SPYCRAFT

D20 SYSTEM™ ESPIONAGE ROLE-PLAYING GAME

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Introduction

This booklet is your free introduction to the *Spycraft* espionage roleplaying game (RPG), produced by Alderac Entertainment Group. This booklet includes only the fundamental elements of this fast-paced and exciting new game, and some rules have been changed for easier play. For the rest, pick up the *Spycraft Espionage Handbook*, available soon at fine hobby stores everywhere.

WHAT IS SPYCRAFT?

When you play *Spycraft,* you take on the role of a super-spy working for a top-secret espionage organization, striving to thwart the efforts of those who would destroy or dominate the world. This superspy is imaginary, and exists solely in your mind and the minds of your friends. One person among you — the Game Control (abbreviated "GC") — takes on the role of everyone you meet in this imaginary world and scripts the challenges you face, including your enemies. Though the GC speaks for the villains, everyone plays this game together as friends.

You can expect many things during a game of *Spycraft:*

• You, the agents, work for a large, multinational organization (the "Agency"), which operates outside the law, but which also strives to protect the world from global threats. In your game, the Agency may be a branch of government, such as the CIA or MI6, but doesn't have to be.

• You have access to the Agency's network and high-tech gadgets, many of which are not possible in our world.

• You are given missions to accomplish by Control *(your in-game superior),* which you are expected to complete for the most part on your own. You are allowed much latitude when completing these missions.

• You don't have to deal with the mundane details of daily life, such as earning a salary, buying clothes or food, getting sick (unless there's a deadly virus involved), paying taxes, etc.

• You can easily adapt to strange and exotic locales.

• You can regularly pull off bold stunts and wild acts that ordinary people would consider impossible.

• Your enemies are usually either multinational organizations comparable to your own, criminal masterminds with vast wealth, resources, and personnel, or both.

• Your enemies fall into three categories — minions (who are easy to defeat), henchmen (who are difficult to defeat), and masterminds (who are your equal, or better, and whose diabolical schemes are usually the focus of your mission).

• Your enemies often, but not always, include dangerously attractive exotic seducers (called foils), whose motives are rarely known when they are encountered.

• Your enemies generally outnumber you and are at least as well-equipped. The odds against you are always high.

DICE

This booklet uses a number of die roll abbreviations that you should familiarize yourself with. These abbreviations are noted as "XdY+Z." "X" is the amount of dice rolled, "Y" is the type of die rolled (d6, d10, etc.), and "Z," if listed, is added or subtracted from the total rolled. For instance, "2d4+2" means that you should roll two four-sided dice and add two to the result, while "20d6–10" means that you should roll twenty six-sided dice and subtract ten from the result.

Occasionally, you are asked to roll percentile dice (d%) to generate a number from 1 to 100. To do this, roll two different-colored ten-sided dice. One of these (chosen before you roll) generates the tens digit, while the other generates the ones digit. If, for example, you roll a 9 and a 4, your total roll is 94. Rolls of 0 and 2, respectively, total 2. If two 0s are rolled, the total of the roll is 100.

SERIES ARCHER

The first espionage setting for *Spycraft* (and AEG's official espionage world) is presented in the *Series Archer Worldbook,* a companion volume available soon. A hyper-kinetic reflection of the classic superspy model, this setting features powerful new organizations, dangerous new threats, psion and mystic powers, hulking chemical monsters, an original hundred-year conspiracy-history, new base and prestige classes, and many new feats, all in one book.

The *Series Archer* setting will evolve over coming months through sourcebook releases and a serialized, multimedia campaign the players have direct control over. If you're looking for an ongoing, fully interactive storyline that you're in charge of, this is the world for you. Check out www.seriesarcher.com and the AEG website for updates and additional information about this project.

Terms You Need to Know

The Agency: This is the group that your in-game persona works for. It is broken into departments (*see page 6*), to which your in-game persona is assigned.

Agent: This is what we call a player character, the in-game personality you play as part of this game. By taking on a role in *Spycraft*, you are playing an agent. Designing an agent is your first assignment as a player; rules for doing so begin on the next page.

Control: This is the in-game character that your agents refer to, and usually the key or head figure in your Agency.

Game Control (GC): This is what we call a Dungeon Master (DM). The Game Control is responsible for designing the adventures your agents go on, roleplaying the NPCs they meet, and determining what happens by interpreting the rules.

Serial: This is what we call an adventure. A more complete description of serials and how they are presented in play can be found on page 19.

Season: This is what we call a campaign. Seasons are composed of several serials.

Threats: These are the villain organizations that your agents go up against. They are composed of masterminds (generally more powerful than the agents), henchmen (usually the same power as the agents), and minions (generally weaker and more numerous than the agents).

WHAT'S IN THIS BOOKLET...

This booklet is broken into ten basic sections:

d20 Agent Options: The basic d20 elements used to create a *Spycraft* agent, how they differ from the rules presented in the *Player's Handbook*, and how they're the same.

Spycraft Options: New d20 options for *Spycraft* agents.

Ability Scores: Short descriptions and modifier ranges.

Department: Replaces races from the *Player's Handbook*, featuring all eight departments from the *Spycraft Espionage Handbook*.

Class: Six new agent classes.

Skills: Every skill from the *Spycraft Espionage Handbook*.

Feats: A selection of feats from the *Spycraft Espionage Handbook*.

Miscellaneous Values: Remaining agent statistics.

Gear: This section includes a selection of standard-issue gear (weapons, armor, and other items), gadgets, and vehicles to use in your games.

Playing Spycraft: This section introduces the core rules for *Spycraft*, including skill use, combat, and other elements of missions.

An agent sheet is included at the back of this booklet for easy photocopying, along with information about purchasing the *Spycraft Espionage Handbook*, the *Series Archer Worldbook*, and many more exciting products in these lines.

WHAT'S NOT IN THIS BOOKLET...

This booklet does not include sample enemies or missions. For a selection of Game Control materials — including ready-made missions, criminal organizations, NPCs, locations, plot hooks, and much more — visit the official *Series Archer* website at www.seriesarcher.com, your home for constant game updates and source material seen nowhere else. The site is also your gateway into the ongoing interactive *Series Archer* storyline and the ever-growing *Series Archer* community. Together, these elements allow you to tailor the game to your specific taste, and participate in the global campaign that guides the direction and events of the official *Series Archer* world setting.

Further, this booklet does not contain rules for raising an agent beyond 1st level. For those, and abilities beyond first level, *see the Spycraft Espionage Handbook.™*

WHAT'S DIFFERENT

Spycraft shares most characteristics with other d20 games. A few of its mechanics are different or unique, however, and might be of interest to experienced d20 players.

Multi-classing. There are no experience point penalties for mixing levels from various classes in *Spycraft*. Agents are highly skilled, and offered maximum flexibility to pursue training to assist their activities in the field.

No attacks of opportunity. *Spycraft* uses a combat system tuned more for gunfights than swordplay, and the action system has been greatly simplified to keep things fast and furious.

Vitality and wounds. Firearms present a small but real risk of severe injury or death at all times in this cinematic RPG, which uses elements of damage first seen in the d20 *Star Wars™* system. Even the greatest super-spies should think twice before they leap into the fray.

Armor. Accurate representation of modern protective gear has prompted a different approach to armor. In *Spycraft*, armor rarely increases your Defense — instead, it offers substantial damage reduction and even protection against critical hits.

Action Dice. *Spycraft* agents are regularly able to beat the odds. This is represented with a new mechanic — action dice. You can use action dice to increase rolls, activate NPC critical failures and special abilities, heal damage, and for many other effects.

Error Ranges. In addition to the standard threat range used for critical hits and successes, *Spycraft* employs a similar (inverse) critical failure system. Shoddy equipment or lack of skill increases the odds of a dangerous fumble with every roll.

Budget and Gadget Points. The fictional Agency of *Spycraft* games assigns gear to agents based on their need and "pull" with the organization. This is represented in the game with budget and gadget points, which balance game utility against the agent's level.

Chase System. *Spycraft* features an all-new system for running movie-style vehicle and foot chases, pitting the players against the Game Control in a battle of wits, skill, and daring. Each side constantly vies to manipulate the chase conditions in his favor, choosing from a list of predator or prey maneuvers and attack options that interact with one another every round.

Mastermind System. Though not included in this introductory booklet, the Mastermind System takes the standard d20 adventure and challenge creation system and turns it into a plot device for the GC. He designs his very own character — the season's criminal mastermind — along with one or more organizations, henchmen, minions, and foils, all balanced point-for-point against the agent team.
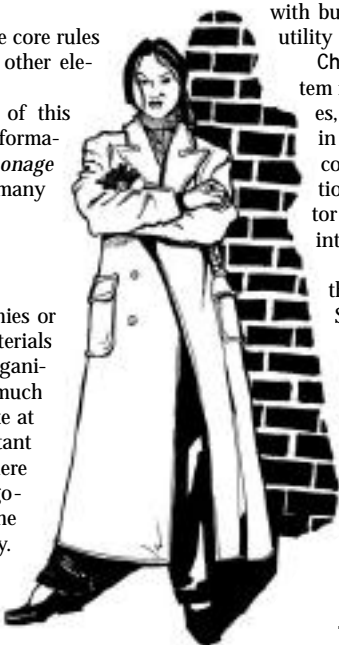
D20 AGENT OPTIONS

The *Player's Handbook™* describes most aspects of agent design, and players should refer to that volume when creating their agents. Adjustments to agent design specific to *Spycraft Lite* agents are found below. Where the rules in this booklet are different from the *Player's Handbook,™* use the rules in *Spycraft Lite*.

ABILITY SCORES

The modifiers and effects of your ability scores in Spycraft are described on the opposite page.

RACE/DEPARTMENT

There is only one race in *Spycraft* — human. None of the racial benefits for being human described in the *Player's Handbook™* apply to *Spycraft* agents, however. Instead, each agent comes from a department (chosen in the same fashion as a race – see the *Player's Handbook™*). *Spycraft departments are described on page 6.*

CLASS

None of the classes described in the *Player's Handbook™* are available to *Spycraft* agents. Instead, we have provided six all-new base classes in this booklet (*see page 7*).

SKILLS

The class and cross-class skills you may choose from in *Spycraft Lite* are listed on page 9, as well as in your class description.

FEATS

The feats you may choose from in *Spycraft Lite* are listed on page 10, as well as in your class description.

D20 DERIVED VALUES

Your department, class, ability modifiers, and feats determine the following information, as described in the *Player's Handbook*:

- Saving throws
- Melee attack bonus
- Ranged attack bonus
- Skill modifiers

SPYCRAFT AGENT OPTIONS

Spycraft features several new agent options, as follows.

ACTION DICE

Each agent begins with 3 or more action dice at the start of every game session. You can spend these dice to turn the odds in your favor. For more information on action dice, *see page 25*.

FAVOR CHECKS

Your agent may call upon the Agency's resources to support his actions in the field by circumventing customs, providing civilian, military, and criminal specialists, and providing a wide variety of other services. This is referred to as a favor check, and your agent's bonus for it is equal to his level, plus an additional modifier based on his class. For more information about favor checks, *see page 26*.

INSPIRATION AND EDUCATION CHECKS

Your agent has two ways to get information from your GC — inspiration and education. Inspiration is used to get hints from the GC when you're stumped — your agent's inspiration bonus is equal to his level plus his Wisdom modifier. Education represents your agent's training, information that might help out in a given situation. Your agent's education bonus is equal to his level plus his Intelligence modifier. For more information on inspiration and education rolls, *see page 26*.

VITALITY AND WOUND POINTS

Every agent has vitality points that represent his luck, endurance, and training, and wound points that represent his toughness and ability to take physical punishment. Combined, vitality and wounds determine the chances of your agent staying alive. Each agent in *Spycraft Lite* receives a number of vitality points determined by his class (*see page 7*). All agents receive wound points equal to their Constitution score.

SPYCRAFT DERIVED VALUES

In addition to the options listed above, your agent's department, class, ability modifiers, and feats determine the following information:

- Base Defense (*see page 14*)
- Initiative modifier (*see page 14*)
- Gadget points (*see page 15*)

ABILITY SCORES

Each of the following abilities describes some of your agent's strengths and weaknesses. When you are creating your agent you should assign your highest scores to those abilities that represent your agent's strengths, and your lowest scores to those abilities that represent your agent's weaknesses. Keep in mind that certain abilities are more important than others for certain classes, and remember that, when you choose a department, one or more of your agent's abilities receives a bonus or penalty (*see Table 2: Department Training*).

Your agent's department adjusts some of your ability scores. Use these adjusted scores to determine your ability modifiers on the following table:

Table 1: Ability Modifiers

Score	Modifier
1	–5
2–3	–4
4–5	–3
6–7	–2
8–9	–1
10–11	0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20–21	+5
22–23	+6
24–25	+7
26–27	+8
etc...	etc...

Strength: Strength measures your agent's physical power and musculature. It is especially valuable to agents who want to be skilled in hand-to-hand combat.

Dexterity: Dexterity measures your agent's hand-eye coordination, reflexes, agility, and balance. It is especially valuable to agents who want to be good drivers or skilled in the use of firearms.

Constitution: Constitution determines your agent's health and toughness. An agent's wound points are equal to his Constitution, so it's important for everyone, but it's especially valuable to agents who want to be able to take a great deal of physical abuse before they go down.

Intelligence: Intelligence represents your agent's ability to learn and reason. This ability is especially valuable to agents who want a wide variety of skills.

Wisdom: Wisdom measures your agent's willpower, common sense, intuition, perception, and experience in the real world. It is especially valuable to agents who want to have a handle on the world around them.

Charisma: Charisma determines your agent's strength of personality, persuasiveness, and physical attractiveness. It is especially valuable to agents who want to be able to lead, swindle, or seduce other people.

Department

Your agent has been trained by a department of the foremost intelligence Agency in the world, put through an intense training program that makes boot camp look like a day at the beach. Not only are secret agents expected to be in peak physical shape, they must also memorize endless facts, false identities, and foreign languages. They go through grueling sessions designed to build up their resistance to brainwashing and torture. Perhaps most challenging of all, agents are taught the inner workings of the human mind, and how to manipulate that information to their own ends.

The Agency's standard departments include:

- Department 0: The Home Office
- Department 1: The Power Brokerage
- Department 2: Military Operations
- Department 3: Computer Espionage
- Department 4: Urban Assault
- Department 5: Black Ops
- Department 6: Wetworks
- "The Basement"

DEPARTMENT 0: THE HOME OFFICE

Agents from the home office are the prototypical super-spies of the modern era. Trained to deal with a broad range of threats, they tend to be confident and suave, and are known for pulling off the impossible thanks both to their well-honed skills and the uncanny luck that seems to follow them wherever they go.

If your agent is from the Home Office, you gain the following benefits:

- +1 department bonus to any action die rolls you make (if an ability lets you roll two dice for the price of one, you receive

a +1 bonus to each). Do not count this bonus when checking to see if an action die explodes.

- You may select 2 non-class skills to become class skills.
- Bonus feat: Any covert or chase feat. You must still meet all prerequisites for the feat, including ability score and base attack bonus minimums.

DEPARTMENT 1: THE POWER BROKERAGE

Operatives of the infamous "Power Brokerage" are the political elite of the Agency. With global economies and wide-ranging networks of moles, doubles, specialists, and traitors as their weapons of choice, the Power Brokerage are the undisputed masters of manipulation. Power Brokerage training emphasizes people skills (and how to use them to beguile, maneuver, or shatter opponents) over the blunt use of physical prowess.

If your agent is from the Power Brokerage, you gain the following benefits:

- +2 Charisma, −2 Strength.
- +5 gadget points as part of their personal budget. Department 1 agents also receive a bonus of +2 gadget points to each mission budget. Finally, they receive a bonus of +1 gadget point (beyond their standard allotment) at the start of each mission.
- +1 department bonus to Diplomacy and Intimidate checks.
- Bonus feat: Any style feat. You must still meet all prerequisites for the feat, including ability score and base attack bonus minimums.

DEPARTMENT 2: MILITARY OPERATIONS

Department 2 agents are broadly trained, but their focus is the use of military hardware and tactics. They are the Agency's front line, called in when brute force without discretion is required.

