regularly have gather information as a class skill, they gain a +2 profession bonus to all checks when using the skill. When making gather info checks, characters may also opt to substitute a different ability score over charisma in certain situations.

THE DOOMSDAY DEVICE

What Cold War would be complete without it? A key feature of the development of a Cold War is that all the Great Powers must have access to some type of weapon or device which largely ensures the destruction of their opposition, if they dare to use it. All of the powers must possess these arms – they are essential for keeping the struggle from boiling up into a “Hot” war. Plots centered around Doomsday Devices are especially suited for a high-action, high stakes Black and White Campaign, where the Opposition Power is just evil enough to use them.

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Circumstance	Alternately, Gather Information Check can use (at the PC's discretion):	Modifiers
In enemy territory	Charisma	-4 to all checks
In friendly territory	Charisma	+4 to all checks
Contacting a known enemy operative for the info	Wisdom	All requests are considered protected
Contacting a known friendly operative for the info	Wisdom	Beating the DC by 5 or more provides additional information
Gathering Information and Researching simultaneously	Intelligence	Both checks gain a +2 synergy bonus when used in tandem
Operating as a mole or plant	Charisma	+2 to all checks, but a failure requires a bluff check at the same DC or your cover is blown
At a formal social function	Intelligence	The character may substitute a Knowledge: Current Events check as opposed to a regular gather information check (making small talk)
When Captive	Charisma	-2 to checks, stacks with 'in enemy territory'

The nature of a doomsday device can vary, following is a basic selection of devices to use in your own campaign, and a few hooks to get a GM thinking.

EXAMPLE DOOMSDAY DEVICES

- Nuclear weapons (*a classic!*)
- Bio-engineered viruses
- Legions of indestructible super soldiers
- A Brutally efficient artificial intelligence
- A weapon which creates horrific natural disasters
- Weapons which destroy the air or atmosphere
- Weapons which permanently destroy the food supply

discovery of an Opposition spy who had been passing information on the device. But in the middle of the night, the PCs are approached by informants who reveal that the spy was a plant by the hawkish faction – will they be able to avert open war?

- A proxy state is in danger of developing a doomsday device of their own, and has broken from its alliance to the Opposition. Everything spirals out of control when the device goes haywire. Now is the PCs' chance to establish friendly relations, nip the project in the bud or bring it under control – and deal with the planned takeover or sabotage by opposition spies.

DOOMSDAY DEVICE HOOKS

- The PCs must find and board a commuter train that is secretly carrying the device to an Opposition facility located within a proxy state. The government of the proxy state is in turmoil over hosting the device in the first place, with some factions favoring the Opposition, and some favoring the PCs and their patrons. The PCs will face resistance from unexpected places and ex-officials who no longer want any part of the goings-on, and must prepare for a wild rumble on a crowded train.
- The PCs' patron has developed a newer, deadlier weapon, and the more hawkish members of the organization want to use it. However, there is significant debate as to whether it is ethical and what the consequences will be. The situation is accelerated by the

CONFLICT TYPES AND WARFARE

Warfare, and warfare by proxy, is an important part of any Cold War campaign. In essence, a proxy war uses smaller powers under the influence of the Great Powers to fight regional battles with one another. Proxy Warfare takes several different forms, often focusing on the destabilization of smaller nations. A few example types of warfare one may see in a Cold War are supplied below, with a scattering of plot hooks provided.

INSURGENCY

Insurgencies are often sponsored by outside forces which have a vested interest in destabilizing a government in a region. In an Insurgency, the local populace is attempting to overthrow their government and is opposed (at least somewhat) by the military. See below for mechanical details.

Insurgents and allies: Gain a +2 morale bonus on hit rolls in urban combat due to a sense of popular support

Government and allies: Suffer a -2 penalty on hit rolls in urban combat due to sensing a lack of popular support

Insurgents and allies: Suffer from reduced access to supplies, all purchase DCs for items increase by 1.

Government and allies: Are well supplied, purchase DCs for items decrease by 1.