If your agent is from Military Operations, you gain the following benefits:

- +2 to any one ability of your choice, −2 to any one ability of your choice. You may apply both the bonus and the penalty to the same ability, if you so desire.
- +1 department bonus to Fortitude saving throws.
- +1 department bonus to skill checks for one class skill of your choice.
- Bonus feat: Any basic combat feat. You must still meet all prerequisites for the feat, including ability score and base attack bonus minimums.

Table 2: Department Training

Department	Ability Adjustments	Bonus Feat
0: The Home Office	None	Any covert or chase feat
1: The Power Brokerage	+2 Charisma, −2 Strength	Any style feat
2: Military Operations	+2 to your choice, −2 to your choice	Any basic combat feat
3: Computer Espionage	+2 Intelligence, −2 Wisdom	Any gear feat
4: Urban Assault	+2 Dexterity, −2 Intelligence	Any ranged combat feat
5: Black Ops	+2 Constitution, −2 Dexterity	Any melee combat feat
6: Wetworks	+2 Strength, −2 Constitution	Any unarmed combat feat
"The Basement"	+2 Wisdom, −2 Charisma	Any basic skill feat

DEPARTMENT 3: COMPUTER ESPIONAGE

Department 3 agents are cocky young rebels of the Information Age. These masters of the electronic arts can hack into practically any system and explore its secrets, or turn it against itself. They are calm, calculating, and brutally efficient, though their intense state of mind often prevents them from noticing little details other agents look for. Department 3 agents tend to be the youngest operatives at the Agency

If your agent is from Computer Espionage, you gain the following benefits:.

- +2 Intelligence, –2 Wisdom.

- Department 3 agents receive a free laptop computer with a +1 power rating (+1 to skill rolls using the computer).

- +1 department bonus to Computers and Electronics checks. This is cumulative with the laptop power rating bonus.

- Bonus Feat: Any gear feat. You must still meet all prerequisites for the feat, including ability score and base attack bonus minimums.

DEPARTMENT 4: URBAN ASSAULT

Agents of Department 4 are efficient, disciplined military operatives who focus on urban and close-quarters combat. Department 4 is called in when military operations take place in crowded areas, and when maximum stealth combined with precision combat is required.

If your agent is from Urban Assault, you gain the following benefits:

- +2 Dexterity, –2 Intelligence.

- +1 department bonus to Spot and Hide checks.

- +1 department bonus to attack rolls.

- Bonus Feat: Any ranged combat feat. You must still meet all prerequisites for the feat, including ability score and base attack bonus minimums.

DEPARTMENT 5: BLACK OPS

Black Ops agents are tough and grizzled — they have to be, in order to survive the increasingly corrupt underbelly of the intelligence community where they work. Many lament their surroundings and are working hard to clean them up, while others bury themselves in their tasks and try to ignore the dirty deals going on around them.

If your agent is from Black Ops, you gain the following benefits:

- +2 Constitution, –2 Dexterity.

- 4 extra vitality points.

- 1 extra wound point.

- Bonus Feat: Any melee combat feat. You must still meet all prerequisites for the feat, including ability score and base attack bonus minimums.

DEPARTMENT 6: WETWORKS

Department 6 agents focus in the use of unarmed combat training to eliminate targets. Their assignments are often extremely long-term, requiring them to slip into a target's home or organization and lie in wait for weeks or months before fulfilling their deadly objective. However, the intense training of this department often makes them ill-suited for the chaos of open firefights, where luck and brash courage are often as important as skill.

If your agent is from Wetworks, you gain the following benefits:

- +2 Strength, –2 Constitution.

- +1 department bonus to Initiative checks.

- +1 department bonus to Reflex saving throws.

- Bonus Feat: Any unarmed combat feat. You must still meet all prerequisites for the feat, including ability score and base attack bonus minimums.

"THE BASEMENT"

Deep in the bowels of the Agency is a near-forgotten office called "the Basement," where a motley crew of rejected and disenfranchised operatives wage a private war against cults, serial killers, and other fringe opponents. Basement agents are ill-respected by their peers, but they are the only ones with the special knowledge and experience to take on their private brand of enemy.

If your agent is from the Basement, you gain the following benefits:

- +2 Wisdom, –2 Charisma.

- 4 extra skill points (added as a bonus after you have calculated your starting skill points, not multiplied in).

- +1 department bonus to Will saving throws.

- Bonus Feat: Any skill feat (most Basement agents gravitate toward the Scholarly feat). You must still meet all prerequisites for the feat, including ability score and base attack bonus minimums.

Class

Your agent's class determines his function on the team, and the training he has received.

The Agency's standard classes include:

- Faceman

- Fixer

- Pointman

- Snoop

- Soldier

- Wheelman

FACEMAN (FAC)

As the team's confidence man and master of disguise, the faceman is often sent in to gather intelligence before a mission. Facemen gain the following benefits:

Vitality points: 10 + Con modifier

Skill points: (6 + Intelligence modifier) ×4

Class Skills: Bluff, Craft, Cultures, Diplomacy, Disguise, Driver, Forgery, Gather Information, Hobby, Innuendo, Knowledge, Languages, Open Lock, Perform, Profession, Read Lips, Search, Sense Motive, Sleight of Hand, Spot.

Personal Budget: 43 +/– (Cha modifier ×5).
Base Attack Bonus: +0

- +1 bonus to Fortitude and Will saves.

- +1 bonus to Defense

- +1 bonus to Initiative.

Adaptable: Whenever the faceman spends an action die to add to a Charisma- or Wisdom-based skill check, two dice are added instead of one (i.e. 1d4 becomes 2d4).

Linguist: The faceman knows two extra foreign languages. Also, when speaking a foreign language, he is always considered to be a native speaker and his accent is indistinguishable from that of a person raised to speak the language.

FIXER [FIX]

The team member who has what the team needs, when the team needs it — the fixer doubles as a burglar and early warning system. Fixers gain the following benefits:

Vitality points: 8 +Con modifier
Skill points: (8 + Intelligence modifier) ×4
Class skills: Appraise, Balance, Bluff, Boating, Climb, Craft, Demolitions, Driver, Electronics, Escape Artist, Forgery, Hide, Hobby, Innuendo, Jump, Knowledge, Listen, Move Silently, Open Lock, Profession, Search, Sleight of Hand, Spot, Tumble.
Personal Budget: 41 +/– (Cha modifier ×5).
Gadget Points: +1
Base Attack Bonus: +0

- +1 bonus to Fortitude saves; +2 bonus to Reflex saves.

- +1 bonus to Defense

Dexterous: Whenever the fixer spends an action die to add to a Dexterity-based skill check, two dice are added instead of one (i.e. 1d4 becomes 2d4).

Procure: The fixer may requisition items and gadgets anywhere in the field at normal cost, just as if he were back at headquarters. If there is a nearby city and the fixer can communicate and meet with a representative of the Agency, then this ability takes 20 minutes per 4 gadget points or 1 gadget point spent, otherwise it requires 1 hour per 4 gadget points or 1 gadget point spent, while he scrounges the area to find the required items. The fixer must either be able to contact his HQ or a personal contact, or scout his surroundings to use this ability.

POINTMAN [PTM]

The pointman helps out the other members of the team by enhancing their talents, but is also the most versatile team member in his own right. Pointmen gain the following benefits:

Vitality points: 10 + Con modifier
Skill points: (6 + Intelligence modifier) ×4
Class skills: Bluff, Bureaucracy, Craft, Diplomacy, Driver, First Aid, Knowledge, Profession, Sense Motive, Sport.
Personal Budget: 43 +/– (Cha modifier ×5).
Base Attack Bonus: +0

- +1 bonus to Fortitude and Reflex saves; +2 bonus to Will saves.

Generous: A pointman may spend action dice to add to the rolls of his allies just as if adding to his own rolls, so long as he is within line of sight or can speak directly to them (including over the radio) throughout their action.

Versatility: A pointman may select 6 non-class skills to become class skills.

SNOOP [SNP]

Armed only with a laptop and a few trusty tools, the snoop is half hacker and half electronic bloodhound. Snoops gain the following benefits:

Vitality points: 8 + Con modifier
Skill points: (8 + Intelligence modifier) ×4
Class skills: Appraise, Bureaucracy, Computers, Concentration, Craft, Cryptography, Cultures, Diplomacy, Driver, Elec-tronics, First Aid, Gather Information, Hide, Hobby, Know-ledge, Languages, Listen, Mechanics, Move Silently, Profes-sion, Read Lips, Search, Sense Motive, Spot, Surveillance.
Personal Budget: 42 +/– (Cha modifier ×5).
Gadget Points: +1
Base Attack Bonus: +0

- +1 bonus to Reflex and Will saves.

- +1 bonus to Defense.

- +1 bonus to initiative.

Astute: Whenever the snoop spends an action die to add to an Intelligence-based skill check, two dice are added instead of one (i.e. 1d4 becomes 2d4).

Flawless Search: When rolling a Search or Spot check to find clues or other important information, the snoop may never completely fail unless he rolls an error. Even when an error is rolled, the GC must spend 2 action dice to activate a critical failure (*see page 20*). The snoop normally finds at least one clue, or a vague piece of information — if either exists to be found.

SOLDIER [SOL]

The muscle of the team, the soldier is trained to do one thing, and one thing only: eliminate anything or anyone who gets in the team's way. Soldiers gain the following benefits:

Vitality points: 12 + Con modifier
Skill points: (4 + Intelligence modifier) ×4
Class skills: Balance, Climb, Craft, Demolitions, Driver, First Aid, Intimidate, Jump, Profession, Sport, Spot, Survival, Swim, Tumble, Use Rope.
Personal Budget: 42 +/– (Cha modifier ×5).
Base Attack Bonus: +1

- +1 bonus to Reflex saves; +2 bonus to Fortitude saves.

- +1 bonus to initiative.

Accurate: Whenever the soldier spends an action die to add to an attack roll, or a Strength- or Constitution-based skill check, two dice are added instead of one (i.e. 1d4 becomes 2d4).

Bonus Feat: The soldier receives a bonus combat feat. He must still meet all prerequisites for the feat, including ability score and base attack bonus minimums.

WHEELMAN [WHL]

Aside from knowing how to drive anything with or without wheels, the wheelman is good in a fight and serves as the team mechanic. Wheelmen gain the following benefits:

Vitality points: 12 + Con modifier
Skill points: (6 + Intelligence modifier) ×4
Class skills: Balance, Boating, Craft, Demolitions, Disguise, Driver, Escape Artist, Handle Animal, Intimidate, Mechanics, Open Lock, Perform, Pilot, Profession, Sport, Spot, Surveillance, Survival, Swim.

Personal Budget: 42 +/– (Cha modifier ×5).
Gadget points: Special — *see Custom Ride, below*.
Base Attack Bonus: +0

- +2 bonus to Reflex saves.

- +1 bonus to Defense.

- +1 bonus to initiative.

Lucky: Whenever the wheelman spends an action die to add to a vehicle-related skill check (such as Mechanics or Driver), two dice are added instead of one (i.e. 1d4 becomes 2d4). In addition, the Game Control must spend 2 action dice to cause the wheelman to suffer a critical failure (*see page 20*).

Custom Ride: At the start of each mission, the wheelman receives 4 gadget points with which he can purchase a team vehicle, vehicles, or vehicular gadgets. The wheelman may spend these gadget points independently or together with his regular allotment, and they may be shared with those of the other team members. These bonus gadget points may only be used for vehicles and vehicular gadgets.

Daredevil: During chases, the wheelman may use daredevil-only maneuvers and augment other maneuvers.

Skills

Rules for acquiring and increasing skill ranks can be found in the *Player's Handbook™*.

Each skill is associated with one of your agent's abilities, referred to as that skill's key ability. This ability's modifier is added to all checks made using that skill. You should write down this modifier next to each skill in the space provided on your agent sheet.

This introductory booklet contains only basic descriptions of skill uses. The *Spycraft Espionage Handbook* contains detailed rules and uses for each skill.

THE SKILLS

Choose your skills from the following list.

Appraise (Int, untrained): Appraise is used to estimate the value of an object.

Balance (Dex, untrained): Balance is used to keep your balance on a tightrope, narrow beam, uneven floor, or other unstable surface.

Bluff (Cha, untrained): Bluff is used to convince people of your point of view, and make unlikely claims seem reasonable through the use of acting, cunning, misdirection, propagandizing, and body language.

Boating (Dex, untrained): Boating is used to steer watercraft of all shapes and sizes.

Bureaucracy (Cha, untrained): Bureaucracy is used to cut through red tape and navigate the treacherous halls of any large company.

Climb (Str, untrained): Climb is used to climb walls, scale cliffs, and get by tall obstacles.

Computers (Int, untrained): Computer is used to access and operate computer systems, write or modify computer programs, repair and set up computers, and operate computer peripherals, such as scanners, digital cameras, scientific instruments, and many modern computer-controlled security systems. Using a computer to gather information requires the Gather Information skill.

Concentration (Wis, untrained): Concentration is used to focus on completing a task when badly injured or otherwise distracted.

Craft (Int): Craft is used to perform a craft or trade, such as Carpentry, Painting, or Welding. Craft is taken once for each individual trade.

Cryptography (Int): Cryptography is used for cracking and creating encryption codes.

Cultures (Wis): Cultures is used to blend into foreign cultures and determines your understanding of foreign customs.

Demolitions (Int): Demolitions is used to create, set and disarm explosives.

Diplomacy (Cha, untrained): Diplomacy is used to negotiate, persuade, and otherwise calm down targets through tact, influence, social grace, and subtlety.

Disguise (Cha, untrained): Disguise is used to change your appearance (or that of someone else), including your features, adding or covering distinguishing marks, altering basic body shape, and the like.

Driver (Dex, untrained): Driver is used to steer most ground vehicles.

Electronics (Int): Electronics is used to repair electronic devices or disarm traps that primarily use electronic components, such as electronic eyes.

Escape Artist (Dex, untrained): Escape Artist is used to slide your limbs out of bonds, slip out of an enemy's grapple, or squeeze through small apertures.

First Aid (Int, untrained): First Aid is used to administer emergency aid to someone who has been poisoned or suffered damage that reduced him below 0 wounds. In addition, it is used to care for someone suffering from long-term wounds or diseases.

Forgery (Int, untrained): Forgery is used to write documents in someone else's handwriting, creating official-looking documents and objects, and detecting forgeries.

Gather Information (Cha, untrained): Gather Information is used to foster important contacts, solicit rumors, spread misinformation and pick valuable information out of seemingly trivial conversation. It is also used to collect data with computers, libraries, and similar fact-finding tools.

Handle Animal (Cha): Handle Animal is used to train and ride animals.

Hide (Dex, untrained): Hide is used to stay out of sight.

Hobby (Wis): Hobby is used to perform a pastime, such as gambling, puzzle solving, socializing, or working on cars. Hobby is taken once for each individual pastime.

Innuendo (Wis, untrained): Innuendo is used to communicate and understand secret messages, or to intercept and understand such messages.

Intimidate (Str or Cha, untrained): Intimidate is used to force an aggressor to back down, or a stubborn person to provide information. Intimidate inspires fear and insecurity, and draws upon different abilities depending on the tactic used. If you are using brute force or physical threats, you apply your Strength modifier. If you're using guile or mental pressure, you apply your Charisma modifier.

Jump (Str, untrained): Jump is used to make horizontal or vertical leaps. Jumps can be made from a standing or running start.

Knowledge (Int): Knowledge is used to determine your understanding of a topic, such as conspiracy theory, criminal behavior, forensics, or munitions. Knowledge is taken once for each individual topic.

Languages (Wis, untrained): Languages is used to determine your grasp of a language. Special: When you first encounter a language you don't know in the game, you make a Languages skill check with a DC of 15-30 (depending on its

complexity and rarity). Success indicates that you have already encountered and learned the language on a previous mission.

Listen (Wis, untrained): Listen is used to hear distant gun shots, listen at a door, hear the distant footsteps of approaching enemies, eavesdrop on a conversation, and the like.

Mechanics (Int): Mechanics is used to repair mechanical devices or to disarm traps that use primarily mechanical components (e.g. a scything blade).

Move Silently (Dex, untrained): Move Silently is used make nearly no sound while in motion.

Open Lock (Dex): Open Lock is used to pick padlocks (with tools), open combination locks (by listening to the tumblers), and perform similar tasks. Electronics is used to open locks with electronic controls.

Perform (Cha, untrained): Perform is used to perform in public. Performance types include acting, dancing, modeling, public speaking, singing, etc.

Pilot (Dex): Pilot is used to maneuver any air vehicle.

Profession (Wis): Profession is used to perform a job or career, such as computer technician, diplomat, mechanic, military officer, spy, teacher, or web programmer. Profession is taken once for each individual career.

Read Lips (Int): Read Lips is used to discern what someone is saying by watching the movement of their lips.

Search (Int, untrained): Search is used to carefully go over an area, object, person, etc., looking for anything that's not readily apparent. This is an active skill. You must be able to closely examine the object of the search; you cannot perform this skill from across the room.

Sense Motive (Wis, untrained): Sense Motive is used to notice changes of mannerism, body language, and other symptoms of insincerity, and to roughly gauge someone's intentions. This skill requires patience and careful observation.

Sleight of Hand (Dex): Sleight of Hand is used to perform simple card tricks, palm small objects, and slip objects into or out of someone's pocket (yours or someone else's) without being observed, even under scrutiny.

Sport (Str or Dex, untrained): Sport is used to play an organized game, such as baseball, basketball, football, hockey, or racing. Sport must be taken once for each individual game.

Spot (Wis, untrained): Spot is used to casually notice things. This is a passive skill, and is "on" all the time, whether the agent is watching his surroundings or not.

Surveillance (Wis): Surveillance is used to analyze and enhance intelligence photographs and video, as well as to notice important events during long stakeouts and spot signs of someone watching you.

Survival (Wis): Survival is used to find shelter and edible plants in the wilderness, hunt game, and spot natural dangers (such as quicksand or pitfalls).

Swim (Str, untrained): Swim is used to navigate through water, dive (freestyle or scuba), and avoid underwater obstacles.

Tumble (Dex): Tumble is used for softer landings when falling and to tumble away from opponents adjacent to you.

Use Rope (Dex, untrained): Use Rope allows you to tie and untie knots, and bind prisoners with rope.

Feats

Feats are special abilities or enhancements to existing abilities that you may choose to customize your agent. Feats have no ranks; agents either have a feat or they don't.

Rules for acquiring and increasing skill ranks can be found in the *Player's Handbook™*.

Feats have a few special rules, as follows. After you've read through these, pick your feats from the type lists that follow and record them on your agent sheet.

PREREQUISITES

You must meet a feat's prerequisites to take it.

FEAT TYPES

Spycraft breaks feats into several categories, for the purposes of organization and agent development. These categories are combat feats (which is further broken down into basic combat feats, melee combat feats, ranged combat feats, and unarmed combat feats), chase feats, covert feats, gear feats, skill feats, and style feats. Each category is described here.

Combat feats: These feats focus on various methods of fighting. Usually, you may choose from any of the following categories, though bonus feats may limit you to only one or two of them.

- Basic combat feats: These feats concern combat fundamentals, and are often prerequisites for feats in other categories.

- Melee combat feats: These feats focus on combat using knives, axes, and other hand-held weapons.

- Ranged combat feats: These feats focus on the use of firearms.

- Unarmed combat feats: These feats enhance your prowess without weapons, and — in the *Spycraft* core release — focus on Hong Kong "wire fu"-style martial arts.

Chase feats: This feat category focuses on driving and piloting.

Covert feats: This category involves stealth, evasion, and subterfuge.

Gear feats: These feats offer you new equipment options.

Skill feats: All of these feats improve your skills.

Style feats: This group focuses on savoir faire and personal wealth.

FEAT DESCRIPTIONS

This is the format for feat descriptions.

Feat Name

A description of what the feat actually does or represents.

Prerequisites: A list of requirements that must be met in order to take the feat.

Benefit: In game terms, what the feat allows you to do.

Normal: A list of things that an agent without this feat is limited in or prevented from doing.

Special: Other important information about this feat.

BASIC COMBAT FEATS

These combat feats typically have very few prerequisites, and are themselves prerequisites for many other feats.

Combat Instincts

You react instinctively when an opportunity presents itself in melee combat.

Benefit: If you are not flat-footed when an adjacent opponent's attack roll misses you by more than 5, you may immediately make a single attack as a free action against that opponent. You may use this feat a number of times per round equal to your Dexterity modifier.

Confident Charge

You can charge around corners.

Prerequisites: Dex, 13+, Wis 13+.

Benefit: When you take a charge action in combat, you can make a number of turns equal to your Dexterity modifier. None of these turns can exceed 90 degrees.

Endurance

You have incredible stamina.

Benefit: When making a check to perform a physical action over a period of time (such as swimming, holding your breath, running, etc.) you gain a +4 bonus to the skill or ability check. Further, you only suffer a –1 penalty to Strength and Dexterity while fatigued (reduced to 0 vitality points).

Expertise

You are trained in using your combat skills for defensive purposes as well as offensive.

Prerequisites: Int 13+.

Benefit: When using the standard attack action, you may take a penalty of up to –5 on your attack and add the same number (up to +5) to your Defense as a dodge bonus. The penalty/bonus amount may not exceed your base attack bonus, and lasts until your next action.

Normal: Without this feat, you can fight defensively when using a standard attack action, taking a –4 penalty to attacks and gaining a +2 dodge bonus to Defense until your next action.

Mobility

You are adept at moving past opponents and dodging blows.

Prerequisites: Dex 13+.

Benefit: You may move away from adjacent opponents in the middle of combat. In addition, you may move up to twice your speed when taking the total defense action.

Normal: Without this feat, you are limited to your 5 ft. bonus step (*see page 21*) when adjacent to an opponent, unless you are taking a withdraw action, or your opponent is prone.

Sidestep

You are good at evading attacks.

Prerequisites: Dex 13+.

Benefit: During your action, you may select an opponent and receive a +2 dodge bonus to your Defense against attacks made by that opponent. Alternately, you may designate all opponents attacking you. In this case, you gain a +1 dodge bonus to your Defense against attacks made by any and all of the designated opponents. This effect lasts until your next action.

Surge of Speed

You may exert yourself greatly to perform additional actions in a round.

Benefit: You may take an extra half action during your turn. This action may not be an attack. This feat may be used once per game session, plus another time for every 4 agent levels you have attained, but never more than once in any single round.

Toughness

You are tougher than normal.

Benefit: Gain either +2 wound points or +4 vitality points, your choice.

MELEE COMBAT FEATS

These combat feats find use when you are wielding a melee weapon. Typically, melee combat feats allow you to perform special moves or enhance your combat capabilities in other ways.

Improvised Weapon

You are able to turn ordinary items in your vicinity into brutally efficient combat tools.

Prerequisites: Wis 13+.

Benefit: As a half action, you may find an object nearby that you can use as an improvised melee weapon (e.g. a ladder, a fire extinguisher, a pool cue, etc.). The GC chooses the object you find. This weapon adds a +2 modifier to both damage rolls and Defense for a number of rounds equal to your Wisdom modifier. The object is considered a melee weapon. Unarmed combat feats and abilities cannot be applied to an improvised weapon. You may only benefit from one improvised weapon at any time. This feat may only be used in areas where objects are available to be found (e.g. it doesn't work in a clean room or barren cell). This feat may be used a number of times each session equal to your total initiative bonus.

Power Attack

Your melee attacks are incredibly powerful.

Prerequisites: Str 13+.

Benefit: At the start of your first action during the round, before taking any attack rolls, you may subtract a number from all of your melee attack rolls and add the same number to all of your melee damage rolls. This number may not exceed your base attack bonus, and lasts until your first action during the next round.

Weapon Finesse

By relying more on your dexterity than your strength, you have mastered one weapon.

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.

Benefit: Choose one light melee weapon. When using that weapon, you use your Dexterity modifier instead of your Strength modifier for attack rolls.

RANGED COMBAT FEATS

These combat feats require the use of a ranged weapon. Typically, ranged combat feats allow you to perform special moves or enhance your combat capabilities in other ways.

Far Shot

You have practiced firing at increased range.

Benefit: When you use a ranged weapon, its range increment rises by one-half (multiply by 1.5). When you use a hurled weapon, its range increment is doubled (multiply by 2).

Point Blank Shot

You have been trained to shoot accurately at close range.

Prerequisites: Dex 13+.

Benefit: +1 bonus on attack and damage rolls with ranged weapons against opponents within one range increment.

Speed Trigger

You are skilled with extremely rapid gunfire, even with single-shot firearms.

Benefit: You may make burst attacks even with firearms that do not normally allow burst fire (so long as the weapon has at least three shots remaining).

UNARMED COMBAT FEATS

These combat feats are used when you find yourself without a weapon. Typically, unarmed combat feats allow you to use martial arts moves.

Unarmed Abilities: When making an unarmed attack, you may only use one "named" ability, such as "Palm Strike," at a time. Thus, if you had the Punching Basics feat (*see the next column*), you could use either Palm Strike or Knuckle Punch, but not both on the same attack.

Blocking Basics

You have trained in the fundamentals of blocking and redirecting opponents' melee and unarmed attacks.

Benefit: This feat grants you the following abilities.

Break Weapon: When you are attacked with a weapon by an opponent within 5 feet, you may automatically make a Strength check (DC 25) to break his weapon. This ability may only be used when you are fighting defensively or using the total defense movement option (*see page 21*).

Shifting Throw: When you are unsuccessfully attacked by an opponent, you may move him to any adjacent square that doesn't place him in immediate jeopardy (such as flipping him into a woodchipper or over a cliff). All your allies within one range increment gain a +2 bonus to attack your opponent during their next action.

Dodging Basics

You have trained in the fundamentals of avoiding attacks.
Benefit: This feat grants you the following abilities.

Deflect Arrows: If you have at least one hand free, then once per round when you'd normally be hit with a hurled weapon, or a thrown melee or exotic weapon, you may make a Reflex save (DC 15 + attacker's base attack bonus) as a free action. If you succeed, you deflect the attack. You must be aware of the attack and not flat-footed. Your Game Control may rule that certain unusual ranged attacks cannot be deflected.

Flying Back Flip: Once per round, when an opponent misses you with a melee attack, you may move one 5 ft. square as a free action. If this takes you out of his reach, he must move closer to attack you with further melee attacks.

Holding Basics

You have trained in the fundamentals of holds and locks, making it both easier for you to grapple someone and harder for them to escape once you have been successful.

Benefit: This feat grants you the following abilities.

Joint Lock: Opponents receive a –4 penalty to all attempts to escape your pins.

One-handed Choke: You may grapple or pin an opponent using only one hand, leaving the other free for other tasks, such as attacking or deflecting arrows.

Kicking Basics

You have trained in the fundamentals of kicks.
Benefit: This feat grants you the following abilities.
Jump Kick: You may move one 5-ft. square before you make an unarmed attack. This does not prevent you from taking a bonus step during the round as described on page 21.

Roundhouse Kick: You may attack two opponents who are adjacent both to you and to each other with a single unarmed attack. Make one attack roll and compare it to each targeted opponent's Defense value. If you hit either or both of them, make a single damage roll and deal that damage to each opponent you hit.

Punching Basics

You have trained in the fundamentals of punches and nerve touches.

Benefit: This feat grants you the following abilities.
Knuckle Punch: If you make a successful unarmed attack, you deal normal damage, plus your Strength modifier multiplied by 1.5 (rounded up).

Palm Strike: When you strike an opponent with a successful unarmed attack, the force of your blow moves him one 5 ft. square directly away from you. If the target square is occupied, your opponent remains where he is and takes 1 point of damage in addition to any damage from your successful attack.

Throwing Basics

You have trained in the fundamentals of throws and sweeps.

Benefit: This feat grants you the following abilities.
Flying Tackle: You may move one 5 ft. square before you make a trip attempt. This does not prevent you from taking a bonus step as described on page 21.

Foot Sweep: If you successfully trip an opponent in melee combat, you immediately receive, as a free action, a single attack against that opponent.

CHASE FEATS

Transportation and chases are an integral part of the spy genre. Expert drivers become more adept at pursuit and escape, fighting from a vehicle, and even crashing (when they want to, of course)!

Firm Hand

You are good at maintaining control of a damaged vehicle.
Prerequisites: Dex 13+.
Benefit: You can ignore up to the first –4 in handling penalties for vehicle damage or terrain.

Instant Hotwire

You are a master at circumventing vehicle security.
Prerequisites: Mechanics skill 2+, Open Locks skill 2+
Benefit: You receive a +2 bonus with all attempts to foil a vehicle's security systems. Further, attempting to open a locked vehicle or start one without the keys is a free action for you.

One hand on the Wheel...

You can still manage a few small tasks while driving like a madman.

Prerequisites: Daredevil class ability.
Benefit: If you are the driver of a vehicle this round, you only suffer a –2 penalty to maneuver checks if you take a half action. You still may not take any full actions as the driver of a vehicle.

Normal: Drivers normally face a –4 penalty to their maneuver checks if they take a half action that round.

Ride Shotgun

You are experienced with compensating for the bumps and turns of high-speed chases.

Prerequisites: Base attack bonus 1+.

Benefit: You may ignore the first –2 in penalties for shooting from a moving vehicle as a passenger or driver.

Normal: Swerving cars and jerking helicopters make terrible firing platforms. Penalties start at –2 and can go significantly higher when shooting from a moving vehicle as a passenger. Drivers normally face a –6 penalty when shooting while driving.

COVERT FEATS

These feats focus on getting around quietly and quickly, and are therefore quite useful for spies of all types.

Improved Equilibrium

You are able to perform acrobatic maneuvers on high rooftops, sloping ledges, and other precarious surfaces with remarkable ease.

Prerequisites: Dex 13+, Balance skill 4+, Climb skill 4+.

Benefit: You may move up to your normal speed over precarious surfaces or while climbing with no penalty to your Balance or Climb skill checks.

Jump Up

You are able to quickly jump back up after a fall.

Prerequisites: Dex 13+.

Benefit: You can stand up from a prone position as a free action rather than a half action.

Traceless

You have developed the habit of removing signs of your passage: wiping fingerprints, smudging footprints, and wearing gloves have all become natural to you.

Prerequisites: Int 13+.

Benefit: The DC for any attempts to notice your presence or passage (i.e. whether you're in the same room as them now or have been before) are increased by a number equal to your Intelligence modifier. Further, no one may take 10 or 20 when making a skill check to notice your presence or passage. This ability works whether the pursuer is making an opposed skill check or not.

GEAR FEATS

These feats offer more equipment, gadgets, and even vehicles to agents with the right connections.

Extra Budget

You have a friend in the equipment dispensary who can provide you with extra equipment.

Benefit: You gain an additional 5 budget points during the Gearing Up phase of each mission.

Extra R&D Support

You have a friend in the Research & Development department who can provide you with extra gadgets.

Benefit: You gain 2 additional gadget points during the Gearing Up phase of each mission.

SKILL FEATS

These skill feats improve various skills in different ways.

Alertness

You are extremely observant and have a heightened sense of awareness.

Prerequisites: Listen skill 1+, Search skill 1+, Spot skill 1+.

Benefit: +2 bonus to all Listen, Search and Spot checks. In addition, your threat range with these skills increases to 19-20.

Athletic

A natural athlete, you perform simple athletic feats with ease.

Prerequisites: Climb skill 1+, Sport skill 1+, Swim skill 1+.

Benefit: +2 bonus to all Climb, Sport, and Swim checks. In addition, your threat range with these skills increases to 19-20.

Field Operative

Your hands-on experience has taught you how to gather and pass on information right under the nose of the enemy.

Prerequisites: Innuendo skill 1+, Read Lips skill 1+, Sense Motive skill 1+.

Benefit: +2 bonus to all Innuendo, Read Lips and Sense Motive checks. In addition, your threat range with these skills increases to 19-20.

Mathematical Genius

You have an innate understanding of mathematics that greatly aids your understanding of computers and cryptography.

Prerequisites: Computers skill 1+, Cryptography skill 1+.

Benefit: +2 bonus to all Computers and Cryptography checks. In addition, your threat range with these skills increases to 19-20.

Ordinary Past

You used to lead an ordinary 9 to 5 lifestyle.