INSURGENCY HOOKS

- The Great Power whom the PCs have an allegiance to are supporting a local insurgency in a small tropical nation. This nation is known to build and supply tanks to the Opposition Power, and maintains several factories on the outskirts of the capitol city. The PCs must infiltrate and seize a production factory for use in an assault against the military – before an air strike is called in to destroy the factory.
- The PCs have been assigned to support a junta which was recently installed in a large, wooded nation. The junta exerts little authority in any of the smaller communities, only operating with any effect in the larger cities where military bases are present. A popular insurgency has been using small towns as bases of operations. The PCs must travel to these towns undercover and sniff out the insurgency leaders for arrest – but they also find the influence of an Opposition Power in the process.
- The PCs are acting as mediators between a popular insurgency and the somewhat corrupt leader of a small nation. This leader, however, is friendly towards the Great Power to whom the PCs have an allegiance. The PCs are charged with stopping the violence and fixing the next ‘fair and free’ election in the leader’s favor. The Opposition power is working to uncover the PCs at every turn.

MILITARY COUP

In this instance, the Military or a faction thereof has decided to take over the government of a nation by force. In such cases, a government under siege can often only

hold power by appealing to outside forces. Oftentimes, a Great Power will support one side or the other in a bid for regional influence.

Military and Allies: Gain a +4 bonus to all intimidate checks due to a display of military might

Besieged Government and allies: Have immunity to prosecution within their former ‘territory’, as they control the justice system (*this situation will likely be reversed if the coup succeeds, mind you!*)

Military and Allies: Suffer a -4 penalty to all diplomacy checks as their use of force has alienated many factions

Besieged Government and allies: Are considered to be in hostile territory at all times, as they are effectively surrounded in their own nation

MILITARY COUP HOOKS

- tactical information to the military of a small nation which seeks to overthrow the existing government. They have cited human rights abuses as their reason for doing so, although evidence is sparse. The PCs must gather additional evidence. The country’s government, with the aid of Opposition forces, has been destroying old prison facilities and secret holding cells – and the PCs reach one just as this is happening.
- An Opposition Power has provided a devastating weapon to the Military of an island nation, who have used the weapon to blackmail the existing government into surrendering. The PCs are expected to capture this weapon from a facility in an exotic location and seize it for the Great Power they serve (*under the auspices of it being an ‘illegal armament’*). However, a deadly group of Guerillas stand in their way. The PCs, outnumbered, must mobilize friendly tribal factions to storm the facility.
- A Military Coup has completely isolated and cut off the capitol city of a desert nation, in an attempt to tighten the noose around the government and force their surrender. It hasn’t worked yet, and the people in the city are dying from a lack of clean water and outbreaks of disease. The PCs are required to break the barricade and head into the city to document the terrible conditions, passing the documentation on to journalists in secret. This is part of a PR blitz to push international opinion against the coup.

ECONOMIC WARFARE

War is almost always about money, and one of the chief methods for destroying the opposition in a Cold War is to bankrupt your opponent. This can take many forms

– forcing an opponent into costly struggles, damaging their capacity for export, setting tariffs, and punishing those who are involved with the opposition in an economic exchange. There are no specific mechanical adjustments to handle Economic Warfare.

ECONOMIC WARFARE HOOKS

- The PCs are sent to investigate a weapons smuggling ring operating along a highly inhospitable border. Regional factions hold more power than the official government, and those factions are dominated by arms company money which ultimately flows from the Opposition. The PCs must find a way to deal with the crooked companies behind the smuggling ring, and enforce the restrictions on trafficking, thereby damaging the guerillas and the Opposition in one blow.
- The PCs' patron has maintained a radio station which operates within the Opposition's sphere of influence. However, they recently found it had been seized by an Opposition-dominated company under an obscure law. In response to this, the PC's patron has passed another law which bans advertisers operating under the patron's sphere of influence from advertising on the station, hopefully forcing its shutdown. But not all are compliant. The PCs have to convince the advertisers to follow suit, or intimidate the Opposition-dominated company badly enough that they sell the station.
- The Opposition has closed down a major shipping line as they 'undertake oceanic surveys'. When the surveys continue with no end in sight, the PCs' patron becomes suspicious, and sends them to investigate. As it turns out, the Opposition is constructing an artificial island to lay claim to the area as coastal waters and thus control the strait. The PCs must stop this from happening.

COLD WAR GAMES FEATS

Every Spy needs his specialty, and these feats are designed to give your Cold War Games campaign a cinematic or political feel.

ASYLUM

Prerequisites: Allegiance to one of the Great Powers

Benefits: A character with this feat will not be prosecuted for crimes against the power he is working against, so long as he remains within the sphere of influence of his own allegiance.