Prerequisites: Craft skill 1+, Hobby skill 1+, Profession skill 1+.

Benefit: +2 bonus to all Craft, Hobby and Profession checks. In addition, your threat range with these skills increases to 19-20.

Persuasive

You have tremendous powers of persuasion.

Prerequisites: Bluff skill 1+, Diplomacy skill 1+, Intimidate skill 1+.

Benefit: +2 bonus to all Bluff, Diplomacy and Intimidate checks. In addition, your threat range with these skills increases to 19-20.

Police Training

You are especially familiar with police techniques, including bomb squad practices.

Prerequisites: Bureaucracy skill 1+, Demolitions skill 1+, Surveillance skill 1+.

Benefit: +2 bonus to all Bureaucracy, Demolitions and Surveillance skill checks. In addition, your threat range with these skills increases to 19-20.

Scholarly

You have delved into a number of esoteric subjects in your spare time.

Prerequisites: Concentration skill 1+, Knowledge skill 1+.

Benefit: +2 bonus to all Concentration or Knowledge checks. In addition, your threat range with these skills increases to 19-20.

Speed Demon

You love fast vehicles of all shapes and sizes.

Prerequisites: Boating skill 1+, Driver skill 1+, Pilot skill 1+.

Benefit: +2 to all Boating, Driver or Pilot checks. In addition, your threat range with these skills increases to 19-20.

Stealthy

You rarely leave a strong impression.

Prerequisites: Hide skill 1+, Move Silently skill 1+.

Benefit: +2 to all Hide and Move Silently skill checks. In addition, your threat range with these skills increases to 19-20.

Training

You have devoted a great deal of your spare time to improving your skills.

Benefit: You gain 4 skill points.

Special: This feat may be taken multiple times, offering you four additional skill points each time.

World Traveler

You were a member of the Peace Corp or similar organization, and received training required to provide basic medical support in other countries.

Prerequisites: Cultures skill 1+, First Aid skill 1+, Languages skill 1+.

Benefit: +2 bonus to all Cultures, First Aid, and Languages skill checks. In addition, your threat range with these skills increases to 19-20.

STYLE FEATS

These feats deal with matters of espionage lifestyle and methods, enhancing your basic ability as a spy.

Fortunate

You are unusually lucky, even for a trained agent.

Benefit: You begin each game session with an extra d4 action die.

The Look

Whether it's devilishly handsome good looks, a laugh that melts hearts, all the right curves, or a smile that makes people weak in the knees, you've got what it takes to make members of the opposite sex stop and give you the eye.

Prerequisites: Cha 13+.

Benefit: You gain a +1 bonus to all Charisma-based skills when dealing with the opposite sex.

Normal: Most agents manage to look like they belong on a movie set. You look like someone paid a few million bucks for the privilege of having you there.

Mark

You can size someone up with a glance.

Prerequisites: Wis 13+.

Benefit: As a free action, you may target an NPC with this feat, 'sizing him up.' Name three skills. The GC must tell you which of those skills the target has the highest bonus with (i.e. which of those skills he has the highest combined skill rank and ability modifier with), and which of the skills the target has the lowest bonus with. For example, if you named the Bluff, Sense Motive, and Intimidate skills and the target had those skills at 4, 6, and 0 ranks, respectively, the GC would answer, "The target's best at Sense Motive, followed by Bluff, then Intimidate." This feat does not confer the target's actual skill ranks or ability bonuses — only their relative strength to each other. You may use this ability a number of times equal to your Wisdom modifier (though you may only use it once per round), and you may use it on the same person more than once.

Safe House

Whether it's an old family estate or just a rented flat, there's always a roof over your head — usually one not far from the action.

Benefit: Once per session while you are in a major city, you may make use of a private safe house you own. At a bare minimum there are enough beds and couches for you and the rest of the team to sleep on, a garage, plenty of food for a couple of nights, a TV, phone service, and really thick curtains. Safe houses contain nothing else unless additional budget or gadget points, or field expenses, are spent to purchase the contents desired.

Special: You only need to purchase this feat once and you are considered to have a place to crash in every major city in the world. You may make up the locations and details of these safe houses as the game progresses, though the GC may overrule you at any time, describing a safe house as he wishes.

MISCELLANEOUS VALUES

Now follow these steps for each value listed, and record the results on your agent sheet.

Action Dice: 3 action dice, each a d4.
Defense: 10 + either class or gear bonus + Dex modifier.
Initiative bonus: Bonus from class + Dex modifier.
Speed: 30.
Wound points: Equal to your Constitution score.

GEAR

Agents use various budgets to "requisition" personal and mission gear, as well as separate allotments for experimental gear and vehicles. They are also assigned a cash expense account for use in the field.

Spycraft handles all this with three values — budget points, gadget points, and field expenses.

BUDGET POINTS (BP)

Budget points are used to requisition standard-issue gear from the Agency. Unless otherwise stated, budget points can be used to requisition anything in the standard-issue section.

Budget points come in two varieties — personal budget and mission budget. The first only comes into play when you create your agent. The second is a facet of every mission.

Personal Budget: Your agent's class provides you with a personal budget which you may spend to requisition anything on the standard-issue gear table. Your agent keeps this gear from mission to mission. If lost, stolen, or destroyed, it is automatically replaced at the start of the next mission.

Mission Budget: During the Gearing Up phase of every mission (usually after the mission briefing, per your GC), roll 2d4 and multiply the result by your Charisma modifier (positive or negative), then add your class budget bonus and an amount determined by the Agency's threat code for the mission (*see page 19*):

Threat Code	Mission Budget Bonus
Code: Yellow	15
Code: Red	25
Code: Black	35

Action dice may not be spent to increase this roll. The combined result is your mission budget for the current assignment. Any mission bonus result of 0 or less becomes 0; the agent simply receives no budget for that mission.

Like personal budget, your agent's mission budget may be spent for anything in the standard-issue gear section, unless otherwise stated. All equipment not lost, stolen, or destroyed is returned at the end of each mission.

GADGET POINTS (GP)

Technologically advanced items ("gadgets") and highly expensive standard-issue gear (usually vehicles) cost gadget points instead of budget points. During the Gearing Up phase of every mission (usually after the mission briefing), you receive 2 gadget points, plus the gadget point bonus gained from your class.

You may spend these gadget points to requisition items listed under Sample Gadgets (opposite) and vehicles (page 16) sections. All gadgets are returned at the end of each mission, and are replaced by a new set of gadgets during the Gearing Up phase of the next mission.

FIELD EXPENSES

When you need to use cash in the field, field expenses come into play. During the Gearing Up phase of every mission (usually after the mission briefing), roll 2d4, add it to your class budget bonus, and multiply the total by $100. The result is your field expense account for this mission.

TEAM RESOURCES

Agent teams may share the total budget points, gadget points, and field expenses assigned to each of their members. In this way, they can afford to requisition high-end gear, gadgets, and vehicles.

REQUISITIONING GEAR WHILE IN THE FIELD

The budget point or gadget point cost is doubled when you are in the field unless you have the fixer's procure ability. Also, you must be able to contact the Agency to requisition gear in the field. If you are near a major city, the gear arrives in 1 hour per 5 BP or 1 GP spent (rounded up). Otherwise, it arrives in 1 hour per 3 BP or 1/2 GP spent (again, rounded up).

Special Note: Many things you might expect to pay budget points, gadget points, or field expenses for are actually covered by favor checks — *see page 26*.

AMMUNITION

Weapon ammunition capacities are listed on page 17. When you requisition a firearm, it comes with three full loads ("magazines"); additional magazines cost 1 BP each. The rocket launcher comes with 3 rockets; additional rockets cost 5 BP each. All other weapons that use ammunition come with 20 shots; each additional 20 shots costs 1 BP.

SAMPLE GADGETS

Belt, grappling gun: The standard Agency belt contains a powerful grappling hook.

Gadget Point Cost: 1

Mechanics: By depressing a hidden button on the backside of this belt, a piton attached to a line can be fired into a surface up to 100 ft. away and used as a grappling hook. The stylish buckle also contains a high-tension motor capable of dragging up to 500 lbs., even straight up in the air. Finally, the belt has a "slow-fall" feature, allowing the agent to anchor the piton in a handy wall and fall up to 100'. The agent then pushes the braking button halfway down and the belt automatically slows him down in time for a safe landing.

Belt, lockpick set: The belt contains a set of flexible non-metal lockpicks. The lockpicks cannot be felt, even if the belt is closely examined by hand, and they don't show up on metal detectors or x-rays. In order to use them, the agent simply wets the lockpick, causing it to harden long enough to get the job done.

Gadget Point Cost: 1

Mechanics: The lockpicks are so finely crafted that they add +2 to all Open Lock checks made when using them. The DCs of Search checks to find the lockpick set are increased by 20.

Business card, tracking device: Business cards offer the perfect housing for a tracking device — and a reasonable excuse for giving it away.

Gadget Point Cost: 1 each

Mechanics: This card's ink is actually a mesh of micro-circuitry protected beneath a thin plastic coating that allows the agent to track his target through a dedicated scanner. The tracer's range is limited to one mile due to the micro-transmitter's weak signal. Once activated, the tracer only has enough power to transmit for 2 hours.

Cigarette, grenade: Only the most suicidal agents dare to smoke a live grenade and then flick it at their enemies.

Gadget Point Cost: 2 each

Mechanics: Acts as a fragmentation grenade. The DCs for all Search checks to find this gadget are increased by +15.

Cigarette, pistol: One shot, one kill — an ethic agents should take to heart when using this 1-shot .22 pistol.

Gadget Point Cost: 1 each

Mechanics: Acts as a 1-use .22 LR handgun. The DCs for all Search checks to find this gadget are increased by +15.

DNA analyzer: This device works like a tiny hand vacuum. It gathers skin flakes and hairs and performs DNA analysis. Then, if it finds a matching sample later on, it alerts the user and lists the site where the other sample was found.

Gadget Point Cost: 3

Mechanics: It takes 10 minutes to sweep a 10-ft. square room with the analyzer. Agents using this device when gathering and comparing evidence receive a +5 bonus to their Gather Information and related skill checks.

Fingerprint camera: This device looks like a normal instant-print camera, but its filter recognizes and highlights fingerprints, digitally enhancing and separating them. The backgrounds of its pictures appear hazy, while fingerprints appear clear and distinct, 'popping' out of the shot.

Gadget Point Cost: 1

Mechanics: All Search checks made to find fingerprints using this gadget receive a +5 bonus.

Hollow tooth: The agent's tooth is hollowed out and fitted with a flip-top opening. Agents with hollow teeth practice opening and closing them with only their tongues, and contents are often clandestinely transferred with a kiss.

Gadget Point Cost: 2 each

Mechanics: The center of a hollow tooth can only hold objects of less than 1 cm cube. The DCs of Search checks to find a hollow tooth (even when looking into an agent's mouth with a mini-flashlight) are increased by +20. The agent keeps this gadget after it is requisitioned.

Jetpack: The latest incarnation of the jetpack is a simple, sleek metal design, easily concealed within a standard high-school or camper's backpack. The standard issue jetpack is smoke grey in color so it can easily blend in with most clothes.

Gadget Point Cost: 4

Mechanics: This gadget allows the agent wearing it to fly at a speed of 500 ft. per round (50/100 mph). The handling modifier for this 'vehicle' is equal to 4 + the agent's Dexterity modifier. While in flight, the agent uses his standard Defense, modified by the speed he is currently moving relative to the attacker. The jetpack applies no armor modifiers or penalties to the agent. *Statistics for this gadget are also listed on the vehicle table below.*

Magnetic flask: Disguised as a slender metallic drinking flask, this item instantly becomes magnetic when its base is twisted halfway counter-clockwise. This also activates the internal timer attached to a flash charge, which ignites a generous supply of plastique.

Gadget Point Cost: 2 each

Mechanics: When detonated, this flask explodes like ½ lb. of C4 (*see page 17*).

Memory paper: Sheets of this paper can make near-perfect replicas of documents they are pressed against.

Gadget Point Cost: 1 per 2 pages

Mechanics: Treat a document copied with memory paper as though it had been created with a Forgery skill of +10. Memory paper is extremely sensitive to liquids, and the copy is instantly ruined if it gets wet.

Panic button: Sewn into the seams of clothing or disguised as jewelry, this gadget is a powerful transponder beacon that alerts the Agency of an emergency.

Gadget Point Cost: 1 each

Mechanics: Activating this device sends out a brief prere-corded message every Agency listening post within 100 miles, alerting them of an emergency. The device then acts as a homing beacon for anyone within 20 miles of the agent's location for six hours. The DCs of Search checks to find this gadget are increased by +20.

Shoe blade: Any small, thin blade is concealed in the heel of his shoe, hidden until a trigger is depressed by the agent's big toe.

Gadget Point Cost: +1

Mechanics: The blade works like a switchblade (*see page 17*). The DCs of Search checks to find this gadget are increased by +20.

Valise, armored: This is the basic Agency briefcase.

Gadget Point Cost: 1

Mechanics: This briefcase can sustain 50 points of damage before its contents are harmed, and can be used as a shield, adding +1 to the user's Defense. The DC of any Open Lock check to open the briefcase is 20, and the DCs of Search checks to find anything inside the case are increased by +5.

Valise, copycat unit: This briefcase computer can pick up and display what is shown on the screen of any computer, pager, PDA, or other electronic device within 25 ft.

Gadget Point Cost: 2

Mechanics: This gadget can display text, data, sounds, and video. The unit's storage capacity includes 48 hours of video and sound, or an effectively unlimited amount of text.

Valise, submachinegun: This attaché-case hides a dedicated ceramic 9mm submachine gun and a 36-round magazine of ceramic bullets, rendering it invisible to metal detectors.

Gadget Point Cost: 2

Mechanics: When firing this 9x19 submachine gun, the agent suffers a –2 penalty to his attack roll. All weapon values are the same as the standard 9x19mm submachine gun (*see page 17*). Setting the case's combination to a predetermined number unlocks the handle trigger. Agents cannot remove and fire the submachinegun independently. The DCs of Search checks to find anything inside the case are increased by +5.

X-ray lenses: These contact lenses allow an agent to see through objects, walls, clothes, and the like. Skin is transparent through these lenses — the agent only sees a target's bones, clothes, and anything he is carrying when looking at him.

Gadget Point Cost: 2

Mechanics: These lenses allow the agent to see through up to 1-ft. of solid material of hardness 5 or less at a visual range of 60 ft. Materials that deflect x-rays (such as lead) block the effects of these lenses.

Sample Vehicles

Vehicle Name	Gadget Picks	Handling	Speed	Miles per Hour	Defense	Wound Points	Hardness
Air Vehicles							
Helicopter	9	+5	1,000 ft.	150	14	75	5
Jetpack	4	+7	500 ft.	75	18	25	1
Parasail	2	+0	100 ft.	15	9	15	1
Ultralight	3	+3	250 ft.	35	12	40	4
Ground vehicles							
Humvee	8	–5	500 ft.	75	4	170	10
Luxury car	4	–2	550 ft.	80	7	110	7
Police car	4	+4	700 ft.	95	13	110	7
Sports car	4	+5	800 ft.	120	14	70	3
SUV	4	–4	500 ft.	75	5	140	7
Water Vehicles							
Fishing Boat	3	+0	80 ft.	12	8	75	3
Mini-Sub	5	+1	150 ft.	20	10	75	4
Speedboat	3	+5	400 ft.	60	14	60	3
Submersible Car	7	+4	100 ft.	15	13	85	5

Sample Weapons

Weapon Name	Budget Points	Damage	Error	Threat	Range Increment	Ammo Capacity
Melee Weapons						
Unarmed attack	—	1d3	—	—	—	—
Baton/club	4	1d6	1	20	10 ft.	—
Knife	3	1d4	1	20	5 ft.	—
Machete/sword	4	1d8	1-2	20	—	—
Survival knife	4	1d6	1	20	5 ft.	—
Switchblade	5	1d4	1-3	18-20	—	—
Exotic Weapons						
Nunchaku	5	1d6	1-2	19-20	—	—
Sai	4	1d6	1	20	—	—
Shuriken*	1 per 9	1	—	19-20	10 ft.	1 shot
Hurled Weapons						
Composite bow	10	1d6	1	19-20	100 ft.	1 shot
Crossbow	8	1d8	1-2	20	80 ft.	1 shot
Speargun	9	1d6	1	20	10 ft.	1 shot
Throwing knife	2 for 3	1d4	1-2	20	20 ft.	1 shot
Handguns						
.22 LR	8	1d6+1	1-2	20	10 ft.	5 shots
.38 Special	11	1d6+2	1	20	15 ft.	6 shots
.357 Magnum	14	2d4+1	1-2	19-20	20 ft.	6 shots
,40 S&W	15	1d12	1	20	15 ft.	10 shots
.45 ACP	22	1d10+2	1	19-20	15 ft.	10 shots
.44 Magnum	21	2d6+2	1	19-20	20 ft.	6 shots
.50 Magnum	27	2d8	1-2	19-20	30 ft.	10 shots
9mm	13	1d10	1	20	15 ft.	10 shots
Submachine guns						
.380 ACP*	14	1d8	1-2	19-20	20 ft.	30 shots
9x19mm*	18	1d10	1	19-20	50 ft.	30 shots
Rifles						
.22 LR*	9	2d4	1	20	20 ft.	5 shots
.30-06	27	2d10	1	19-20	80 ft.	5 shots
7.62x39mm*	22	2d8	1	20	90 ft.	10 shots
7.62x51mm*	26	2d10	1-2	20	120 ft	10 shots
.50 BMG*	45	2d10+4	1-2	17-20	300 ft	5 shots
Shotguns						
10 gauge	27	5d4	1	19-20	25 ft.	8 shots
12 gauge	22	4d4	1	19-20	25 ft.	8 shots
Tactical Weapons						
C4†	20/block	4d6/block	1	—	5 ft.	—
Frag. grenade†	15 each	2d10	1-4	—	10 ft.	—
Rocket launcher†	30	3d10	1-3	—	300 ft.	1 shot
7.62x54mm machine gun*	39	4d6	1-2	20	110 ft.	100 shots
.50 BMG machine gun*	43	5d4+2	1-3	18-20	200 ft.	50 shots

* Some of these weapons are capable of autofire attacks. All are capable of burst attacks, cover fire, and strafe attacks (*see page 22*).
† These weapons cause blast damage (*see page 23*).

Sample Protective Gear

Armor Name	Budget Points	Defense Bonus	Damage Reduction	Speed	Special Effects
Armor					
Assault vest	40	+0	8	–10 ft.	
Bomb squad suit	35	–1	11	–15 ft.	+4 to saves vs. explosions
Kevlar BDU	35	+1	5	–5 ft.	
Kevlar vest	30	+1	4	Same	
Steelweave vest	25	+1	8	–10 ft.	
Tuxedo liner	20	+1	2	Same	
Other protective gear					
Flash goggles	5	—	—	Same	+4 to saves vs. bright light
Gas mask	5	—	—	Same	+4 to saves vs. gases
Helmets					
Motorcycle	10	+1	—	Same	
Military	13	+2	—	Same	
Riot shield	10	+1	—	Same	
SCUBAsuit	7	—	—	–5 ft.	1 hour air supply

Other Sample Gear

Name	Budget Points	Special Effects
Antidote shot	3	+4 to saves vs. disease, poison, and radiation
Binoculars	1	+2 to Spot checks at great distances
Bug, audio	3 each	Transmits up to 1 mile; DC 20 to find
Bug, video	3 each	Transmits up to 1 mile; DC20 to find
Camera, standard	2	Range of 300 ft.; 24 exposures
Camera, miniature	4	Spot DC is equal to owner's Hide check
Camera, professional	8	Range of 700 ft.; 48 exposures
IRfilter lens	3	+5 to Spot warm or hot weapons or equipment
Camera, video	40	Range of 500 ft.; 6 hours recording time
Cell phone	—	Service in most areas with Agency's dedicated satellite system
Chemical analyzer	3	Recognizes and identifies toxins and gases
Computer, laptop	7	+1 power rating
Upgrade	4	Maximum upgrade is +3 power rating
Computer, PDA	3	Personal Digital Assistant; 24-hour rechargable battery
Flash suppressor*	1	–4 to Spot checks to trace your muzzle fire
Handcuffs	1	DC 30 to remove using the Escape Artist skill
Headset, radio	2	Transmit up to 1 mile; receive up to 5 miles
Encrypted	+3	–4 to Cryptography checks to decode
Laser sight	2	+2 to attacks within 2 range increments
Liquid skin patch	6	Heal 1d6 wounds per patch used
Micro-tape recorder	2	Can record up to 2 hours of sound
Night vision goggles	12	+2 to Spot checks at night
Parabolic microphone	5	Allows a Listen check up to 700 ft. away
Parachute	5	
Silencer	2	–4 to Listen checks to hear your gun fire
Snoop spray	2	Reveals laser sensor beams and the like
Stimulant shot	3	Stabilizes a dying agent (*see page 24*)
Telescopic sight	2	Ignore the attack roll penalties for the first and every other range increment
Thermal imager	15	+4 to Spot checks to notice heat signatures

PLAYING SPYCRAFT

Roleplaying games are about having fun and working together. Few games illustrate this more clearly than *Spycraft*, which focuses the action on team challenges and exciting, over-the-top adventure. This section illustrates how *Spycraft* plays in broad strokes.

MISSIONS

Most of the time, *Spycraft* gameplay involves your agents being assigned missions by Control, their superior at the Agency. Missions have many variations, ranging from the agents prompting the action to happenstance events during the agents' downtime, but the classic cinematic model occurs most often.

This model sometimes begins with a quick and fun opening sequence, in which the agents tackle a minor threat or challenge, often starting in media res (already in the midst of the action) to kick-start the adventure with little preamble. Opening sequences sometimes foreshadow elements of the coming mission, others don't.

Whether an open sequence is included or not, nearly all missions continue with the mission briefing, during which he spells out the problem at hand, and tasks the agents with resolving it. Relevant world events are described and short dossiers of all involved characters are offered. Special restrictions (such as time limits and gear restrictions) are also mentioned. Finally, Control sometimes offers special equipment to the agents — often gadgets — that he suspects will be useful in the field. (Any equipment given to the agents in this way is not counted toward their budget point and gadget point allotment.)

The next portion of most missions is the Gearing Up phase, during which the agents come up with a plan for completing their mission and requisition gear they need. Equipment requisitioned during the Gearing Up phase is counted toward the agents' budget point and gadget point allotments.

The agents then set out on their mission, usually (but not always) following an initial lead pointed out by Control. Nearly always, missions are more complex than they appear at the outset, and the initial and subsequent leads take the agents to locations and encounters they don't expect. Each such location or encounter is called a scene, and agents sometimes requisition additional gear (also counted toward their budget point or gadget point allotments) or use field expenses in-between. The difficulty of each scene is generally higher than the last, leading toward an inevitable slam-bang confrontation with the actual threat of the mission.

This formula is sound, and has worked for countless espionage movies and books. We recommend you use it for early games, branching out with new and unusual mission structures as you gain experience with the *Spycraft* game system and desire a fresh challenge.

Special Note: If you are looking for an example of a fully fleshed-out mission for the *Spycraft* game, visit the *Series Archer* website (www.seriesarcher.com), where many free downloads are available, including sample missions.

Threat Codes

Control assigns the mission a threat code, which relates the Agency's level of concern and the resources allocated to the assigned agents. Code: Yellow threats are the least important dangers the Agency contends with, and usually involve few expected casualties and little chance of exposure. Code: Yellow threats range from stolen document recovery to diplomat protection and recruitment. Code: Yellow missions often take place over long periods of time, and weeks or months pass with no progress. Active Code: Yellow missions are often investigative, with little clear direction from the home office.

Code: Red threats are more serious, and usually involve a direct threat of some kind — low-level criminal masterminds, upstart dictators with personal armies, and incidents which can spark an international crisis all fall into this category. Agents are always dispatched to deal with Code: Red threats immediately. Code: Red mission parameters always include precise mission goals, and very frequently include sharp deadlines.

The Agency's last threat level is Code: Black. If a situation is labeled Code: Black, all hell has generally broken loose. These situations involve serious threats to global peace, including tensions that could touch off open war, stolen documents or technology being used to bring the world to its knees, defections of top world officials, and concrete proof that the Agency exists. The Agency responds to these threats by dispatching a team of agents to solve the problem as quickly as possible, using any means necessary — up to and including lethal force.

SKILL CHECKS

The core mechanic in *Spycraft* is the skill check. Normally, before you make a skill check, your Game Control assigns it a Difficulty Class (DC). DCs usually fall between 5 and 30. Then you roll 1d20 and add your skill rank and appropriate key ability modifier, plus any miscellaneous modifiers you gain from gear and the like.

If the total of your roll equals or exceeds the DC of the task you were attempting, you succeed. Otherwise, you fail.

Opposed Skill Checks

If you are opposing or competing against someone else when you use a skill, then each person involved in the opposed check rolls 1d20 and adds the appropriate key ability modifier, plus miscellaneous modifiers. The highest total wins the competition. Equal totals are considered a tie unless this provides no clear result, in which case they are rerolled. A critical success (*see page 20*) with an opposed skill check may only be beaten by a critical success with a higher check total.

Retries

Usually you can retry failed skill checks indefinitely. Sometimes, however, a skill has consequences for failure that must be taken into account. Some skills only give you one chance at a particular task, and it's commonly useless to repeat a check once you've succeeded at it.

The amount of time required for each skill check, and whether the skill can be retried after failure, is determined by the GC.

Untrained Checks

If a skill has the word "untrained next to its key ability, you can use it with a skill rank of 0. You roll a d20, adding only conditional modifiers. No key ability modifiers are applied to untrained checks.

Ability Checks

Sometimes you do things that no listed skill covers, such as trying to break down a door. When this happens, the GC chooses one of your abilities to apply to the check (Strength, for example, to break down a door), and you make an ability check. An ability check works just like an untrained skill check — you are considered to have a skill rank of 0.

Conditional Modifiers

Generally speaking, your Game Control can apply a +2 bonus to any skill check that benefits from a favorable condition (such as dim lighting when you are trying to Hide), or a –2 penalty to any skill check that suffers from a poor condition (such as bright lighting when you are trying to Hide).

Time and Skills Checks

Most skills used in combat take either one half action (3 seconds) or one full action (6 seconds) to use. Skills used outside combat require wildly varying times. In *Spycraft Lite*, the GC determines how long any skill use takes. The full *Spycraft* rules include time requirements for each use of each skill.

Automatic Success/Failure

A natural 1 (an actual roll of 1 on a d20) is always a failure, while a natural 20 (an actual roll of 20 on a d20) is always a success. A natural 20 might also be a critical success, while a natural 1 might be a critical failure (*see below*).

Critical Successes

Whenever you roll a natural 20 (the d20 is actually showing a 20) for a skill check, you automatically succeed, and you've scored a threat — a potential critical success. In order to turn a threat into a critical success, you must spend one action die. If you choose not to do so, then your skill check is just a normal success.

In addition, you can sometimes score a threat with a roll lower than 20 (usually because of a feat or gear effect). Any roll lower than a 20 is not an automatic success, and if the skill check fails, it doesn't count as a threat.

The effects of a critical success vary from skill to skill, and are subject to the GC's discretion, but they are always the best possible outcome of the current skill use.

Critical Failures

Whenever you roll a natural 1 (the d20 is actually showing a 1) for a skill check, you automatically fail and you've scored an error — a potential critical failure. In order to turn an error into a critical failure, your GC must spend one action die. If your GC chooses not to do so, then your skill check is just a normal failure.

In addition, you can sometimes score an error with a roll higher than 1 (usually because you're using experimental or shoddy equipment). Any roll higher than a 1 is not an automatic failure, and if the skill check succeeds, it doesn't count as an error.

The effects of a critical failure vary from skill to skill, and are subject to the GC's discretion, but they are always the worst possible result of the current skill use.

Cooperation

If multiple agents are working together to perform a single task, one agent must be chosen as the leader of the attempt. The other agents who are helping each make a skill check against a DC of 10. For every assistant who succeeds with this check, the leader gets a +2 bonus to the main skill check, which determines whether the overall effort succeeds or not. The GC may limit the number of assistants who can help with any skill check.

COMBAT

When combat begins, all combatants are flat-footed. This means that you cannot add your Dexterity or dodge bonuses to your Defense. Once a combatant acts, or is successfully attacked, he is no longer flat-footed.

Rounds

Time in combat is divided into 6-second intervals called 'rounds.' Anything a person could reasonably accomplish in 6 seconds can be done by your agent in 1 round.

Who Goes First?

When you enter combat, make an initiative check to determine when during the round you get to act. Roll a d20 and add the initiative bonus calculated during agent design (*see page 14*).

Combatants act in order of highest initiative total to lowest initiative total. Once you have made your initiative check for a particular combat, you keep the total for the rest of the combat.

The GC may determine that one group (or part of one group) has the drop on everyone else. Anyone with this benefit may perform one half action (*see below*) before everyone else, in initiative order.

Actions

There are three action types — full, half, and free. Full actions are involved, and use up all your concentration for the round. Half actions are somewhat simpler, and — under most circumstances — you can juggle two of them per round. Free actions take up little or no time. You may perform as many free actions in a round as you like, per the GC's discretion. For an idea of how long an action takes, *see Table 3: Combat Actions*.

When your turn comes up in the initiative order, you perform all your actions for entire round, all at once. You may perform one full action or two half actions and as many free actions as the GC allows.
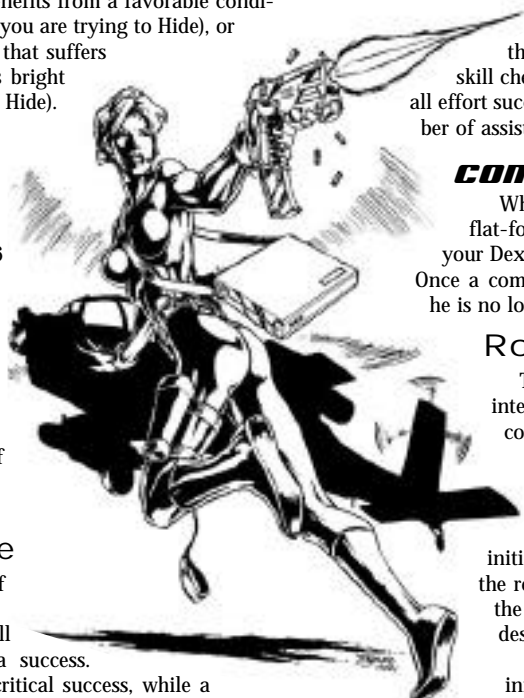
There are three primary families of actions in *Spycraft* – moving, attacking, and other. These families are described in the following sections.

Table 3: Combat Actions

Action	Type
Attack Actions	
Standard attack	Half
Burst Attack	Half
Trip	Half
Autofire	Full
Coup de grace	Full
Cover fire	Full
Strafe attack	Full
Suppressive fire	Full
Movement Actions	
Standard move	Half
Charge	Full
Run	Full
Total defense	Full
Withdraw	Full
Other Common Actions	
Activate an item	Free
Drop an item	Free
Drop to the ground	Free
Speak	Free
Aim a ranged weapon	Half
Brace a firearm	Half
Draw or holster a weapon	Half
Move a heavy object	Half
Open a door	Half
Pick up an item	Half
Stand up from being prone	Half
Stabilize a dying person	Half
Move an extremely heavy object	Full

Moving

To accurately represent movement and position, it's easiest to use miniature figures to represent the agents and their opponents. By placing them on a grid of 1-inch squares, you can easily eliminate arguments about cover and range. The standard scale used in *Spycraft* is 5 ft. for every 1-inch square. Distances of less than 5 ft. are ignored.

Your speed is usually 30 unless you have a special ability which increases it or are suffering from an injury which decreases it (such as a broken leg).

Each round, you may move up to your speed in feet as a half action. You may take two standard move actions and move twice your speed in one round, or you can run, and move up to four times your speed in one round. Taking either of these options uses up all your actions for the round, and you cannot attack or perform other actions during the same round.