EXOTIC MANNER

Prerequisites: Charisma 13+

Benefits: The character with Exotic Manner has a unique way about him which appeals to people whom he deals with. This can be an accent, a way of speaking, a distinct appearance or feature, even a way of moving. With this feat, reputation checks to recognize the character gain a +3 bonus in beneficial instances only. In other cases, the character's high charisma is assumed to allow him to conceal his idiom.

INNOCUOUS

Prerequisites: None

Benefits: The character is very good at either remaining unnoticed, or looking like he should be in an area. With the innocuous feat, a character gains a +1 bonus on all hide, move silently, disguise, gather information, and bluff checks. This is an unnamed bonus which stacks with any other bonuses present.

SEX APPEAL

Prerequisites: Charisma 13+

Benefits: A character with the Sex Appeal feat is particularly amazing at dealing with members of the opposite sex. Any charisma-based skill checks made in dealing with a member of the opposite sex gain a +2 competence bonus. This bonus increases to +4 if the target is also a member of the Opposition. If spy movies have taught us anything, opposites attract.

DEFY THE COUNTDOWN

Prerequisites: Character level 3rd

Benefits: How do the super spies of lore manage to always get away or get that last shot in before a countdown finishes them? They have this feat! A character with Defy the Countdown may take 1 additional full-round of time at the end of any countdown sequence to act as he wishes – this round is treated exactly as a normal combat round and may include movement, attacks, etc, but it only applies to him. Since a character in this situation tends to make the proper choice (*as is dramatically appropriate*) all skill checks and attack rolls made during this time are boosted by the character's charisma modifier, as a situational bonus. Additionally, a character with this feat who must rush to use a skill (*such as defusing a bomb, opening a door as water fills a room, etc*) gains a +2 bonus to that skill check.

MASTER OF DISGUISE

Prerequisites: Charisma 11+

Benefits: Any Disguise skill checks concerned with impersonating a member of a particular group gain a +6 situational bonus. When Master of Disguise is selected as a feat, it only applies to impersonating members of a chosen group. The breadth of this group should be discussed with the GM beforehand. This feat may be taken multiple times – its effects do not stack, rather each time it is taken it applies to an additional group.

ADVANCED CLASS: PLAYBOY SPY

None have more skill in the arts of subterfuge and diplomacy than the Playboy Spy. A keen intellect, dry wit, and skill with a pistol combine to form this suave and deadly operative. When entering this Advanced Class, a player character gains a number of unique and useful abilities which will aid him in dealings with the shadier side of politics.

All Playboy Spies are associated with one of the Great Powers within the Cold War campaign, and are generally selected for their exceptional skill and ability.

ENTRANCE REQUIREMENTS

The Playboy Spy requires not only a degree of combat skill, but also a natural intellect and charisma, tied in with dedication to his cause.

Allegiance: Any Great Power

Ability Scores: Intelligence 13+, Charisma 11+

BAB: +2

Talents: Charm

Feats: Asylum

Hit Die: 1D6

ADVANCED CLASS ABILITY

Playboy Spies are more centered around their force of personality and intelligence than their physical abilities – deep in enemy territory, fighting it out is often out of the question. Therefore a Playboy Spy's key ability scores are Intelligence and Charisma.

ACTION POINTS

Playboy Spies often rely upon luck and talent. They receive action points equal to 8+1/2 character level

(rounded down) at first level, and each time they gain a level in this class.

CLASS SKILLS

The Playboy Spy's class skills, and the key abilities associated with each skill, are:

Balance (*Dex*), Bluff (*Cha*), Climb (***Str***), Computer Use (*Int*), Diplomacy (*Cha*), Disguise (*Cha*), Drive (*Dex*), Escape Artist (*Dex*), Gather Information (*Cha*), Hide (*Dex*), Intimidate (*Cha*), Investigate (*Int*), Jump (*Str*), Knowledge (*art, behavioral sciences, civics, current events, earth and life sciences, history, popular culture, streetwise, tactics, technology*) (*Int*), Pilot (*Dex*), Profession (*Wis*), Read/write Language (*None*), Research (*Int*), Search (*Int*), Sense motive (*Wis*), Sleight of Hand (*Dex*), Speak Language (*None*).

Skill points at each additional level: 7 + intelligence modifier. Any Playboy Spy worth his salt can be expected to spend a great deal of time in training, especially given his large class skill list.

CLASS FEATURES

Mask Reputation: It stands to reason that a spy is not interested in being recognized. At least, not unless it serves his purpose. This is where the Mask Reputation class feature comes into play: with this, the Playboy Spy may opt, as a free action at any time, to negate the effects of his reputation, effectively remaining under cover.

Under Cover: This is the second feature that a Playboy Spy gains access to, and likely his most essential. With the Under Cover class feature, a Playboy Spy can assume an identity with comparative ease, complete with a backstory, and alibis. Under Cover is actually a distinct set of talents, one of which may be chosen each time the Playboy Spy gains a level and acquires the Under cover feature. Consult the following list.

Alibi: The Playboy Spy takes great pains to craft a coherent cover if he is facing legal issues. The character, if suspected of wrongdoing, may craft a story and make a Bluff check. The DC varies by situation and GM discretion, consult the table below for guidelines. Note that local regions will place different emphasis on different crimes.

Situation	Bluff DC
Mild Wrongdoing (<i>petty theft, speeding, getting in a fistfight</i>)	12
Minor Wrongdoing (<i>theft, small white collar crimes</i>)	17

PLAYBOY SPY

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Mask Reputation	+0	+2
2nd	+1	+0	+2	+2	Under Cover	+0	+2
3rd	+2	+1	+2	+2	Suave Appeal	+1	+2
4th	+3	+1	+2	+2	Action Path	+1	+3
5th	+3	+1	+3	+3	Under Cover	+1	+3
6th	+4	+2	+3	+3	Timely Escape	+2	+3
7th	+5	+2	+4	+4	Action Path	+2	+4
8th	+6/+1	+2	+4	+4	Under Cover	+2	+4
9th	+6/+1	+3	+4	+4	Sensitive Info	+3	+4
10th	+7/+2	+3	+5	+5	Action Path, Man with No name	+3	+5

Moderate Wrongdoing (<i>smuggling, serious assault, arson</i>)	24
Severe Wrongdoing (<i>murder, conspiracy, treason</i>)	33

If this check is successful, the Agent has constructed a credible alibi and is off the hook – for now. However, each time in a given month that the alibi feature is used, subsequent DCs for the bluff check increase by 2. This is cumulative.

Concealed Carry: This class feature allows the Playboy Spy to hold small items on his person without anyone else noticing. This ability can even hold up to close scrutiny. When a character with Concealed Carry uses sleight of hand to conceal an object on his person, that object is considered to be 1 size category smaller. In addition, search checks used to frisk him are at a -2 penalty.

Perfect Disguise: Any time a Playboy Spy's disguise fails, he becomes aware of it. Following this, he may spend 1 action point to reverse the failure of his disguise.

Prowler: Sneaking around has become natural to the Playboy Spy: he gains Move Silently as a class skill, as well as a +2 competence bonus to all hide checks.

Suave Appeal: There is more to being a spy than just skulking around and shooting people in the dark. A Playboy Spy typifies the charismatic and likeable diplomat, oozing charm and personal magnetism. The Suave Appeal class feature allows a Playboy Spy to spend 1 action point to take 20 on any diplomacy, intimidation, or gather information check.

Action Path: Sometimes, a spy just has to kick some ass, and this is where the action path comes in. If a Playboy

Spy needs some killing done, runs afoul of a gunfight, or is facing off against a villain with eyes set on world domination, the action path is his choice... for action. (*note: the Action path is best suited for cinematic style combats, and will change the nature of combat for the player beyond believability in a serious campaign. A GM who is not in favor of this style of play is within his rights to disallow the Action path, instead providing minor bonus feats*).

Banter: Ever wanted to toss witty barbs at the evil villain while you casually dispatch his henchmen? There is a fine art to in-combat banter, and the action oriented Playboy Spy has it down pat. Aside from the fact that a character who can do this is obviously awesome, it causes apoplexy in the opposition. Once a round as a free action, a Playboy Spy with the Banter skill can spend an action point to target a single opponent with Banter, which causes that opponent to take a penalty to all rolls for one round. This penalty is equal to the Playboy Spy's charisma modifier.