You may move through an occupied square if any of these conditions apply:

1. The occupant of the square is an ally.

2. The occupant of the square is dead or helpless.

3. You successfully use the Tumble skill to pass through the square.

If you do not take a standard move, run, or charge action during the round, you may take one free 5-ft. step before or after one of your actions during the round. Once you have taken your bonus step, you may not then take a movement action.

Movement Actions

When moving, you have a number of options.

Standard Move (Half Action): When you take this action, your agent moves his speed in feet. However, many nonstandard forms of movement also fall under this action, such as climbing or swimming (in both these cases, you move up to 1/4 your speed). If you are adjacent to an opponent, you can't move more than a 5-ft. step unless you're taking a withdraw action, or your opponent is prone.

Charge (Full Action): When you take this action, you may move up to twice your speed in a straight line, stopping to take a standard attack action against your target as you enter striking distance. Your charge ends as soon as you move adjacent to an opponent – you cannot run past one opponent to charge another. When charging an opponent, your standard attack roll receives a +2 bonus. However, you suffer a penalty of –2 to your Defense for one round (until your next action) because of the reckless behavior inherent in a charge.

Run (Full Action): When you take this action, you move up to four times your speed in a straight line. You lose your Dexterity bonus to Defense, since you can't avoid attacks while running. If you are adjacent to an opponent, you can't move more than a 5-ft. step unless you're taking a withdraw action, or your opponent is prone.

Total Defense (Full Action): When you take this action, you focus exclusively on defending yourself. You receive a +4 dodge bonus to your Defense for 1 round, and you may move up to your speed in feet, when taking this movement action. If you are adjacent to an opponent, you can't move more than a 5-ft. step unless you're taking a withdraw action, or your opponent is prone.

Withdraw (Full Action): When you take this action, you break away from your opponents. You may move up to twice your speed, provided that you move away from all opponents and that your first 5 ft. of movement doesn't leave you adjacent to an opponent.

Attacking and Defense

To make an attack, roll 1d20 and add the relevant attack bonus (calculated during agent design – *see page 14*). If the total is equal to or greater than your target's Defense (also figured during step 6 of agent design), you hit and deal damage based on the weapon or feat you used to attack. This damage is normally subtracted from the target's vitality points, unless you score a critical hit (*see page 22*).

Range can modify your attack roll. All ranged weapons have a range increment, such as 15 ft. for a 9mm pistol. Any attack from a distance of less than one range increment applies no modifier to the attack roll. Each full range increment beyond that distance adds a –2 penalty to the attack roll.

Example: Firing a 9mm pistol at a target 80 ft. away would apply a penalty of –8 (five full range increments, or 75 ft.; the extra 5 ft. fall short of another full range increment, and therefore don't apply another –2 modifier).

Hurled weapons, such as grenades, have a maximum range of five range increments. Projectile weapons, such as bows or guns, have a maximum range of ten range increments.

Special Note: When a feat, special ability or other rule refers to a "single attack," only the first attack in any chain of attacks (such as multiple attacks allowed by feats and other abilities) is affected.

Critical Hits and Misses

As with skills, whenever you roll a natural 20 for an attack roll, you automatically hit your opponent, and you've scored a threat — a potential critical hit. In order to turn a threat into a critical hit, you must spend one action die. If you choose not to do so, then your attack is just a normal hit.

Sometimes you can score a threat with a natural roll lower than 20 (usually because you're wielding a particularly deadly weapon). The natural rolls required for a threat are collectively called your threat range — *see the Sample Weapons table on page 17 for a list of common threat ranges.* Any natural roll lower than a 20 is not an automatic hit, and if the attack misses, it doesn't count as a threat, either.

Conversely, whenever you roll a natural 1 for an attack roll, you automatically miss your opponent, and you've scored an error — a potential critical miss. In order to turn an error into a critical miss, the Game Control must spend one of his action dice.

A critical hit instantly reduces a minion (one of the faceless hordes the GC uses) or any unimportant NPC to 0 wound points. Against a more important opponent, such as a mastermind, henchman, or foil (an unpredictable romantic interest), a critical hit means that you apply the damage directly to the victim's wound points without first reducing his vitality points.

Critical misses are bad because they usually cost you precious seconds — to clear a jammed gun, or to pick up a dropped weapon. The GC may spend additional action dice to worsen the effect of a critical miss, at his discretion.

You can sometimes score an error on a roll higher than 1 (usually because you're wielding a particularly shoddy or experimental weapon). The natural rolls required for an error are collectively called your threat range — *see the Sample Weapons table on page 17 for a list of common error ranges.* Any roll higher than a 1 is not an automatic miss, and if the attack hits, it doesn't count as an error.

Attack Options

When attacking, you have a number of options.

Standard Attack (Half Action): When you take this action, you make a single attack on the target of your choice, with no modifiers or special effects outside those afforded by your feats and special abilities. If firing a weapon that uses ammunition, a standard attack uses up 1 shot.

Autofire: You may only take the autofire action if you are firing certain weapons (*see page 17*). This action allows you to focus an automatic weapon on a single target in an attempt to bring him down. After selecting a number of three-shot volleys up to one-third the remaining ammunition in your weapon (rounded down), make a single attack roll with a –1 penalty for each volley fired (applying all normal modifiers as well). For every 4 full points by which your attack roll beats the target's Defense, you score an additional hit, applying the weapon's normal damage plus applicable modifiers. You may only score a number of hits up to the number for volleys fired.

If a critical hit is scored, only the damage from the first hit is applied directly to the target's wounds. Autofire uses up 3 shots per volley fired. If your weapon has less than 6 shots left, you may not perform an automatic fire action.

Burst Attack: You may only take the burst action when firing certain weapons (*see page 17*). This action allows you to fire a short burst of ammunition in a controlled manner, increasing your chances to hit and damage a single target. When taking a burst action, you choose the degree of control you want — narrow (–3 to your attack roll and +2 to your damage roll) or wide (+1 to your attack roll). A burst uses up 3 shots.

Coup de Grace (Full Action): When you take this action, you automatically score a critical hit against a helpless (bound, sleeping, or unconscious) foe who is adjacent to you. Even if the foe survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die from the shock of the blow. If firing a weapon that uses ammunition, a coup de grace attack uses up 1 shot.

Cover Fire (Full Action): When you take this action, you lay down cover fire with a firearm, protecting your teammates from enemy attacks. Choose a single ally within your line of sight who receives a +4 dodge bonus to his Defense for 1 round against enemies who are also within your line of sight. (You have to be able to shoot at them to force them to keep their heads down, or this action won't work.) You cannot lay down cover fire for an ally who is involved in a melee. Each agent beyond the first who lays down cover fire for the same individual offers only an additional +1 dodge bonus, and then only against foes within their line of sight. Laying down cover fire uses up 5 shots.

Strafe Attack (Full Action): The strafe action may only be taken when you are using certain weapons (*see page 17*). When you take this action, you fire a long burst of ammo in an attempt to hit several opponents within your line of sight, all at once. After selecting up to three 5-ft. squares, none of which may be in front of the others, make a single attack roll with a –2 penalty for each square beyond the first (applying all normal modifiers as well). Compare this attack roll with the Defense of each target in the target squares separately, hitting or missing each as usual. If one or more hits are scored, make a single damage roll and apply it to each target who was hit. A strafe attack may not be used to target the same square more than once, nor can it be used to alternately target two adjacent squares. A strafe attack uses up 2 shots per targeted square.

Suppressive Fire (Full Action): When you take this action, you use a firearm to pin down an opponent with suppressive fire, forcing him to seek cover and making it difficult for him to fire back. To do this, choose a single opponent in your line of sight who receives a –4 penalty to his attack rolls and skill checks for 1 round while he remains in your line of sight. In addition, the opponent must either leave your line of sight or take at least one-quarter cover by the start of your next action (provided he has had at least one action in the meantime) or you get a free standard attack against him. You cannot lay down suppressive fire on an opponent who is involved in a melee. Each agent who coordinates suppressive fire on a single target beyond the first imposes an additional –1 penalty to the target's attack and skill rolls, and then only so long as the target remains in both attackers' lines of sight. All suppressing agents receive a free attack if the target fails to take cover. Laying down suppressive fire uses up 5 shots.

Trip (Half Action): When you take this action, you attempt to drop someone to the ground. First, you must make a melee attack. If it is successful, then you make a Strength check which is opposed by either your opponent's Strength or Dexterity, whichever is higher. Your target receives a +2 bonus to his roll if he is braced or otherwise more stable than you. If you win the opposed check, your target becomes prone. A prone target suffers a –4 penalty on melee attack rolls, and melee attacks against him receive a +4 bonus. Ranged attacks upon a prone agent, however, receive a –4 penalty. Standing up requires a half action unless you have the Jump Up feat. If you lose the opposed check, your target may make a free attempt to trip you in return, using the same method.

Attack Modifiers

Several conditions may affect your attacks.

Favorable and Unfavorable Conditions: As with skills, the GC may apply a +2 or –2 modifier for every favorable or unfavorable condition that affects an attack, respectively.

Cover: Crouching behind a wall or door frame provides a bonus to your Defense. The more complete your cover is, the better the bonus you receive (*see Table 4: Cover*). Cover provides two other bonuses. The Cover Defense Bonus is added to your Defense when you are attacked. The Cover Reflex Save Bonus is added to your Reflex saving throws against any area effects that originate or spread from the other side of the cover.

Helpless Defenders: A melee attack against a helpless target (someone who is bound, sleeping, unconscious, or otherwise unable to defend himself) receives a +4 bonus to the attack roll. Ranged attacks do not receive this bonus. In addition, the defender's Dexterity bonus is considered to be –5 (as though they had a Dexterity of 0). You can make a coup de grace attack action against a helpless defender if you wish.

Flanking: When you and an ally attack an opponent directly between you, you each each gain a +2 flanking bonus to your attack rolls.

Fighting Defensively: You may choose to fight defensively before you take an attack action, accepting a –4 penalty to all of your attacks and skill checks until the end of the round to gain a +2 dodge bonus to Defense for that same round.

Shooting or Throwing Into a Melee: If you shoot or throw a ranged weapon at an opponent who is adjacent to one of your allies, you suffer a –4 penalty to your attack roll. If your ally is unconscious or immobilized, you don't suffer this penalty unless the ally is being attacked.

Special Attacks

The following are special attack options in *Spycraft*.

Blast Damage: Some weapons affect every character and object within an area. These are called blast weapons, and they inflict blast damage. Blast damage has a base radius of effect, called a blast increment. Everyone and everything within this blast increment takes the full blast damage rolled, which is reduced by half (rounding down) for each blast increment out from the center of the blast. Blast damage below 1 point has no effect. When you suffer blast damage, you may make a Reflex save (DC 15 +1 per die of damage) in order to dive for cover, halving the damage you suffer from the explosion (rounding down).

Grenade-Like Weapons: Weapons that are hurled or propelled (like knives, grenades, and rockets) may deviate from the target when attacks with them are unsuccessful. These weapons are referred to grenade-like weapons.

When an attack with a grenade-like weapon misses, the weapon or ammunition deviates from its intended target. Roll 1d3 and add +1 to the total for every range increment the weapon traveled to see how many squares away from the intended square the weapon lands. To determine which direction the weapon deviates, roll 1d8 and consult the grenade-like weapon deviation diagram on page 26.

Unarmed Attacks: Kicks, punches, and martial arts moves are all unarmed attacks. Normally, unarmed attacks deal 1d3 points of damage. In addition, there are several feats you can take to increase the effectiveness of your unarmed attacks. These might let you deal extra damage, take extra attacks, or use other special abilities.

Other Actions

Remaining common actions include the following.

Aim a Weapon (Half Action): When you take this action, you aim a ranged weapon at a specific target. As long as your target doesn't move before your next attack on it, and you do nothing to disturb the weapon's aim, you receive a +1 bonus to your next attack roll against that target. You may both aim and brace a ranged weapon, stacking the bonuses from each (for a total bonus of +3).

Brace a Weapon (Half Action): When you take this action, you must have a stable surface or corner to level your ranged weapon against, and you must choose a target to aim it at. As long as your target doesn't move before your next attack on it, and you do nothing to disturb the weapon's aim, you receive a +2 bonus to your next attack roll against that target. You may both aim and brace a ranged weapon, stacking the bonuses from each (for a total bonus of +3).

Table 4: Cover

| Degree	Examples	Cover Defense Bonus	Cover Reflex Bonus	Concealment Defense Bonus
One-quarter	Standing behind a short	+2	+1	+1
One-half	Fighting from around a corner; standing at an open window; standing behind an agent of the same size	+4	+2	+2
Three-quarters	Peering around a corner	+7	+3	+3
Nine-tenths	Standing at a narrow opening standing behind a slightly open door	+10	+4†	+4
Total	Entirely behind a solid wall	—	—	+6

* Concealment examples.

† No damage if your save is successful, half damage if you fail.

COVER FIRE

Donovan cannot use cover fire to protect Neon-Hand as Neon-Hand is engaged in melee.

Donovan may not use cover fire to protect this bystander as the bystander is not in Donovan's line of sight.

Donovan may use cover fire to protect Brace from this minion as both Brace and the minion are in Donovan's line of sight.
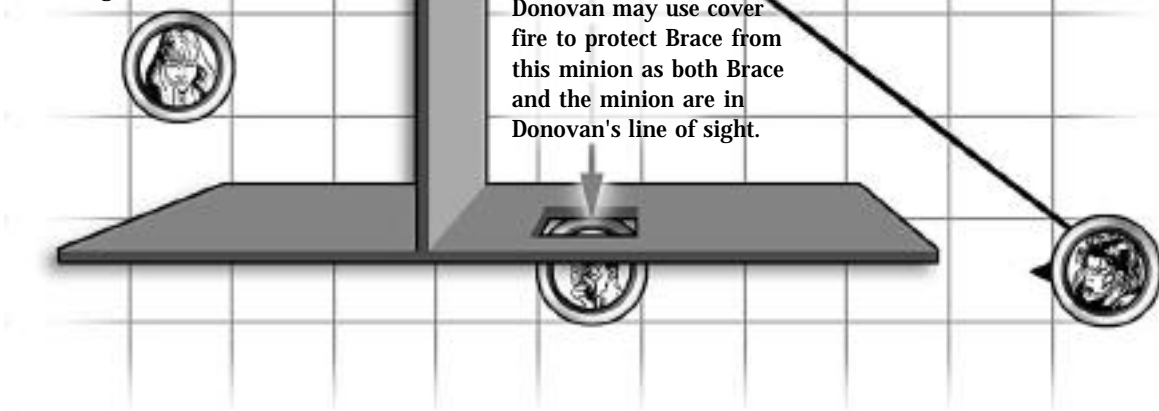
Draw or Holster a Weapon (Half Action): When you take this action, you draw or holster a weapon.

Stabilize a Dying Agent (Half Action): When you take this action, make a First Aid check (DC 15). If successful, you stabilize an adjacent, dying combatant. The recipient regains no vitality or wound points, but they stop losing them.

Stand Up (Half Action): When you take this action, you rise from a prone position. Taking the Jump Up feat makes this a free action.

Injury and Death

When you hit someone, they suffer damage from your attack. When you are hit by someone, you suffer damage from their attack.

Giving Damage

When you strike an opponent with a weapon, you inflict damage according to the weapon used. Apply any damage modifiers gained from gear, feats, or special abilities. If the attack is a melee or unarmed strike, add your Strength modifier to the damage.

Certain equipment or abilities offer damage reduction, which allows a target to absorb damage without harm. Any damage reduction is subtracted from damage after all other modifiers have been applied. Damage reduction may reduce damage to 0.

Taking Damage

You have two statistics which determine how much damage you can sustain — vitality points and wound points.

Damage taken is subtracted from your vitality points first. When you have no vitality points left, damage is subtracted from your wound points.

Your **vitality points** determine how long you can go in a fight before you start becoming wounded. Your vitality points are determined by your class (*see Agent Design*). When your vitality points are reduced to 0, you become **fatigued** (you are unable to run or charge, and your Strength and Dexterity are each reduced by 2). Also, you must make a Fortitude saving throw (DC 10) or you are stunned (unable to do anything) for 2d6 rounds.