Confront: So you've reached the evil villain deep in his volcano lair- he sees you, and just starts shooting? Not if you have the Confront class feature! With this, a Playboy Spy can make an intimidate check (*at a situational bonus equal to his Playboy Spy class level*) to force the evil villain to painstakingly reveal his plot before the battle takes place. Although an attack against the villain will end this effect, this ability does allow the Playboy Spy time to assess his surroundings, therefore providing himself and his allies with a +2 situational bonus on all attack and damage rolls for the upcoming battle. If the intimidate check succeeds by 10 or better, the villain reveals a fatal flaw in his plan, such as the weak point on his Godzilla machine, etc. This effect is subject to GM discretion.

TIMELY ESCAPE

Situation	Skill used	Advantage
Escaping physical bonds	Escape artist	Gains automatic surprise round if he decides to attack immediately after escaping
Convincing someone to release him	Diplomacy	Gains a +2 morale bonus on all attack rolls and skill checks in the next encounter
Finding a secret exit	Search	Searching requires ½ regular time
Just plain running	Hide	The Playboy Spy's movement is considered to be 10 feet greater when escaping

Crowd Control: Sometimes, a Playboy Spy really does have to cut his way through a horde of opponents. These poor Mooks have no idea what they're in for, however – a Playboy Spy never loses to them. When fighting opponents designated as Mooks, a Playboy Spy may spend an action point as a move action to simply eliminate one. The Mook in question must be actively engaged in combat with the Playboy Spy, but does not have to be within weapon range – the player may choose exactly how the Mook dies (*examples include: shot by compatriots, gun explodes, falls off catwalk, and so on.*)

Hang On!: Exactly how long can you hold your breath, run, or cling to life, anyway? The answer: for as long as it is dramatically appropriate. A Playboy Spy who would otherwise take damage from blood loss (*hps in the negatives*), poisoning, gas, suffocation, drowning, or exhaustion may spend an action point to put his fate off for another minute, taking no hit point or ability score damage for this time. Past this point, effects accrue normally. Hang On! may only be used once for any single effect.

Timely Escape: How often does a spy get caught in the line of duty? Too often for their liking, no doubt – so thank goodness for Timely Escape! Any time a Playboy Spy is being held captive, he may attempt to get away, and he has a much better chance than any others of being successful. The skill used varies by the circumstance, but all gain a competence bonus equal to ½ the Playboy Spy's advanced class level (*rounded up*).

Sensitive Information: Now that the Playboy Spy is nearing the pinnacle of his field, he gains access to some of the most sensitive information available. This class feature applies especially when dealing with Gather Information skill checks. When asking questions with Gather Information, a character with the Sensitive Information class skill reduces the type of information by one category in the general to protected scale. For example, protected information becomes restricted,

restricted becomes specific. The Playboy Spy also gains access to a new category of information "Sensitive", which ranks 1 higher than Protected, and which other characters cannot gain access to. Examples of Sensitive information include: assassination plots, secret actors behind coup attempts, knowledge of dangerous and highly illegal technology, etc.

Man with No Name: This is the ultimate achievement of the Playboy Spy. At his best, his ability to disappear into the background is almost supernatural – he can literally vanish overnight, without a paper trail or clue left behind. Once per week, a Playboy Spy can activate the Man with No Name class feature to return, unhindered, to the region of influence of the Great Power which he serves, at no cost in resources. In order for this ability to function, the Playboy Spy must make a reflex save with a DC that varies according to the relative ease (as assigned by the GM) of extrication. Consult the table below.

Situation	Reflex save DC
Easy access to a method of escape, such as a simple flight from a country where he has no record	8
Mild access problems, such as fleeing a country that is suspicious of him	12
Moderate access problems, such as leaving hostile territory	16
Serious access problem, such as leaving house arrest or a regular prison	20
No access, such as leaving a secret prison	24

The Playboy Spy may take up to 1 additional party member (PCs only) with him for every point in his charisma modifier. There will be no record of his passing.

Bonus Feats: These are the optional bonus feats available to the Playboy Spy to replace the Action Path. Any bonus feat must be selected from this list, and the character must meet all prerequisites.