Your **wound points** determine the amount of damage you can take before falling unconscious or dying. Your wound points are equal to your Constitution. When you reach 0 wound points, you fall **unconscious**. At the end of the round in which you dropped below 0 wound points and every round thereafter until you are stabilized, roll d%. If you roll equal to or less than your Constitution, you stabilize; otherwise you lose 1 wound point. If your wound points ever reach –10, your agent is **dead**.

Healing

There are several ways to regain lost vitality or wound points — natural healing, hospital care, and special equipment among them. However, no form of healing can raise your vitality or wound points past their normal maximum.

Natural Healing: When healing on your own, you regain 1 vitality point per agent level per hour of rest, and 1 wound point per day of rest, as long as you restrict yourself to light activities (i.e. no combat) during that time.

Assisted Healing and Hospitalization: When healing with the help of a professional, you regain lost vitality and wound points at double the normal rate. Hospital facilities can increase this to triple the normal recovery rate.

Gear: Certain equipment can quickly restore lost vitality or wound points. A stimulant shot can stabilize a dying agent, for instance, and a liquid skin patch can quickly restore a few wound points. *See page 18 for more about this item.*

Using Action Dice for Healing: When not engaged in combat, you may spend any number of action dice to regain some vitality or wound points. For each action die you spend, you either roll an action die and regain that many vitality points, or regain 2 wound points.

Savings Throws

When you are subjected to an unusual attack, such as brainwashing or explosives, you are allowed a saving throw (or "save") to reduce or avoid the effect. There are three types of saving throws:

Fortitude: Used when you suffer tremendous physical damage, or an attack against your health such as poison, diseases, or paralysis.

Reflex: Used when you are trying to dodge massive attacks such as explosives, or to react quickly to a deadly situation, such as dodging out of the way of the fireball from an incendiary explosive.

Will: Used to resist mental influencing or coercion such as seduction or brainwashing.

To make a savings throw, roll a d20 roll and add the appropriate bonus calculated during agent design (*see page 5*). The DC for a save is determined by the attack itself. For instance, arsenic poisoning might call for a Fortitude save against DC 15, while a seduction attempt from a gorgeous woman might call for a Will save against DC 24.

ACTION DICE

You may call upon your reserves of luck and skill in the form of action dice. Sometimes, spending an action die at the proper moment can mean the difference between success and failure, or life and death.

You may spend your action dice in the following ways.

Add to a Die Roll: You may add the total roll of an action die to any die roll you make after you've created your agent. Roll one of your action dice and add the result to your attack roll, damage roll, skill check, saving throw, etc. You may keep spending action dice to increase a die roll as long as you have action dice left to spend. You may add any number of your action dice to a roll at any time — even after the roll. However, you may not use action dice after the GC has described the outcome of an action or roll.

Add to Your Defense: Once per round, you may spend a single action die to increase your Defense by the total you roll. This luck bonus stays in effect until the end of the round.

Activate a Threat or a GCError: As described in the Skills section, rolling a natural 20 (i.e. the 20 is showing on the die) usually means that you've scored a threat. When you've rolled a threat, you may spend an action die to activate a critical success, gaining the best possible effect for the skill use. In combat, scoring a critical success with an attack roll results in the damage being applied directly to the target's wounds.

You may also spend one of your action dice to activate an error that the GC scores, ensuring that the NPC in question suffers the worst possible outcome of his attack or skill use.
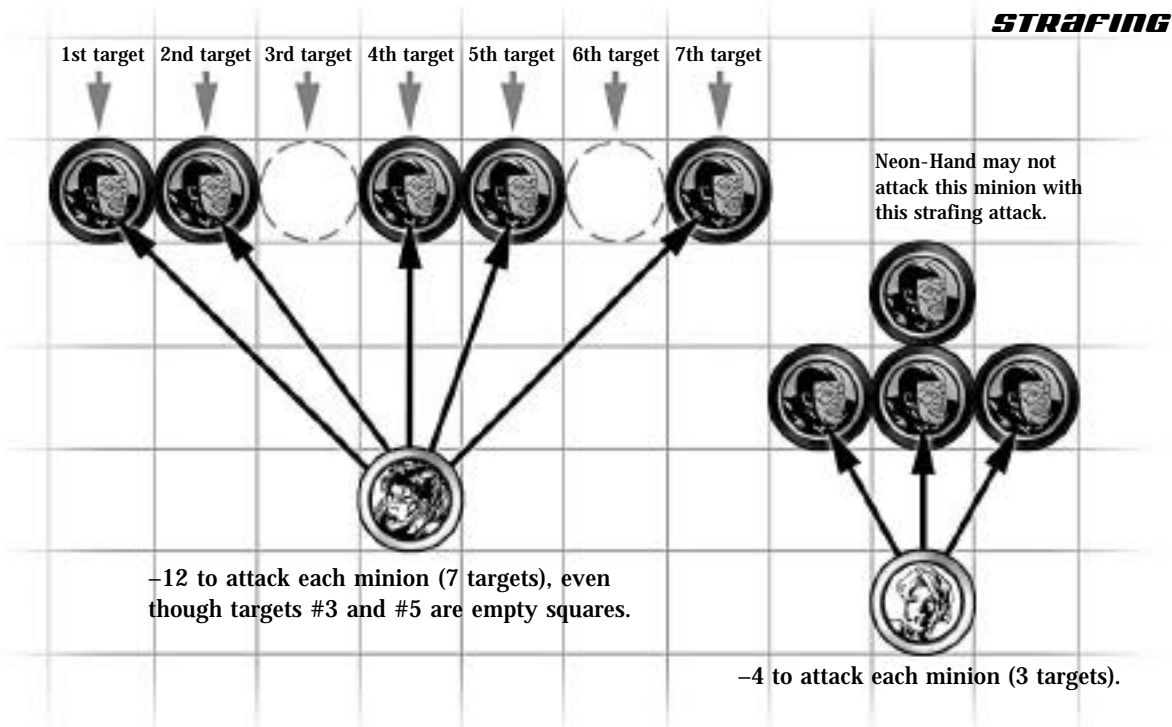
Heal Yourself: When not engaged in combat, you may spend any number of action dice to regain some vitality or wound points. For each action die you spend, you either roll one action die and regain that many vitality points, or regain 2 wound points.

Ask for an Inspiration Check: *See Other Rules, page 26.*
Ask for a Favor Check: *See Other Rules, page 26.*

Gaining Action Dice

Your Game Control awards you one or more action dice when he feels that you have roleplayed your agent exceptionally, exhibited leadership or problem-solving ability, or otherwise entertained the group. These dice are added to your pool and may be spent immediately. Be sure to spend all of your action dice, since they vanish at the end of the game session. You receive 3 fresh action dice (each a d4) at the start of each session.

STRAFING

1st target 2nd target 3rd target 4th target 5th target 6th target 7th target

–12 to attack each minion (7 targets), even though targets #3 and #5 are empty squares.

Neon-Hand may not attack this minion with this strafing attack.

–4 to attack each minion (3 targets).

GRENADE-LIKE WEAPON DEVIATION

Direction of Throw

Game Control action dice

The GC receives action dice as well — a number of d12s equal to the number of agents in the team, plus 3. He may spend these action dice to increase the rolls of his NPCs, add to NPC Defense, activate NPC critical hits or agent errors, or heal his NPCs. In all ways, these uses of GC action dice work as described above. Finally, when the GC awards an action die to an agent, he receives one himself, so he has to continue rewarding the players if he doesn't want to run out of action dice himself.

OTHER RULES

Agents have three other tools at their disposal.

Education checks: Your agent knows things that you (as a player) don't — things he learned over the course of his espionage training. When you want to call upon information that you feel your agent should know based on his background, make an education check. Declare that you are making an education check and make the roll described below. With success, you know the information in question or have encountered the subject matter before. With failure, you are unfamiliar with the subject matter. You may only make one education roll per subject (e.g. once you have determined that you don't know the real name of a Russian spy by their code-name, you may not roll again to see if you know it). On occasion, your GC may prompt an education check — usually when he needs to help the game along.

Inspiration checks: When you're stumped about what to do next (for example, you're caught in the villain's deathtrap with no apparent escape route), you may ask the GC for an Inspiration check. If he agrees, you spend an action die and make the roll described below. With success, you are provided a hint about what to do (the more you beat the DC by, the better the hint).

On occasion, your GC may prompt an inspiration check — usually when he is aware that your agent might know something important to the mission at hand that you (as a player) aren't likely to ask about.

Favor checks: When you need help beyond that of your teammates, you can request aid from the Agency's home office. This is handled with a favor check. There are many types of help the Agency can provide, including specialists (NPCs with skills and knowledge you need in the field), bypassing customs, and interfering with local authorities. The Agency isn't always in a position to fill your request, however, and sometimes simply chooses not to. Favor checks work the same as Inspiration checks — ask the GC for a favor. If he agrees, spend an action die and make the roll described below. With success, the Agency is willing and able to fulfill your request.

In all three cases, the mechanic is the same — the GC sets a DC (usually between 10 and 25, and low when you're in a real jam or the GC needs you to succeed to move the story along) and you roll 1d20, adding your agent's level to the result. If the total beats the DC, the check is successful.

Action dice spent on inspiration and favor checks are lost even if the roll fails.

CHASES

One of the most prominent features of the spy serial is the chase sequence. Whether streaking across the Florida Keys in military transports or racing through alleyways of downtown London in sports cars, chases are the ultimate expression of raw speed and pure, unadulterated adrenaline.

Special Note: The *Spycraft Espionage Handbook* covers ground vehicle chases in great detail, with supporting sections for air, water, foot, and other types of chases as well.

VEHICLE STATISTICS

As shown on the vehicle table on page 16, vehicles have a short, simple set of statistics.

Defense

This is a vehicle's base chance to be hit before taking the driver's skill into account. A drivers adds his Dex modifier to his vehicle's Defense value when he's behind the wheel.

Handling

This number is added to all maneuver checks a driver makes while using a vehicle. Some vehicles have handling penalties, which are subtracted from maneuver checks.

Hardness

A vehicle's hardness is subtracted from all damage it suffers before the damage is applied to its wound points. Certain types of damage ignore hardness, including damage taken from excessive speed (*see opposite*). When damage ignores hardness, it is mentioned in its description.

Speed

This is how feet a vehicle may move in one full action on a standard combat grid. *A vehicle's maximum speed (in miles per hour, or "MPH") is listed on page 16.* Chase speed is determined by the MPH of one of the vehicles involved in the chase, as described on the opposite page.

Wound Points

This determines how much damage a vehicle can take. Vehicles don't have vitality points.

GETTING STARTED

During a chase, one vehicle — the "predator" — is assumed to be trying to catch the other — the "prey."

TERRAIN

Terrain establishes the general conditions of a chase. Terrain determines the highest-possible speed during a chase, and falls into three basic categories: open, close, and tight.

Open Terrain

Open terrain is easy to traverse, with only slight changes in elevation and few imposing obstacles. In open terrain, the speed of a chase begins at 3⁄4 of the maximum MPH of the fastest vehicle involved (rounded down). Open terrain chases in which one vehicle's maximum MPH is less than 3⁄4 that of the opponent vehicle are usually over before they start.

A vehicle's maximum MPH is critical in open terrain, and the vehicle with the highest maximum MPH receives a +2 speed modifier to all maneuver checks *(see page 29)*.

Close Terrain

Between occasional obstacles and difficult driving conditions, the speed of a chase in close terrain begins at 1⁄2 of the fastest vehicle's maximum MPH (rounded down).

Tight Terrain

In tight terrain, the speed of a chase begins at 1⁄4 of the fastest vehicle's maximum MPH (rounded down). Such close quarters favor nimble drivers, so the driver whose vehicle has the highest handling gains an additional +1 speed bonus to all maneuver checks.

INITIAL LEAD

The distance between vehicles during a chase is called the "lead," and is measured in "lengths." Unless otherwise noted, one length equals 10 ft. At no time can the lead be less than 0 or greater than 30. If any effect reduces the lead to less than 0, the lead becomes 0. Similarly, if any result increases the lead above 30, the lead becomes 30.

Most chases boil down into one of two categories: predator-initiated and prey-initiated. This determines the prey's lead at the start of the chase. When the predator begins a chase, the initial lead is equal to 2d6+3 lengths (50-150 feet). When a chase begins with the prey fleeing, the initial lead is 2d6+8 (100-200). If there is no clear initiator in a chase, both sides roll initiative and the highest result is considered to have started the chase.

CHASE SPEED

Chase speed is measured in miles per hour (MPH), and is determined by terrain at the start of a chase *(see above)*. Chase speed changes throughout the chase according to the maneuvers chosen by the both drivers each round *(see Step 1, in the next column)*. Whenever the chase speed exceeds the maximum speed of one or more involved vehicles at the end of a chase round, the vehicles in question each take 4 points of damage (reduced to 2 if the driver has the Daredevil ability). This damage is not reduced by the vehicle's hardness, and is applied in addition to all damage caused by maneuvers, crash checks (and crashes), and other effects.

STEP 1: CHOOSE MANEUVERS

The first step during each round of a chase is choosing maneuvers. We have broken maneuvers into two basic categories: predator and prey (after the vehicles which may choose from each category).

Due to the abstract nature of chases, the distance covered and the specific locations of each vehicle are left up to the imaginations of the GC and the agents. What's important is the distance between them at any given time. The initial lead is determined as part of getting started, but should be rechecked at the start of each round. Many maneuvers may only be chosen by drivers with a certain minimum or maximum lead.

Ultimately, the goal of the predator is to decrease the lead enough that he can perform one of the finishing maneuvers *(see the next step)* and catch the prey, while the prey is trying to do the inverse. Chases continue until either the predator or the prey successfully performs a finishing maneuver, someone crashes, or one of the vehicles is disabled *(see Step 7)*.

Maneuver Descriptions

All maneuvers feature the following elements.

Lead: This describes the minimum or maximum distance between predator and prey required to perform the maneuver. Both predator and prey tend to have more options as the two vehicles become more closely entangled.

Speed: Succeed or fail, both predator and prey's maneuvers may temporary modify the current chase speed. In the case that both predator and prey choose maneuvers that alter the chase's speed, only the highest modifier (positive or negative) applies.

Success: This describes the effects of the maneuver, which applies when the driver who chose it wins the opposed maneuver roll for the chase round.

Special: Any additional information the GC or players should be aware of about the maneuver.

Maneuvers marked "Daredevil" stress a vehicle to the limit. Wheelmen are able to use these maneuvers more reliably and with less damage to their vehicles. Those marked "Daredevil only" are so extreme that only wheelmen may attempt them.

Finishing maneuvers end the chase if performed successfully and have prerequisites that must be fulfilled before they can be attempted.

Predator Maneuvers

All predator maneuvers are geared toward slowing down or catching the prey. The predator should write his maneuver down on a piece of paper and keep it secret for now.

Box In (Daredevil Only, Finishing)

It takes skill to trap an opponent with minimal damage, but sometimes it's essential to take the prey intact.
Lead: 5 lengths or less.
Success: The predator wins the chase, forcing the prey into a corner from which there is nowhere to run.

Crowding (Finishing)

The predator gets right up into the prey's backside and tries to force him into a collision with the environment.
Lead: 2 lengths or less.
Success: The predator wins the chase. The prey is assumed to have failed a crash check as described under Step 7, and the predator comes to a safe stop.

Gun It!

The predator tries to catch the prey in a straightforward manner, without frills or significant chance of a mishap.
Lead: Any distance.
Speed: Increase the chase speed by 10 mph this round.
Success: The lead is reduced by a number of lengths equal to the difference between maneuver checks.

Jockey

By carefully matching the prey's movements, the predator forces the relative speeds of the two vehicles down to almost zero so that others in the vehicle can attack.
Lead: 10 lengths or less.
Success: The lead is reduced by 1 and the driver and all passengers in the predator vehicle gain half the difference between the maneuver checks (rounded down) as a bonus to all their attack and skill rolls targeting the prey.

Ramming (Finishing)

The predator slams into the prey, forcing him off the road.
Lead: 5 lengths or less.
Success: The predator wins the chase, colliding with the prey. Both are assumed to have failed a crash check as described under Step 7. After the collision, both vehicles come to a halt.

Shortcut

Shortcuts can be incredibly helpful when the prey cannot see what the predator is doing. Unfortunately, the reduced line of sight can also result in a nasty spill.
Lead: Any distance.
Speed: The chase speed is reduced by 15 mph this round.
Success: The lead is reduced by a number of lengths equal to the twice the difference between maneuver checks. The predator must make a crash check during Step 7.

Prey Maneuvers

All prey maneuvers are geared toward escaping the predator. The prey should write his maneuver down on a piece of paper and keep it secret for now.

Hairpin Turn (Finishing)

The prey forces the predator down an erratic path as both cars speed around tight bends and whip around blind curves until one falls out of the race.
Lead: 20 lengths or more.
Speed: The chase speed is reduced by 25 mph this round.
Success: The prey wins the chase, taking one or more turns the predator can't manage. Both the predator and prey must make crash checks during Step 7.

Pull Ahead

The prey attempts to get as far ahead as possible.
Lead: Any distance.
Speed: Increase the chase speed by 10 mph this round.
Success: The prey's lead is increased by a number of lengths equal to the difference between maneuver checks.

Set Up

Instead of running, the prey leads the predator on a merry chase — usually to the tune of gunfire.
Lead: 10 lengths or less.
Success: The lead is increased by 1 and the driver and all passengers in the prey vehicle gain half the difference between the maneuver checks (rounded down) as a bonus to all their attack and skill rolls targeting the predator.

Stunt (Daredevil Only, Finishing)

The prey performs an incredible feat of skill, such as leaping a car across a rising toll bridge, to get away.
Lead: 20 lengths or more.
Success: The prey wins the chase, performing a stunt the predator just can't manage. If the prey's maneuver check exceeds the predator's by at least 5, the predator must make a crash check in Step 7.

Vanish

The prey leaves all pursuit behind, choking on his dust.
Lead: 30 lengths or more.
Speed: Increase the chase speed by 20 mph this round.
Success: The prey wins the chase.

Zig-zag

The prey clips neighboring terrain and other vehicles to direct them into the predator's path, slowing him down. Unfortunately, this increases the chance that one of the prey's "clips" may become a collision.
Lead: Any distance.
Success: The lead is increased by a number of lengths equal to twice to the difference between maneuver checks. The prey must make a crash check during Step 7.

STEP 2: MANEUVER CHECKS

The drivers reveal their maneuvers. Determine any changes to the chase speed as a result of maneuvers. Each driver makes an opposed check with his respective vehicle skill, possibly applying modifiers from their vehicles' handling modifiers, any bonuses gained from the terrain, modifiers from the Chase Maneuvers Table (*see below*), any chase feats the drivers have, and any damage their vehicle has suffered (*see Step 6*).

Table 5: Chase Maneuvers

	Box In	Crowd	Gun It	Jockey	Ram	Shortcut
Hairpin Turn	—	—	0/–4	—	—	0/–4
Pull Ahead	–6/0	0/–4	0/0	–2/0	–2/0	0/–4
Set Up	–2/0	–4/0	0/–4	–2/0	0/–4	–4/0
Stunt	—	—	–2/0	—	—	0/–2
Vanish	—	—	0/–4	—	—	–4/0
Zig-zag	–2/0	0/–6	–6/0	0/–2	–4/0	0/0

How to Use This Table: Find the predator maneuver across the top and the prey maneuver along the side. Cross reference to find the modifier for each vehicle this round. The modifier before the slash is applied to the predator's maneuver check this round, while the number after the slash is applied to the prey's maneuver check this round.

If one driver succeeds, the effects of his maneuver are applied during Step 4. If neither driver succeeds or the opposed roll results are a tie, the effects of neither maneuver are applied, and the chase continues without any maneuver effect (outside speed, which is applied regardless). If both drivers succeed, the effects of the maneuver taken by the driver with the highest check are applied during Step 4.

If a driver scores a critical success with a maneuver check, then he may only lose the opposed check to another critical success with a higher total, and receives a +4 bonus to his maneuver check the following round.. If a driver scores a critical failure with a maneuver check, he must make a crash check during Step 7.

STEP 3: SPEND ACTION DICE

After making their maneuver checks, drivers may spend action dice to increase their rolls or activate opponent critical successes and failures.

STEP 4: RESOLUTION

The effects of the winning driver's maneuver are applied to the chase. If the winning driver chose a finishing maneuver, then the chase ends after the remainder of this round's steps are completed. If not, the chase will continue with a new round following Step 7, unless crash checks or combat end the chase.

STEP 5: OTHER ACTIONS

Whether the chase has ended due to a finishing maneuver or not, all passengers of all vehicles are allowed one full action or two half actions. In addition, any driver may take one half action at the cost of a –4 penalty to his next maneuver check. In most ways, chase combat follows the rules presented for standard combat, with a few significant differences.

Actions During Chases

During chases, agents act in initiative order as usual, but many actions are restricted or illogical. The driver of a vehicle is limited to a single half action (at most) and thus is restricted from taking any full actions.

Attack Actions During Chases

A passenger in a moving vehicle suffers a –2 penalty to his attack rolls. This penalty is increased to –6 for the driver of the vehicle. Further, the driver and all passengers suffer an additional –2 penalty to their attack rolls for every 50 mph the vehicle is traveling (rounded down).

Melee attacks may only be made if the prey's lead is 0 and/or the attacker is in or on the same vehicle as his target.

Movement Actions During Chases

Movement actions may be taken, but a Balance check is required if the agent is standing on top of a moving vehicle. A Jump check is required to leap between two moving vehicles. Finally, if an agent falls from a moving vehicle, he suffers 1d6 points of damage for every 10 mph the vehicle is moving (rounded down).

Attacking Vehicles

Chase attacks are assumed to inflict damage on the targeted vehicle unless a critical hit is made or the driver is attempting to ram bystanders. The difficulty of striking a vehicle is determined by its Defense.

Vehicle Defense

As described, a vehicle's Defense is equal to its base Defense modified by its driver's Dexterity modifier.

Critical Hits Against Vehicles

When you score a critical hit against a ground vehicle, roll on the following table.

d10 Roll	Group/Location
1	Engine
2-4	Steering
5-8	Tires
9-0	Window

After you have rolled a hit location, consult the appropriate entry to determine the critical hit's effect *(see next page)*.

Engine: The vehicle's hardness is not subtracted from the damage done by the critical hit. On the second and each subsequent engine critical, the vehicle loses 10% of its top speed. This loss is cumulative with previous speed losses. Thus, if a vehicle suffers three critical hits to its engine, it loses 30% of its top speed.

Steering: In addition to suffering the normal damage from the attack, the vehicle's handling is reduced by 1 for every 10% of its maximum wound points the attack inflicts (rounded down). Thus, a vehicle with 45 wound points would lose 1 point from its handling modifier for every 4 points of damage a critical hit inflicts to its steering.

Tires: Instead of dealing damage to the vehicle, one of its tires is attacked. Normal tires can suffer 5 wound points before bursting. When a tire bursts, the driver must make a crash check (applying all handing penalties for burst tires). In addition, the driver suffers a –2 handling penalty for each tire that bursts (if the vehicle has 9 or less tires), or for each 2 tires that burst (if the vehicle has 10 or more tires). The maximum penalty burst tires can apply is –10, no matter how many tires the vehicle has. If all if the vehicle's tires have already burst (or if it has no tires!) when this critical result comes up, this critical hit instead targets the vehicle's steering.

Window: When this result comes up, it means that the attack is likely to hit an occupant. Select one of the occupants at random (or rely on the GC to determine who is in the line of fire) and compare the attack roll to his Defense (ignoring Dexterity modifiers) to see if he is hit. If not, and there is someone sitting behind him in the line of fire, check to see if that person is hit. If the attack doesn't hit either occupant, then it is considered to have harmlessly passed through the passenger compartment.

Bystanders

Sometimes, the GC may determine that the chase terrain contains bystanders who can attack and be attacked by vehicles involved in the chase. This usually happens in close and tight terrain, where chases can take place in commonly populated areas, like warehouses and parking garages.

When attacking bystanders with a vehicle, the driver uses his Driver skill to make the attack, applying any and all attack modifiers that normally apply in chases. If he hits, the damage equals 1d6 for every 10 MPH of his vehicle speed. Critical hits are applied to wounds as normal.

Bystanders can target vehicles and their occupants as well, using the rules under Attacking Vehicles, on the previous page.

STEP 6: DAMAGE & CRASHES

The last step in every chase round is to apply damage (if any) to each vehicle, and see if they have collided with the environment (or each other).

Vehicle Damage

When a vehicle has been hit by an attack, damage is rolled normally and any applicable cover is subtracted (*see page 23*). The vehicle's hardness (if any) reduces the number again (*see page 16*). Finally, you have the damage which the vehicle must absorb itself.

There are four conditions a vehicle can be in after suffering damage.

Vehicle Okay: A vehicle which has not yet been reduced by half its maximum wound points or less has no modifiers.

Vehicle Crippled: A vehicle which has been reduced to fewer than half its maximum wound points is crippled. Its handling is reduced by 5. The driver must make an immediate crash check with a +5 modifier to the DC.

Vehicle Disabled: A vehicle which has been reduced to 0 wound points or less stalls and comes to a halt. The chase ends. The driver must make an immediate crash check with a +10 penalty to the DC.

Vehicle Destroyed: A vehicle which has suffered more than twice its maximum wound points is destroyed. The vehicle rolls, skids, or plummets to a halt and then explodes. This deals damage like a failed crash check without the extra damage from the driver's failed check (*see below*). Occupants of the vehicle make Jump or Tumble checks (DC 20, +2 for every 25 mph the vehicle was traveling when the crash occurred) to jump free of the crash, reducing their damage from the crash by half.

Crash Checks

Crash checks are made in 4 instances:

- When the vehicle's tire bursts.

- When the driver scores a critical failure with his maneuver check.

- When a successful maneuver calls for a crash check.

- When damage to a vehicle calls for a crash check.

A crash check works like a maneuver check, but a driver makes only one crash check per round. The base DC for a crash check is 15. If a driver is required to make multiple crash checks in a round he instead makes a single check, adding 5 to the DC for every additional crash check the driver has been asked to make this round.

In addition, the following modifiers apply:

Circumstance	DC Modifier
Open terrain	–5
Close terrain	+0
Tight terrain	+5
Every full 25 mph of speed	+2

Whenever a driver fails a crash check, his vehicle collides with the environment (or the other vehicle, if the successful maneuver calls for it). Damage to each vehicle (and occupant) equals 1d6 for every 10 mph of vehicle speed, +1 for every point by which the driver failed his crash check.

Each occupant of the vehicle may make a Jump or Tumble check (DC equal to the failed crash check) to jump free of the vehicle, reducing the damage by half.

SPYCRAFT

AGENT RECORD SHEET

CHARACTER NAME

CODE NAME

PLAYER

CLASS · LEVEL · AGENT LEVEL

SECOND CLASS · LEVEL · DEPARTMENT

THIRD CLASS · LEVEL · NATIONALITY

AGE · GENDER · HEIGHT · WEIGHT · EYES · HAIR

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

VITALITY — TOTAL · CURRENT · DIE TYPE

WOUNDS — SUBDUAL DAMAGE

DEFENSE = 10 + __ / __ + __ + __ + __
TOTAL · CLASS / ARMOR · DEX · SIZE · MISC

INITIATIVE = __ + __ + __
TOTAL · CLASS · DEX · MISC

ACTION DICE — TOTAL · DIE TYPE · SPENT

BASE SPEED

INSPIRATION = __ + __
TOTAL · WIS MOD · MISC

EDUCATION = __ + __
TOTAL · INT MOD · MISC

SAVES

	TOTAL BONUS		BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
FORTITUDE CONSTITUTION		=	+	+	
REFLEX DEXTERITY		=	+	+	
WILL WISDOM		=	+	+	

ATTACKS

	TOTAL BONUS		BASE ATTACK	ABILITY MODIFIER	MISC MODIFIER
UNARMED		=	+	+	
MELEE		=	+	+	
RANGED		=	+	+	

WEAPON

	ATK BONUS	DAMAGE	ERROR	THREAT

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT

AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT

ARMOR

	DEF BONUS	DAM RESISTANCE	ARMOR CHECK

TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES

STANDARD ISSUE GEAR

GADGETS

SKILLS

MAX RANKS __ / __

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL BONUS		RANKS	ABILITY MODIFIER	MISC MODIFIER	ERROR RANGE	THREAT RANGE
☐	APPRAISE ■	INT	__	=	__	+ __	+ __		
☐	BALANCE ■	DEX*	__	=	__	+ __	+ __		
☐	BLUFF ■	CHA	__	=	__	+ __	+ __		
☐	BOATING ■	DEX	__	=	__	+ __	+ __		
☐	BUREAUCRACY ■	CHA	__	=	__	+ __	+ __		
☐	CLIMB ■	STR*	__	=	__	+ __	+ __		
☐	COMPUTERS ■	INT	__	=	__	+ __	+ __		
☐	CONCENTRATION ■	WIS	__	=	__	+ __	+ __		
☐	CRAFT (_____)	INT	__	=	__	+ __	+ __		
☐	CRYPTOGRAPHY	INT	__	=	__	+ __	+ __		
☐	CULTURES	WIS	__	=	__	+ __	+ __		
☐	DEMOLITIONS	INT	__	=	__	+ __	+ __		
☐	DIPLOMACY ■	CHA	__	=	__	+ __	+ __		
☐	DISGUISE ■	CHA	__	=	__	+ __	+ __		
☐	DRIVER ■	DEX	__	=	__	+ __	+ __		
☐	ELECTRONICS	INT	__	=	__	+ __	+ __		
☐	ESCAPE ARTIST ■	DEX*	__	=	__	+ __	+ __		
☐	FIRST AID ■	WIS	__	=	__	+ __	+ __		
☐	FORGERY ■	INT	__	=	__	+ __	+ __		
☐	GATHER INFORMATION ■	CHA	__	=	__	+ __	+ __		
☐	HANDLE ANIMAL	CHA	__	=	__	+ __	+ __		
☐	HIDE ■	DEX*	__	=	__	+ __	+ __		
☐	HOBBY (_____)	WIS	__	=	__	+ __	+ __		
☐	INNUENDO ■	WIS	__	=	__	+ __	+ __		
☐	INTIMIDATE ■	STR /CHA	__	=	__	+ __	+ __		
☐	JUMP ■	STR*	__	=	__	+ __	+ __		
☐	KNOWLEDGE (_____)	INT	__	=	__	+ __	+ __		
☐	LANGUAGES	INT	__	=	__	+ __	+ __		
☐	LISTEN ■	WIS	__	=	__	+ __	+ __		
☐	MECHANICS	INT	__	=	__	+ __	+ __		
☐	MOVE SILENTLY ■	DEX*	__	=	__	+ __	+ __		
☐	OPEN LOCK	DEX	__	=	__	+ __	+ __		
☐	PERFORM ■	CHA	__	=	__	+ __	+ __		
☐	PILOT	DEX	__	=	__	+ __	+ __		
☐	PROFESSION (_____)	WIS	__	=	__	+ __	+ __		
☐	READ LIPS	INT	__	=	__	+ __	+ __		
☐	SEARCH ■	INT	__	=	__	+ __	+ __		
☐	SENSE MOTIVE ■	WIS	__	=	__	+ __	+ __		
☐	SLEIGHT OF HAND	DEX*	__	=	__	+ __	+ __		
☐	SPORT ■ (_____)	STR/ DEX*	__	=	__	+ __	+ __		
☐	SPOT ■	WIS	__	=	__	+ __	+ __		
☐	SURVEILLANCE	WIS	__	=	__	+ __	+ __		
☐	SURVIVAL	WIS	__	=	__	+ __	+ __		
☐	SWIM ■	STR	__	=	__	+ __	+ __		
☐	TUMBLE	DEX*	__	=	__	+ __	+ __		
☐	USE ROPE ■	DEX*	__	=	__	+ __	+ __		
☐	_____		__	=	__	+ __	+ __		
☐	_____		__	=	__	+ __	+ __		
☐	_____		__	=	__	+ __	+ __		
☐	_____		__	=	__	+ __	+ __		

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.
*Mark class skills with ☒ . * armor check penalty, if any, applies.*

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