Acrobatic, Alertness, Combat Martial Arts, Defensive Martial Arts, Deceptive, Dodge, Far Shot, Great Fortitude, Heroic Surge, Improved Damage Threshold, Improved Disarm, Improved Trip, Iron Will, Nimble, Trustworthy, Vehicle Expert, Weapon Focus, Windfall

Written by Neal Bailey

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■ Denotes a skill that can be used untrained.
☐ Mark this box with an X if the skill is a class skill for the character.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

EXPERIENCE POINTS

ALLEGIANCES	

[illegible]

- ☐ Acrobatic
- ☐ Aircraft Operation*
- ☐ Alertness
- ☐ Animal Affinity
- ☐ Archaic Weapons Proficiency
- ☐ Armor Proficiency (light)
 - ☐ Armor Proficiency (medium)
 - ☐ Armor Proficiency (heavy)
- ☐ Athletic
- ☐ Attentive
- ☐ Blind-Fight
- ☐ Brawl
 - ☐ Improved Brawl
 - ☐ Knockout Punch
 - ☐ Improved Knockout Punch
 - ☐ Streetfighting
 - ☐ Improved Feint
- ☐ Builder
- ☐ Cautious
- ☐ Combat Expertise
 - ☐ Improved Disarm
 - ☐ Improved Trip
 - ☐ Whirlwind Attack
- ☐ Combat Martial Arts
 - ☐ Improved Combat Martial Arts
 - ☐ Advanced Combat Martial Arts
- ☐ Combat Reflexes
- ☐ Confident
- ☐ Creative
- ☐ Deceptive
- ☐ Defensive Martial Arts
 - ☐ Combat Throw
 - ☐ Improved Combat Throw
 - ☐ Elusive Target
 - ☐ Unbalance Opponent
- ☐ Dodge
 - ☐ Agile Riposte
 - ☐ Mobility
 - ☐ Spring Attack
- ☐ Drive-By Attack
- ☐ Educated*
- ☐ Endurance
- ☐ Exotic Melee Weapon Proficiency*
- ☐ Far Shot
 - ☐ Dead Aim
- ☐ Focused
- ☐ Frightful Presence
- ☐ Gearhead
- ☐ Great Fortitude
- ☐ Guide
- ☐ Heroic Surge
- ☐ Improved Damage Threshold**
- ☐ Improved Initiative
- ☐ Iron Will
- ☐ Lightning Reflexes
- ☐ Low Profile
- ☐ Medical Expert
- ☐ Meticulous
- ☐ Nimble
- ☐ Personal Firearms Proficiency
 - ☐ Advanced Firearms Proficiency
 - ☐ Burst Fire
 - ☐ Exotic Firearms Proficiency*
 - ☐ Strafe
- ☐ Point Blank Shot
 - ☐ Double Tap
 - ☐ Precise Shot
 - ☐ Shot on the Run
 - ☐ Skip Shot
- ☐ Power Attack
 - ☐ Cleave
 - ☐ Great Cleave
 - ☐ Improved Bull Rush
 - ☐ Sunder
- ☐ Quick Draw
- ☐ Quick Reload
- ☐ Renown
- ☐ Run
- ☐ Simple Weapons Proficiency
- ☐ Stealthy
- ☐ Studious
- ☐ Surface Vehicle Operation*
- ☐ Surgery
- ☐ Toughness**
- ☐ Track
- ☐ Trustworthy
- ☐ Two-Weapon Fighting
 - ☐ Improved Two-Weapon Fighting
 - ☐ Advanced Two-Weapon Fighting
- ☐ Vehicle Expert
 - ☐ Force Stop
 - ☐ Vehicle Dodge
- ☐ Weapon Finesse*
- ☐ Weapon Focus*
- ☐ Windfall**
- ☐ _____
- ☐ _____
- ☐ _____

TALENTS / SPECIAL ABILITIES[illegible]

LPJDESIGN D20 MODERN CHARACTER PLANNER

Character Name: _____ **Alias:** _____ **Location:** _____

Player Name: _____ **Ht:** _____ **Wt:** _____ **Eyes:** _____ **Hair:** _____ **Age:** _____ **Gender:** _____

[illegible]

members of the organization

HERO

PC/NPC

PLAYER

□ **PC** □ **NPC**

□ **PC** □ **NPC**

□ **PC** □ **NPC**

□ **PC** □ **NPC**

☐ **PC** ☐ **NPC**

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□ **PC** □ **NPC**

House Rules for Skills and Feats

House Rules for combat

House Rules for miscellaneous

campaign rogues gallery

[illegible]

Supporting cast list

NAME

NOTE

[illegible]

organizations in the campaign

[illegible]

Rumors Fed to Players

<input type="checkbox"/> TRUE <input type="checkbox"/> FALSE	RUMOR: _____
	SOURCE: _____
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